Spell List by Ease of Implementation

1. Conjure Wyvern Airtroops
   1. Cost: 1
   2. Range: 1
   3. Limits: 0
   4. Effects: 1
   5. TOTAL: 3
2. Conjure Koboldic Infantry
   1. Cost: 1
   2. Range: 1
   3. Limits: 0
   4. Effects: 1
   5. TOTAL: 3
3. Summon Demon
   1. Cost: 1
   2. Range: 1
   3. Limits: 0
   4. Effects: 1
   5. TOTAL: 3
4. Conjure Wraith Troops
   1. Cost: 1
   2. Range: 1
   3. Limits: 0
   4. Effects: 1
   5. TOTAL: 3
5. Teleportation Protection
   1. Cost: 1
   2. Range: 1
   3. Limits: 1
   4. Effects: 1
   5. TOTAL: 4
6. Manna Transfer
   1. Cost: 1
   2. Range: 1
   3. Limits: 1
   4. Effects: 1
   5. TOTAL: 4
7. Conjure Centauroid Cavalry
   1. Cost: 1
   2. Range: 1
   3. Limits: 0
   4. Effects: 2
   5. TOTAL: 4
8. Teleportation Control
   1. Cost: 1
   2. Range: 1
   3. Limits: 0
   4. Effects: 2
   5. TOTAL: 4
9. Conjure Demonic Infantry
   1. Cost: 1
   2. Range: 2
   3. Limits: 0
   4. Effects: 1
   5. TOTAL: 4
10. Banish Conjured Troops
    1. Cost: 1
    2. Range: 3
    3. Limits: 0
    4. Effects: 1
    5. TOTAL: 5
11. Morale
    1. Cost: 1
    2. Range: 3
    3. Limits: 0
    4. Effects: 1
    5. TOTAL: 5
12. Monsoon
    1. Cost: 1
    2. Range: 2
    3. Limits: 0
    4. Effects: 2
    5. TOTAL: 5
13. Enhance Stature
    1. Cost: 2
    2. Range: 1
    3. Limits: 0
    4. Effects: 2
    5. TOTAL: 5
14. Forest
    1. Cost: 1
    2. Range: 3
    3. Limits: 0
    4. Effects: 1
    5. TOTAL: 5
15. Vortex Suppression
    1. Cost: 1
    2. Range: 3
    3. Limits: 0
    4. Effects: 1
    5. TOTAL: 5
16. Immobilization
    1. Cost: 1
    2. Range: 3
    3. Limits: 0
    4. Effects: 1
    5. TOTAL: 5
17. Building
    1. Cost: 1
    2. Range: 3
    3. Limits: 0
    4. Effects: 1
    5. TOTAL: 5
18. Ersatz Winter
    1. Cost: 1
    2. Range: 2
    3. Limits: 0
    4. Effects: 2
    5. TOTAL: 5
19. Planar Return
    1. Cost: 1
    2. Range: 3
    3. Limits: 0
    4. Effects: 1
    5. TOTAL: 5
20. Banish Demon
    1. Cost: 1
    2. Range: 3
    3. Limits: 0
    4. Effects: 1
    5. TOTAL: 5
21. Summon Force
    1. Cost: 1
    2. Range: 1
    3. Limits: 1
    4. Effects: 2
    5. TOTAL: 5
22. Firestorm
    1. Cost: 1
    2. Range: 3
    3. Limits: 0
    4. Effects: 1
    5. TOTAL: 5
23. Berserkergang
    1. Cost: 1
    2. Range: 3
    3. Limits: 0
    4. Effects: 1
    5. TOTAL: 5
24. Force Wall
    1. Cost: 1
    2. Range: 3
    3. Limits: 0
    4. Effects: 2
    5. TOTAL: 6
25. Conjure Zombie Infantry
    1. Cost: 1
    2. Range: 1
    3. Limits: 2
    4. Effects: 2
    5. TOTAL: 6
26. River Crossing
    1. Cost: 1
    2. Range: 3
    3. Limits: 0
    4. Effects: 2
    5. TOTAL: 6
27. Dispell Magicks
    1. Cost: 1
    2. Range: 2
    3. Limits: 1
    4. Effects: 2
    5. TOTAL: 6
28. Disintegration
    1. Cost: 1
    2. Range: 3
    3. Limits: 0
    4. Effects: 2
    5. TOTAL: 6
29. Vortex Creation
    1. Cost: 1
    2. Range: 3
    3. Limits: 1
    4. Effects: 1
    5. TOTAL: 6
30. Bind Demon
    1. Cost: 1
    2. Range: 3
    3. Limits: 0
    4. Effects: 2
    5. TOTAL: 6
31. Wizard Wheel
    1. Cost: 1
    2. Range: 3
    3. Limits: 0
    4. Effects: 2
    5. TOTAL: 6
32. Fear
    1. Cost: 1
    2. Range: 3
    3. Limits: 2
    4. Effects: 1
    5. TOTAL: 7