| 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 |