

Magic-User Spell Sheet

1st Level	3rd Level	5th Level
<input type="checkbox"/> Charm Person	<input type="checkbox"/> Clairvoyance	<input type="checkbox"/> Animate Dead
<input type="checkbox"/> Detect Magic	<input type="checkbox"/> Darkvision	<input type="checkbox"/> Cloudkill
<input type="checkbox"/> Floating Disc	<input type="checkbox"/> Dispel Magic	<input type="checkbox"/> Conjure Elemental
<input type="checkbox"/> Hold Portal	<input type="checkbox"/> Fireball	<input type="checkbox"/> Feeblemind
<input type="checkbox"/> Light*	<input type="checkbox"/> Fly	<input type="checkbox"/> Hold Monster
<input type="checkbox"/> Magic Missile	<input type="checkbox"/> Haste*	<input type="checkbox"/> Magic Jar
<input type="checkbox"/> Magic Mouth	<input type="checkbox"/> Hold Person	<input type="checkbox"/> Passwall
<input type="checkbox"/> Protection from Evil*	<input type="checkbox"/> Invisibility 10' radius	<input type="checkbox"/> Telekinesis
<input type="checkbox"/> Read Languages	<input type="checkbox"/> Lightning Bolt	<input type="checkbox"/> Teleport
<input type="checkbox"/> Shield	<input type="checkbox"/> Protection from Evil 10' radius*	<input type="checkbox"/> Wall of Stone
<input type="checkbox"/> Sleep	<input type="checkbox"/> Protection from Normal Missiles	
<input type="checkbox"/> Ventriloquism	<input type="checkbox"/> Water Breathing	6th Level
<input type="checkbox"/> Continual Light*	<input type="checkbox"/> Charm Monster	<input type="checkbox"/> Anti-Magic Shell
<input type="checkbox"/> Detect Evil	<input type="checkbox"/> Confusion	<input type="checkbox"/> Death Spell
<input type="checkbox"/> Detect Invisible	<input type="checkbox"/> Dimension Door	<input type="checkbox"/> Flesh to Stone*
<input type="checkbox"/> ESP	<input type="checkbox"/> Growth of Plants*	<input type="checkbox"/> Geas*
<input type="checkbox"/> Invisibility	<input type="checkbox"/> Hallucinatory Terrain	<input type="checkbox"/> Invisible Stalker
<input type="checkbox"/> Knock	<input type="checkbox"/> Ice Storm	<input type="checkbox"/> Lower Water
<input type="checkbox"/> Levitate	<input type="checkbox"/> Massmorph	<input type="checkbox"/> Projected Image
<input type="checkbox"/> Locate Object	<input type="checkbox"/> Polymorph Other	<input type="checkbox"/> Reincarnate
<input type="checkbox"/> Mirror Image	<input type="checkbox"/> Polymorph Self	<input type="checkbox"/> Wall of Iron
<input type="checkbox"/> Phantasmal Force	<input type="checkbox"/> Remove Curse*	
<input type="checkbox"/> Web	<input type="checkbox"/> Wall of Fire	