

Spell lists for tournament characters

Illusionists

First level: *change self, color spray, detect illusion, detect invisibility, light, wall of fog.*

Second level: *blindness, blur, detect magic, invisibility.*

Third level: *dispel illusion, paralyzation.*

Magic-users

First level: *burning hands, charm person, comprehend languages, detect magic, feather fall, hold portal, light, magic missile, read magic, sleep.*

Second level: *continual light, detect evil/good, detect invisibility, invisibility, knock, levitate, web, wizard lock.*

Third level: *clairvoyance, dispel magic, fireball, haste, slow, water breathing.*

Fourth level: *charm monster, dimension door, fear, remove curse.*

Clerics

First level: *bless, cure light wounds, detect evil/good, detect magic, light, protection from evil, remove fear, sanctuary.*

Second level: *chant, find traps, hold person, know alignment, resist fire, silence 15' radius, slow poison, spiritual hammer.*

Third level: *continual light, create food and water, dispel magic, locate object, remove curse.*

Fourth level: *cure serious wounds, lower water, neutralize poison, protection from evil 15' radius.*