spell/prayer	lvl	t	sp	speed	range	duration	short description
armour	1	W	8	2.00	touch	special	Create a magical protective field.
burning hands	1	W	5	0.50	5	instant	Creates a cone of fire.
cancellation	10	W	30	1.00	special	permanent	Removes magic from items.
charging	10	W	200	2.00	caster	permanent	Recharges a wand.
charisma	3	W	12	2.00	touch	special	Temporarily increases a player's Charisma.
confusion	2	W	10	0.50	touch	standard	Confuses the recipient.
constitution	4	W	15	2.00	touch	special	Temporarily increases a player's Constitution
create bomb	6	W	20	1.00	1	special	Creates a short fuse bomb.
create earth wall	4	W	6	1.00	1	permanent	Creates a destructable earthen wall.
create fire wall	6	W	5	1.00	1	special	Creates a wall of fire.
create food	3	P	5	2.00	1	permanent	Creates a food.
create frost wall	8	W	8	1.00	1	special	Creates a wall of frost.
destruction	18	W	20	0.20	special	instant	Does 5+Int dmg to every creature on level.
dexterity	3	W	12	2.00	touch	special	Temporarily increases a player's Dexterity.
dimension door	10	W	25	1.00	5	caster	Teleports caster several squares.
earth to dust	2	W	5	1.00	special	permanent	Destroys earthwalls in a radius around caster.
fear	4	W	6	0.20	4	standard	Invokes fear within individuals.
heal	10	P	50	9.00	touch	permanent	Restores all lost hit points.
holy word	4	P	6	0.30	special	instant	As turn undead, but causes minor damage.
icestorm	4	W	7	0.50	6	instant	Creates a cone of frost.
improved invisibility	6	W	15	1.00	touch	standard	Renders the caster invisible for a short time.
invisible	6	W	25	0.50	touch	standard	Recipient becomes invisible.
invisible to undead	9	P	35	1.00	touch	standard	Recipient becomes invisible to undead.
large bullet	4	W	3	0.50	special	instant	Creates and hurls large magical bullet.
large fireball	5	W	13	1.00	special	14	Creates a large fireball.
large lightning	4	W	8	0.60	24	16	Creates a single bolt of lightning.
levitate	6	W	10	1.00	touch	standard	Recipient levitates.
magic bullet	1	W	1	0.30	special	instant	Creates and hurls magical bullet.
magic mapping	5	W	15	1.00	self	instant	Shows complete map of level.
magic missile	1	W	2	0.50	special	instant	Creates magic homing projectile.
major healing	8	P	10	5.00	touch	permanent	Restores 3d8+3 hit points.
mass confusion	7	W	20	0.70	5	standard	Mass confusion.
medium fireball	3	W	8	0.70	special	10	Creates a medium fireball.
medium healing	4	P	7	3.00	touch	permanent	Restores 3d6+3 hit points.
minor healing	1	P	4	2.00	touch	permanent	Restores d8 hit points.
paralyze	2	W	5	0.50	5	standard	Paralyzes affected creatures.
perceive self	2	P	5	0.00	self	instant	Describes current protections of caster.
poison cloud	2	W	5	1.00	special	10	Creates a cloud of poisonous gas.
probe	1	W	3	0.20	5	instant	Describes powerfulness/condition of an object.
protection from attack	13	P	50	5.00	touch	special	Protects recipient from physical attack.
protection from cold	3	P	15	1.00	touch	special	Protects recipient from cold.
protection from draining	9	P	25	1.00	touch	special	Protects recipient from undead life drain.
protection from electricity	4	P	15	1.00	touch	special	Protects recipient from electricity.
protection from fire	5	P	20	1.00	touch	special	Protects recipient from fire.
protection from magic	10	P	30	3.00	touch	special	Protects recipient from magic.
protection from paralysis	8	P	20	1.00	touch	special	Protects recipient from paralysis..
protection from poison	6	P	20	1.00	touch	special	Protects recipient from electricity.
protection from slow	7	P	20	1.00	touch	special	Protects recipient from slow.
slow	1	W	5	0.30	5	standard	Causes affected creatures move extremely slow.
small fireball	1	W	5	0.50	special	6	Creates a small fireball.
small lightning	1	W	5	0.30	12	8	Creates a single bolt of lightning.
strength	2	W	10	2.00	touch	special	Temporarily increases a player's Strength
summon air elemental	7	W	20	1.00	1	special	Summons air elemental to fight for you.
summon earth elemental	5	W	15	1.00	1	special	Summons earth elemental to fight for you.
summon fire elemental	8	W	25	1.00	1	special	Summons fire elemental to fight for you.
summon golem	2	W	5	1.00	1	special	Summons golem to fight for you.
summon pet monster	2	W	5	1.00	1	special	Summons up to 5 friendly monsters
summon water elemental	6	W	15	1.00	1	special	Summons water elemental to fight for you.
turn undead	1	P	2	0.10	special	standard	Affects undead as fear spell.
word of recall	15	P	40	3.00	self	special	Transports caster back to starting map