

DUNGEON CRAWL CLASSICS*

(d82)

1. First Level

	d25
1. Animal Summoning (129)	1
2. Cantrip (130)	2
3. Charm Person (131)	3
4. Chill Touch (133)	4
5. Choking Cloud (134)	5
6. Color Spray (135)	6
7. Comprehend Languages (136)	7
8. Detect Magic (260)	8
9. Ekim's Mystical Mask (137)	9
10. Enlarge (139)	10
11. Feather Fall (140)	11
12. Find Familiar (141)	12
13. Flaming Hands (142)	13
14. Force Manipulation (143)	14
15. Invoke Patron (144)**	15
16. Magic Missile (144)	16
17. Magic Shield (146)	17
18. Mending (147)	18
19. Mortal Runic Alphabet (154)	19
20. Patron Bond (148)**	20
21. Ropework (153)	21
22. Sleep (155)	22
23. Spider Cimb (156)	23
24. Ventriloquism (158)	24
25. Ward Portal (160)	25

2. Second Level

	d23
26. Arcane Affinity (162)	1
27. Detect Evil (259)	2
28. Detect Invisible (165)	3
29. ESP (166)	4
30. Fire Resistance (169)	5
31. Forget (170)	6
32. Invisibility (172)	7
33. Invisible Companion (173)	8
34. Knock (175)	9
35. Levitate (176)	10
36. Locate Object (178)	11
37. Magic Mouth (180)	12
38. Mirror Image (182)	13
39. Monster Summoning (184)	14
40. Nythuul's Porcupine Coat (186)	15
41. Phantasm (187)	16
42. Ray of Enfeeblement (190)	17
43. Scare (191)	18
44. Scorching Ray (192)	19
45. Shatter (193)	20
46. Spider Web (193)	21
47. Strength (198)	22
48. Wizard Staff (199)	23

3. Third Level

	d23
49. Binding (270)	1
50. Breathe Life (202)	2
51. Consult Spirit (204)	3
52. Demon Summoning (206)	4
53. Dispel Magic (208)	5
54. Eldritch Hound (211)	6
55. Emirikol's Entropic Maelstrom (213)	7
56. Eternal Champion (214)	8
57. Fey Runic Alphabet (227)	9
58. Fireball (216)	10
59. Fly (217)	11
60. Gust of Wind (219)	12
61. Haste (221)	13
62. Lightning Bolt (222)	14
63. Make Potion (221)	15
64. Paralysis (264)	16
65. Planar Step (225)	17
66. Slow (228)	18
67. Sword Magic (229)	19
68. Transference (232)	20
69. Turn to Stone (233)	21
70. Water Breathing (235)	22
71. Write Magic (236)	23

4. Fourth Level

	d6
72. Control Fire (238)	1
73. Control Ice (239)	2
74. Lokerimon's Orderly Assistance (241)	3
75. Polymorph (243)	4
76. Transmute Earth (244)	5
77. Wizard Sense (245)	6

5. Fifth Level

	d5
78. Hepsoj's Fecund Fungi (247)	1
79. Lokerimon's Unerring Hunter (249)	2
80. Magic Bulwark (251)	3
81. Mind Purge (252)	4
82. Replication (253)	5

*: See spell descriptions for success details and miscast suggestions.

** : If either "Invoke Patron" or "Patron Bond" is rolled, the wizard receives both of these spells, but they count as only one roll. If such is the case, skip duplicate rolls of either spell.

DMs will have to decide for themselves how they want to handle Patrons and their spells (see the rules for Magic starting on page 106 of Dungeon Crawl, and Judges Rules re: magic starting on page 314, for ideas).