Basic Fantasy
ROLE-PLAYING GAME

Character's Name _____ Player's Name _____

Spells:	1st	2nd	3rd	4th	5th	6th

First Level Magic-User Spells

- Charm Person ☐☐☐☐☐☐
- Detect magic ☐☐☐☐☐☐
- Floating Disc ☐☐☐☐☐☐
- Hold Portal ☐☐☐☐☐☐
- Light * ☐☐☐☐☐☐
- Magic missile ☐☐☐☐☐☐
- Magic Mouth ☐☐☐☐☐☐
- Protection from Evil ☐☐☐☐☐☐
- Read Languages ☐☐☐☐☐☐
- Shield ☐☐☐☐☐☐
- Sleep ☐☐☐☐☐☐
- Ventriloquism ☐☐☐☐☐☐

Second Level Magic-User Spells

- Continual Light * ☐☐☐☐☐☐
- Detect Evil ☐☐☐☐☐☐
- Detect Invisible ☐☐☐☐☐☐
- ESP ☐☐☐☐☐☐
- Invisibility ☐☐☐☐☐☐
- Knock ☐☐☐☐☐☐
- Levitate ☐☐☐☐☐☐
- Locate Object ☐☐☐☐☐☐
- Mirror Image ☐☐☐☐☐☐
- Phantasmal Force ☐☐☐☐☐☐
- Web ☐☐☐☐☐☐
- Wizard Lock ☐☐☐☐☐☐

Third Level Magic-User Spells

- Clairvoyance ☐☐☐☐☐☐
- Darkvision ☐☐☐☐☐☐
- Dispel Magic ☐☐☐☐☐☐
- Fireball ☐☐☐☐☐☐
- Fly ☐☐☐☐☐☐
- Haste * ☐☐☐☐☐☐
- Hold Person * ☐☐☐☐☐☐
- Invisibility 10' radius ☐☐☐☐☐☐
- Lightning Bolt ☐☐☐☐☐☐
- Protection from Evil 10' radius ☐☐☐☐☐☐
- Protection from Normal Missiles ☐☐☐☐☐☐
- Water Breathing ☐☐☐☐☐☐

Fourth Level Magic-User Spells

- Charm Monster ☐☐☐☐☐☐
- Confusion ☐☐☐☐☐☐
- Dimension Door ☐☐☐☐☐☐
- Growth of Plants * ☐☐☐☐☐☐
- Hallucinatory Terrain ☐☐☐☐☐☐
- Ice Storm ☐☐☐☐☐☐
- Massmorph ☐☐☐☐☐☐
- Polymorph Other ☐☐☐☐☐☐
- Polymorth Self ☐☐☐☐☐☐
- Remove Curse * ☐☐☐☐☐☐
- Wall of Fire ☐☐☐☐☐☐
- Wizard Eye ☐☐☐☐☐☐

Fifth Level Magic-User Spells

- Animate Dead ☐☐☐☐☐☐
- Cloudkill ☐☐☐☐☐☐
- Conjure Elemental ☐☐☐☐☐☐
- Feeblemind ☐☐☐☐☐☐
- Hold Monster * ☐☐☐☐☐☐
- Magic Jar ☐☐☐☐☐☐
- Passwall ☐☐☐☐☐☐
- Telekinesis ☐☐☐☐☐☐
- Teleport ☐☐☐☐☐☐
- Wall of Stone ☐☐☐☐☐☐

Sixth Level Magic-User Spells

- Anti-Magic Shell ☐☐☐☐☐☐
- Death Spell ☐☐☐☐☐☐
- Disintegrate ☐☐☐☐☐☐
- Flesh to Stone * ☐☐☐☐☐☐
- Geas * ☐☐☐☐☐☐
- Invisible Stalker ☐☐☐☐☐☐
- Lower Water ☐☐☐☐☐☐
- Projected Image ☐☐☐☐☐☐
- Reincarnate ☐☐☐☐☐☐
- Wall of Iron ☐☐☐☐☐☐

* These spells can be reversed, e.g., Light / Darkness.