Protection spells:

* Shield
* Remove enchantment
* Magic mirror
* Counter-spell
* Dispel Magic
* Cure light wounds
* Cure heavy wounds

Damaging spells:

* Missile
* Finger of death
* Lightning bolt
* Cause light wounds
* Cause heavy wounds
* Fireball
* Fire storm
* Ice storm

Enchantment spells:

* Amnesia
* Confusion
* Charm person (There is Charm monster too, so simply name it "Charm" in our game)
* Paralysis
* Fear
* Anti-spell
* Protection from evil
* Resist heat
* Resist cold
* Disease
* Poison
* Blindness
* Invisibility
* Haste
* Time stop
* Delayed effect
* Permanency

Non-spells

* Surrender
* Stab