

Color Key: **Added in Labyrinth Lord**

Removed in Labyrinth Lord

Name Changed in Labyrinth Lord

First Level BX Magic User

- 1 Charm Person
- 2 Detect Magic
- 3 Floating Disc
- 4 Hold Portal
- 5 Light
- 6 Magic Missile
- 7 Protection from Evil
- 8 Read Languages
- 9 Read Magic
- 10 Shield
- 11 Sleep
- 12 Ventriloquism

LL Magic User

- Charm Person
- Detect Magic
- Floating Disc
- Hold Portal
- Light
- Magic Missile
- Protection from Evil
- Read Languages
- Read Magic
- Shield
- Sleep
- Ventriloquism

BX Cleric

- Cure Light Wounds
- Detect Evil
- Detect Magic
- Light
- Protection from Evil
- Purify Food and Water
- Remove Fear
- Resist Cold

LL Cleric

- Cure Light Wounds
- Detect Evil
- Detect Magic
- Light
- Protection from Evil
- Purify Food and Drink
- Remove Fear
- Resist Cold

Second Level BX Magic User

- 1 Continual Light
- 2 Detect Evil
- 3 Detect Invisible
- 4 ESP
- 5 Invisibility
- 6 Knock
- 7 Levitate
- 8 Locate Object
- 9 Mirror Image
- 10 Phantasmal Force
- 11 Web
- 12 Wizard Lock

LL Magic User

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

BX Cleric

- Bless
- Find Traps
- Know Alignment
- Hold Person
- Resist Fire
- Silence 15' Radius
- Snake Charm
- Speak with Animal

LL Cleric

- Bless
- Find Traps
- Know Alignment
- Hold Person
- Resist Fire
- Silence 15' Radius
- Snake Charm
- Speak with Animal

Third Level BX Magic User

- 1 Clairvoyance
- 2 Dispel Magic
- 3 Fire Ball
- 4 Fly
- 5 Haste
- 6 Hold Person
- 7 Infravision

LL Magic User

- Clairvoyance
- Dispel Magic
- Fire Ball
- Fly
- Haste
- Hold Person
- Infravision

BX Cleric

- Continual Light
- Cure Disease
- Growth of Animals
- Locate Object
- Remove Curse
- Striking

LL Cleric

- Continual Light
- Cure Disease
- Animal Growth**
- Locate Object
- Remove Curse
- Striking
- Animate Dead**

Sheet1

8	Invisibility 10' Radius	Invisibility 10' Radius
9	Lightning Bolt	Lightning Bolt
10	Protection from Evil 10' Radius	Protection from Evil 10' Radius
11	Protection from Normal Missiles	Protection from Normal Missiles
12	Water Breathing	Water Breathing

Dispel Magic

Fourth Level BX Magic User

1	Charm Monster
2	Confusion
3	Dimension Door
4	Growth of Plants
5	Hallucinatory Terrain
6	Massmorph
7	Polymorph Others
8	Polymorph Self
9	Remove Curse
10	Wall of Fire
11	Wall of Ice
12	Wizard Eye

LL Magic User

Charm Monster
Confusion
Dimension Door
Plant Growth
Hallucinatory Terrain
Massmorph
Polymorph Others
Polymorph Self
Remove Curse
Wall of Fire
Wall of Ice
Arcane Eye

BX Cleric

Create Water
Cure Serious Wounds
Neutralize Poison
Protection from Evil 10' Radius
Speak with Plants
Sticks to Snakes

LL Cleric

Create Food and Water
Cure Serious Wounds
Neutralize Poison
Protection from Evil 10' Radius
Speak with Plants
Sticks to Snakes
Detect Lie
Lower Water

Fifth Level BX Magic User

1	Animate Dead
2	Cloudkill
3	Conjure Elemental
4	Contact Higher Plane
5	Feeblemind
6	Hold Monster
7	Magic Jar
8	Pass-Wall
9	Telekinesis
10	Teleport
11	Transmute Rock to Mud
12	Wall of Stone

LL Magic User

Animate Dead
Cloudkill
Conjure Elemental
Contact Other Plane
Feeblemind
Hold Monster
Magic Jar
Pass-Wall
Telekinesis
Teleport
Transmute Rock to Mud
Wall of Stone

BX Cleric

Commune
Create Food
Dispel Evil
Insect Plague
Quest
Raise Dead

LL Cleric

Commune
Dispel Evil
Insect Plague
Quest
Raise Dead
Cure Critical Wounds
Flame Strike
True Seeing

Sixth Level BX Magic User

1	Anti-Magic Shell
2	Control Weather
3	Death Spell

LL Magic User

Anti-Magic Shell
Control Weather
Death Spell

BX Cleric

LL Cleric

Animate Objects
Blade Barrier
Conjure Animals

4 Disintegrate
 5 Geas
 6 Invisible Stalker
 7 Lower Water
 8 Move Earth
 9 Part Water
 10 Projected Image
 11 Reincarnation
 12 Stone to Flesh

Disintegrate
 Geas
 Invisible Stalker
 Lower Water
 Move Earth
 Part Water
 Project Image
 Reincarnation
 Stone to Flesh

Find the Path
 Heal
 Part Water
 Stone Tell
 Word of Recall

Seventh Level BX Magic User

1
 2
 3
 4
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 7
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 11
 12

LL Magic User

Grasping Hand
 Delayed Blast Fireball
 Instant Summons
 Duo-Dimension
 Limited Wish
 Mass Invisibility
 Magic Sword
 Phase Door
 Power Word Stun
 Reverse Gravity
 Simulacrum
 Statue

BX Cleric

LL Cleric

Control Weather
 Earthquake
 Holy Word
 Regenerate
 Restoration
 Resurrection
 Symbol
 Wind Walk

Eighth Level BX Magic User

1
 2
 3
 4
 5
 6
 7
 8
 9
 10
 11
 12

LL Magic User

Antipathy/Sympathy
 Clenched Fist
 Clone
 Glass Like Steel
 Incendiary Cloud
 Irresistible Dance
 Mass Charm
 Maze
 Mind Blank
 Polymorph Any Object
 Symbol
 Trap the Soul

BX Cleric

LL Cleric

Ninth Level

BX Magic User

LL Magic User

BX Cleric

LL Cleric

1

2

3

4

5

6

7

8

9

10

11

12

Crushing Hand

Imprisonment

Meteor Swarm

Power Word Kill

Prismatic Sphere

Shape Change

Temporal Stasis

Time Stop

Wish