

MAGIC USER SPELLS LEVELS 4-6



Charm Monster 120 Variable Charms 3d 6 monsters of ≤3 HD, or one of >3 HD, Saves apply Charles of the Charles weekly if thosens <2 HD, 1958, 2-4 i 10%, 57; 20%, 8-10. 40%, 11+; 80% Affects of lin 15 radius, immediately if ≤2 HD, others ofter d12 counds - coaster M Affects of lin 15 radius, immediately if ≤2 HD, others ofter d12 counds - coaster M Affects of lin 15 radius, and the feets, 24 HD can Save to resist 246 Effect 2-5 Attack coaster M Affects of lin 15 radius 240° 40°		Level Four	Range (feet)	Duration (turns)	Magical Effect
2 Confusion 120 12 Roll 2d6 each round for effect, 24 HD can Save to resist 2.65 Attack caster 2.6	1	Charm Monster	120'	variable	Check weekly if broken: <2 HD: 5%, 2-4: 10%, 5-7: 20%, 8-10: 40%, 11+: 80%
3 Dimension Door 10' - Teleport without error up to 360' in any direction 2.5 Attack caster 4 Extension - - Extends duration of 1st3rd level spells by 50% 9-12 Attack caster 4 Extension 240' 6 All in 20' radius flee, Saves apply, 50% chance to drop item 9-12 Attack allies 1 Caster 240'	2	Confusion	120'	12	
A Extension - Extends duration of 1st-3rd level spells by 50% 6-8 Don nothing 9-12 Attack allies Feoral 240' 6 All in 20 radius flee, Saves apply, 50% chance to drop item 9-12 Attack allies 6-8 Don nothing 9-12 Don nothing 9	3	Dimension Door	10'	-	
5 Feor 240° 6 All in 20° radius flee, Soves apply, 50% chance to drop item 9-12 Attack allies	4	Extension I	-	-	, ,
6 Hallucinat, Terrain 240° til dispel Creates 30' square storm that does 3d10 h to all within 120° 1 Creates 30' square storm that does 3d10 h to all within 120° 1 Creates 30' square storm that does 3d10 h to all within 120° 1 Creates 30' square storm that does 3d10 h to all within 120° 1 Creates 30' square imposable due to overgrowth 120° 1 Polymorph Other 120° 1 Idispel Renders a 300' square imposable due to overgrowth 120° 1 Polymorph Other 120° 1 Idispel Renders a 300' square imposable due to overgrowth 120° 1 Polymorph Other 120° 1 Idispel Renders a 300' square imposable due to overgrowth 130° 6 Holl dispel Creates and independent 120° 1 Idispel Renders a 300' square imposable due to overgrowth 130° 6 Holl dispel 20° tall & 60° long or 30° radius, blacks ≤ 4 HD, 130° damage, undead ×2 1 Wall of Ice 120° 1 Idispel 20° tall & 60° long or 30° radius, blacks ≤ 4 HD, 130° damage, undead ×2 Wazard Eye 240° 6 Coster can see through invisible eye* up to 240°, "eye* moves all 120°/turn 120° 1 Idispel Animates corposes as keletons or zambies, Id6 for each level over 8th 10° 1 Idispel Animates corposes as keletons or zambies, Id6 for each level over 8th 10° 1 Idispel Animates corposes as keletons or zambies, Id6 for each level over 8th 15° radius, poisonous to <5 HD, moves 60°/turn away from caster or with wind Idispel Animates corposes as keletons, 50°% to Incom, 70% truthful answer, 40% chance of insanity. Each plane above/below adds/subtracts 10% to each 15° radius, poisonous to 16° HD elemental, control requires concentration 15° radius, poisonous to 16° HD elemental, control requires concentration 10° 1 Idispel Torget M-U is mentally incorpocitated, Sove at -4 applies 10° HD elemental, control requires concentration 10° 1 Idispel Torget M-U is mentally incorpocitated, Sove at -4 applies 10° 10° 10° 10° 10° 10° 10° 10° 10° 10° 10° 10°			240'	6	, ,
8 Massmorph 240° til dispel Disguises ≤ 100 humans as trees, undetectable if passed through 9 Monster Summ, III 10° 6 Summons 1-2 2nd level monsters to fight for caster				til dispel	Creates illusionary terrain over 120' square. Touch alone will dispel
9 Monster Šumm. II 10′ 6 Summons 1-2 2nd level monsters to fight for caster					·
To Polymorph Other 120 It dispel Renders a 300 square impassable due to evergrowth 120 Polymorph Self 0 6+1 Caster can change into any creature, gains abilities of form but not combat 13 Remove Curse 0 ∞ Removes a single curse. Cursed magic items become ordinary Wall of Fire 60 fil dispel 20 tall & 60 lang or 30 'radius, blocks ≤4 HD, 1d6 damage, undead ×2 15 Wall of Ice 120 til dispel 20 tall & 60 lang or 30 'radius, blocks ≤4 HD, 1d6 damage, undead ×2 15 Wall of Ice 120 til dispel 20 tall & 60 lang or 30 'radius, blocks ≤4 HD, 1d6 damage, undead ×2 15 Wall of Ice 120 til dispel 20 tall & 60 lang or 30 'radius, blocks ≤4 HD, 1d6 damage, undead ×2 15 Wall of Ice 120 til dispel 20 tall & 60 lang or 30 'radius, blocks ≤4 HD, 1d6 damage, undead ×2 15 Wall of Ice 20 til dispel 20 tall & 60 lang or 30 'radius, blocks ≤4 HD, 1d6 damage, undead ×2 15 Wall of Ice 20 til dispel 20 tall & 60 lang or 30 'radius, blocks ≤4 HD, 1d6 damage, undead ×2 15 Wall of Ice 20 til dispel 20 tall & 60 lang or 30 'radius, blocks ≤4 HD, 1d6 damage, undead ×2 15 Wall of Ice 20 tall & 60 lang or 30 'radius, blocks ≤4 HD, 1d6 damage, interesting ×2 20 tall & 60 lang or 30 'radius, blocks ≤4 HD, 1d6 damage, undead ×2 14 tall of Ice 20 tall & 60 lang or 30 'radius, blocks ≤4 HD, 1d6 damage, undead ×2 120 tall & 60 lang or 30 'radius, blocks ≤4 HD, 1d6 damage, undead ×2 120 tall & 60 lang or 30 'radius, blocks ≤4 HD, 1d6 damage, undead ×2 120 tall & 60 lang or 30 'radius, blocks ≤4 HD, 1d6 damage, undead ×2 120 tall & 60 lang or 30 'radius, blocks ≤4 HD, 1d6 damage, undead ×2 120 tall & 60 lang or 30 'radius, blocks ≤4 HD, 1d6 damage, undead ×2 120 tall & 60 lang or 30 'radius, blocks ≤4 HD, 1d6 damage, undead ×2 120 tall & 60 lang or 30 'radius, blocks ≤4 HD, 1d6 damage, undead ×2 120 tall & 60 lang or 30 'radius, blocks ≤4 HD, 1d6 damage,					•
11 Polymorph Other 60' til dispel Target becomes a single creature picked by caster. Includes combant abilities 12 Polymorph Self 0'					•
12 Polymorph Self 0'				•	
13 Remove Curse 0' ∞ Removes a single curse. Cursed magic items become ordinary					
Wall of Fire		-			
15 Wall of Ice 120' fill dispel 20' tall & 60' long or 30' radius, blocks ≤ 4 HD, 146 damage, fire-using × 2					
Level Five Level Five Level Five 1 Animal Growth 120' 12 Turns 1-6 normal animals into giant animals 2 Animate Dead 10' fill dispel Animates corpses as skeletons or zombies, 1d6 for each level over 8th 3 Cloudkill 10' 6 15' radius, poisonous to < 5 HD, moves 60'/turn away from caster or with wind 4 Conjure Elemental 240' till dispel Summon any type of 16 HD elemental, control requires concentration 5 Contact Hi. Plane 6 Extension II - Extends duration of 15t-3rd level spells by 50% 7 Feeblemind 240' till dispel Target M-U is mentally incapacitated, Save at -4 applies 8 Hold Monster 120' 6+IvI Paralyze up to 4 monsters, Saves apply, if only one target Save at -2 9 Magic Jar 30' variable 10 Monster Summ. III 10' 6 Summons 1d2 3rd level spell monsters to fight for caster 11 Passwall 30' 3 Creates a 10' long human-sized passage through solid rock 12 Telekinesis 120' 6 Caster can mentally move a weight up to 200 GP × level 13 Teleport 0' 3d6 days Turns 300' square of rock/earth/sand to mul. Reversible 14 Trans. Rock to Mud 120' 3d6 days Turns 300' square of rock/earth/sand to mul. Reversible 15 Wall of Iron 60' 12 Creates a 2' thick stone wall, up to 50' square in size 1 Anti-Magic Shell 0' 12 Renders caster completely immune to spells, caster can't cast out through it 2 Control Weather - tild idispel Start or stop prior, caster completed or wariable Start or stop prior, color was a start or stop and summons of starter or 10' square of mill mission is completed 1 Anti-Magic Shell 0' 12 Renders caster completely immune to spells, caster can't cast out through it 3 Invisible Stalker 0' 240' ∞ Slays 2d8 creatures of 7 HD in a 30' radius, Saves apply 4 Disintegrate 60' Disintegration of 1 large creature or 10' square of material, Saves apply 5 Extension III - Extends duration of 1st-3rd level spells by 50% 6 Geas 30' variable Target must perform task until completed or will weaken and die 7 Invisible Stalker 10' variable Summons a stalker under control of caster, stays until mission is completed 8 Legend Lore days -				•	
Level Five 1 Animal Growth 120' 12 Turns 1-6 normal animals into giant animals 2 Animate Dead 10' till dispel Animates corpses as skeletons or zombies, 1d6 for each level over 8th 3 Cloudkill 10' 6 15' radius, poisonous to <5 HD, moves 60'/turn away from caster or with wind 4 Conjure Elemental 240' till dispel Summon any type of 16 HD elemental, control requires concentration 5 Contact Hi. Plane - Ask yes/no questions. 7th plane: 7 questions, 50% to know, 70% truthful answer, 40% chance of insanity. Each plane above/below adds/subtracts 10% to each 6 Extension II - Extends duration of 1st-3rd level spells by 50%. 8 Hold Monster 120' 6+Ivl Paralyze up to 4 monsters, Saves apply, if only one target Save at -2 9 Magic Jar 30' variable 10 Monster Summ. III 10' 6 Summons 1d2 3rd level monsters to fight for caster 11 Passwall 30' 3 Creates a 10' long human-sized passage through solid rock 12 Telekinesis 120' 6 Caster can mentally move a weight up to 200 GP × level 13 Teleport 0' Gaster can mentally move a weight up to 200 GP × level 14 Trans. Rock to Mud 120' 3d6 days Turns 300' square of rock/earth/sand to mud. Reversible 15 Wall of Iron 60' 12 Creates a 3' thick iron wall, up to 50' square in size 16 Vall of Stone 60' till dispel Creates a 2' thick stone wall, up to 100' square in size 17 Anti-Magic Shell 0' 12 Renders caster completely immune to spells, caster can't cast out through it for it idispel Start or stop rain, cold wave, heat wave, tornado, clouds, clear sky 10 Death 240' ∞ Slays 248 creatures of 7 H Di na 30' radius, Sous apply 11 Extension III -					
1 Animal Growth 120' 12 Turns 1-6 normal animals into giant animals 2 Animate Dead 10' til dispel Animates corpses as skeletons or zombies, 1d6 for each level over 8th 3 Cloudkill 10' 6 15' radius, poisonous to <5 HD, moves 60'/turn away from caster or with wind 4 Conjure Elemental 240' til dispel Summon any type of 16 HD elemental, control requires concentration 5 Contact Hi. Plane - Ask yes/no questions. 7th plane: 7 questions, 50% to know, 70% truthful answer, 40% chance of insanity. Each plane above/below adds/subtracts 10% to each 240' til dispel Target M-U is mentally incapacitated, Save at -4 applies 40 Extension II - Extends duration of 1st-3rd level spells by 50% 6+W Paralyze up to 4 monsters, Saves apply, if only one target Save at -2 Caster's spirit enters "jar" object. Can take over a host within 120', Save applies Spirit returns to jar at will or if host destroyed. If jar destroyed, caster killed 5 Summons 1d2 3rd level monsters to fight for caster 120' 6 Summons 1d2 3rd level monsters to fight for caster 120' 6 Caster can mentally move a weight up to 200 CP × level 13 Teleport 0' d% for success. If generally know area: 1-10=low, 11-90=success, 91-100=high 14 Trans. Rock to Mud 120' 3d6 days Turns 300' square of rock/earth/sand to mud. Reversible 15 Wall of Iron 60' 12 Creates a 3" thick iron wall, up to 50' square in size 14 Anti-Magic Shell 0' 12 Renders caster completely immune to spells, caster can't cast out through it 14 Anti-Magic Shell 0' 12 Renders caster completely immune to spells, caster can't cast out through it 16 Summons a stalker under control of caster, stays until mission is completed 16 Summons a stalker under control of caster, stays until mission is completed 16 Summons a stalker under control of caster, stays until mission is completed 17 Invisible Stalker 10' 10' 6 Summons one 4th level monster to fight for caster 17 Invisible Stalker 10' 10' 6 Summons one 4th level monster to fight for caster 17 Invisible Stal	16	•	240'	6	Caster can see through invisible "eye" up to 240', "eye" moves at 120'/turn
Animate Dead 10' til dispel Animates corpses as skeletons or zombies, 1d6 for each level over 8th 10 cloudkill 10' 6 15' radius, poisonous to < 5 HD, moves 60'/turn away from caster or with wind 4 Conjure Elemental 240' til dispel Summon any type of 16 HD elemental, control requires concentration 5 Contact Hi. Plane - Ask yes/no questions. 7th plane: 7 questions, 50% to know, 70% truthful answer, 40% chance of insanity. Each plane above/below adds/subtracts 10% to each 6 Extension II - Extends duration of 1st-3rd level spells by 50% 5 Hold Monster 120' 6+Ivl Paralyze up to 4 monsters, Saves apply, if only one target Save at -2 Paralyse of 1st-3rd level contact Contact Paralyse of 1st-3rd level monsters to fight for caster 10 Spirit returns to jar at will or if host destroyed. If jar destroyed, caster killed 5 Spirit returns to jar at will or if host destroyed. If jar destroyed, caster killed 5 Spirit returns to jar at will or if host destroyed. If jar destroyed, caster killed 6 Summons Id2 3rd level monsters to fight for caster 12 Telekinesis 120' 6 Caster can mentally move a weight up to 200 GP x level 13 Teleport 0' d' for success. If generally know area: 1-10-low, 11-90-success, 91-100-high 15 Wall of Iron 60' 12 Creates a 3' thick iron wall, up to 50' square in size 10 Wall of Stone 60' 12 Creates a 3' thick iron wall, up to 50' square in size 10 Wall of Stone 60' 12 Creates a 2' thick stone wall, up to 100' square in size 10 Start or stop rain, cold wave, heat wave, tornado, clouds, clear sky 10 Start or stop rain, cold wave, heat wave, tornado, clouds, clear sky 10 Start or stop rain, cold wave, heat wave, tornado, clouds, clear sky 10 Start or stop rain, cold wave, heat wave, tornado, clouds, clear sky 10 Start or stop rain, cold wave, heat wave, tornado, clouds, clear sky 10 Start or stop rain, cold wave, heat wave, tornado, clouds, clear sky 10 Start or stop rain, cold wave, heat wave, tornado, clouds,		Level Five			
2 Animate Dead 10' til dispel Animates corpses as skeletons or zombies, 1d6 for each level over 8th Cloudkill 10' 6 15' radius, poisonous to <5 HD, moves 60'/turn away from caster or with wind 4 Conjure Elemental 240' til dispel Summon any type of 16 HD elemental, control requires concentration 5 Contact Hi. Plane - Ask yes/no questions. 7th plane: 7 questions, 50% to know, 70% truthful answer, 40% chance of insanity. Each plane above/below adds/subtracts 10% to each 6 Extension II - Extends duration of 1st-3rd level spells by 50% Feeblemind 240' til dispel Target M-U is mentally incapacitated, Save at -4 applies 10d Monster 120' 6+Ivl Paralyze up to 4 monsters, Saves apply, if only one target Save at -2 Variable 30' variable 30' variable 30' variable 30' variable 30' a Creates a 10' long human-sized passage through solid rock 55pirit returns to jar at will or if host destroyed. If jar destroyed, caster killed 11 Passwall 30' 3 Creates a 10' long human-sized passage through solid rock 12 Telekinesis 120' 6 Caster can mentally move a weight up to 200 GP x level 13 Teleport 0' d' for success. If generally know area: 1-10=low, 11-90=success, 91-100=high 14 Trans. Rock to Mud 120' 3d6 days Turns 300' square of rock/earth/sand to mud. Reversible 15 Wall of Iron 60' 12 Creates a 3' thick iron wall, up to 50' square in size 14 Anti-Magic Shell 0' 12 Renders caster completely immune to spells, caster can't cast out through it 12 Creates a 3' thick iron wall, up to 100' square of material, Saves apply 14 Disintegrate 60' 15 Sister or stop rain, cold wave, heat wave, tornado, clouds, clear sky 15 Extension III - Extends duration of 1st-3rd level spells by 50% 15 Extends on III or 15 Summons a stalker under control of caster, stays until mission is completed 17 Invisible Stalker 10' Sister or stop rain, cold wave, heat wave, tornado, clouds, clear sky 15 Extends of Caster can move hills or the feet deep 15 Pari Water 120' 6 Paris water up to ten feet deep 15 Paris water up to ten feet deep 15 Paris water up to ten feet d	1	Animal Growth	120'	12	Turns 1-6 normal animals into giant animals
Cloudkill 10' 6 15' radius, poisonous to <5 HD, moves 60'/turn away from caster or with wind	2	Animate Dead	10'	til dispel	
4 Conjure Elemental 240' til dispel Summon any type of 16 HD elemental, control requires concentration 5 Contact Hi. Plane	3	Cloudkill	10'		
Contact H. Frane Extension II Extension II Extension II Repelemind Contact H. Frane Extension II Extension II Extension II Report Coster Completely immune to spells, caster can't cast out through it lidispel Start or stop rain, cold wave, heat wave, tornado, clouds, clear sky Death Control Weather Control Control Weather Control Control Weather Control Control Weather Control Contro	4	Conjure Elemental	240'	til dispel	Summon any type of 16 HD elemental, control requires concentration
Feeblemind			-	-	40% chance of insanity. Each plane above/below adds/subtracts 10% to each
8 Hold Monster 120' 6+Ivl Paralyze up to 4 monsters, Saves apply, if only one target Save at -2 9 Magic Jar 30' variable Spirit enters "jar" object. Can take over a host within 120', Save applies Spirit returns to jar at will or if host destroyed. If jar destroyed, caster killed 10 Monster Summ. III 10' 6 Summons 1d2 3rd level monsters to fight for caster 11 Passwall 30' 3 Creates a 10' long human-sized passage through solid rock 12 Telekinesis 120' 6 Caster can mentally move a weight up to 200 GP × level 13 Teleport 0' - d' for success. If generally know area: 1-10 = low, 11-90= success, 91-100= high If detailed knowledge: 01 = low, 2-96= success, 97-00 = high 14 Trans. Rock to Mud 120' 3d6 days Turns 300' square of rock/earth/sand to mud. Reversible 15 Wall of Iron 60' 12 Creates a 3" thick iron wall, up to 50' square in size 16 Wall of Stone 60' til dispel Creates a 2' thick stone wall, up to 100' square in size 17 Anti-Magic Shell 0' 12 Renders caster completely immune to spells, caster can't cast out through it 1 dispel Start or stop rain, cold wave, heat wave, tornado, clouds, clear sky 18 Death 240' ∞ Slays 2d8 creatures of <7 HD in a 30' radius, Saves apply 19 Extension III - Extends duration of 1 large creature or 10' square of material, Saves apply 20 Extension III - Extends duration of 1 st-3rd level spells by 50% 21 Extension III - Extends duration of 1 st-3rd level spells by 50% 22 Lower Water 240' 10 Lower an entire body of water by one-half of its depth 23 Nonster Summ. IV 10' 6 Summons on 4th level monster to fight for caster 240' 10 Lower an entire body of water by one-half of its depth 240' 6 Caster can move hills at rate of 60' flurn, takes 1 turn to start 240' 6 Caster can move hills at rate of 60' flurn, takes 1 turn to start 240' 6 Parts water up to ten feet deep 240' 6 Image of caster appears up to 240' feet away, spells can be cast from image 240' 6 Image of caster appears up to 240' feet away, spells can be cast from image 240' 6 Image of caster appears up to 240' feet away, spells can					, ,
9 Magic Jar 30' variable Caster's spirit enters "jar" object. Can take over a host within 120', Save applies Spirit returns to jar at will or if host destroyed. If jar destroyed, caster killed 10 Monster Summ. III 10' 6 Summons 1d2 3rd level monsters to fight for caster 11 Passwall 30' 3 Creates a 10' long human-sized passage through solid rock 12 Telekinesis 120' 6 Caster can mentally move a weight up to 200 GP × level 13 Teleport 0' - If detailed knowledge: 01 = low, 2-96 = success, 91-100 = high life days 11-90 = success 11-90 = high life days 11-90 = success 11-90 = high life days 11-90 = success 11-90 = high life days 11-90 = high lif					
Magic Jar 30 Variable Spirit returns to jar at will or if host destroyed. If jar destroyed, caster killed	8	Hold Monster	120'	6+lvl	
11 Passwall 30' 3 Creates a 10' long human-sized passage through solid rock 12 Telekinesis 120' 6 Caster can mentally move a weight up to 200 GP × level 13 Teleport 0' - d' fetailed knowledge: 01 = low, 2-96 = success, 91-100 = high 14 Trans. Rock to Mud 120' 3d6 days Turns 300' square of rock/earth/sand to mud. Reversible 15 Wall of Iron 60' 12 Creates a 3" thick iron wall, up to 50' square in size 16 Wall of Stone 60' til dispel Creates a 2' thick stone wall, up to 100' square in size Level Six 1 Anti-Magic Shell 0' 12 Renders caster completely immune to spells, caster can't cast out through it 2 Control Weather - til dispel Start or stop rain, cold wave, heat wave, tornado, clouds, clear sky 3 Death 240' ∞ Slays 2d8 creatures of <7 HD in a 30' radius, Saves apply 4 Disintegrate 60' - Disintegration of 1 large creature or 10' square of material, Saves apply 5 Extension III - Extends duration of 1st-3rd level spells by 50% 6 Geas 30' variable Target must perform task until completed or will weaken and die 1 Invisible Stalker 10' variable Summons a stalker under control of caster, stays until mission is completed 8 Legend Lore days - Yields info on legendary item/place/person, roll d% for # of days casting takes 9 Lower Water 240' 10 Lower an entire body of water by one-half of its depth 10 Monster Summ. IV 10' 6 Summons one 4th level monster to fight for caster 11 Move Earth 240' 6 Caster can move hills at rate of 60'/turn, takes 1 turn to start 12 Part Water 120' 6 Parts water up to ten feet deep 13 Projected Image 240' 6 Image of caster appears up to 240' feet away, spells can be cast from image 14 Reincarnation 0' Deceased returns as a random creature of same alignment 15 Repulsion 120' 6 Pushes creatures in a 15' radius away from caster	9	Magic Jar	30'	variable	
Telekinesis 120' 6 Caster can mentally move a weight up to 200 GP × level Teleport 0' - d% for success. If generally know area: 1-10=low, 11-90=success, 91-100=high if detailed knowledge: 01=low, 2-96=success, 97-00=high Trans. Rock to Mud 120' 3d6 days Turns 300' square of rock/earth/sand to mud. Reversible Wall of Iron 60' 12 Creates a 3" thick iron wall, up to 50' square in size Level Six 1 Anti-Magic Shell 0' 12 Renders caster completely immune to spells, caster can't cast out through it Control Weather - till dispel Start or stop rain, cold wave, heat wave, tornado, clouds, clear sky Death 240' ∞ Slays 2d8 creatures of <7 HD in a 30' radius, Saves apply Disintegrate 60' - Disintegration of 1 large creature or 10' square of material, Saves apply Extension III - Extends duration of 1st-3rd level pells by 50% Geas 30' variable Target must perform task until completed or will weaken and die Invisible Stalker 10' variable Summons a stalker under control of caster, stays until mission is completed Legend Lore days - Yields info on legendary item/place/person, roll d% for # of days casting takes Lower Water 240' 10 Lower an entire body of water by one-half of its depth Monster Summ. IV 10' 6 Summons one 4th level monster to fight for caster Move Earth 240' 6 Caster can move hills at rate of 60'/turn, takes 1 turn to start Part Water 120' 6 Parts water up to ten feet deep Projected Image 240' 6 Image of caster appears up to 240' feet away, spells can be cast from image Reincarnation 0' ∞ Deceased returns as a random creature of same alignment Repulsion 120' 6 Pushes creatures in a 15' radius away from caster	10	Monster Summ. III	10'	6	
Teleport 0' - d% for success. If generally know area: 1-10=low, 11-90=success, 91-100=high If detailed knowledge: 01=low, 2-96=success, 97-00=high Trans. Rock to Mud 120' 3d6 days Turns 300' square of rock/earth/sand to mud. Reversible Wall of Iron 60' 12 Creates a 3" thick iron wall, up to 50' square in size Wall of Stone 60' til dispel Creates a 2' thick stone wall, up to 100' square in size Level Six 1 Anti-Magic Shell 0' 12 Renders caster completely immune to spells, caster can't cast out through it control Weather - til dispel Start or stop rain, cold wave, heat wave, tornado, clouds, clear sky Death 240' ∞ Slays 2d8 creatures of <7 HD in a 30' radius, Saves apply Disintegrate 60' - Disintegration of 1 large creature or 10' square of material, Saves apply Extension III - Extends duration of 1st-3rd level spells by 50% Geas 30' variable Target must perform task until completed or will weaken and die Invisible Stalker 10' variable Summons a stalker under control of caster, stays until mission is completed Legend Lore days - Yields info on legendary item/place/person, roll d% for # of days casting takes Lower Water 240' 10 Lower an entire body of water by one-half of its depth Monster Summ. IV 10' 6 Summons one 4th level monster to fight for caster Move Earth 240' 6 Caster can move hills at rate of 60'/turn, takes 1 turn to start Part Water 120' 6 Parts water up to ten feet deep Projected Image 240' 6 Image of caster appears up to 240' feet away, spells can be cast from image Reincarnation 0' ∞ Deceased returns as a random creature of same alignment Repulsion 120' 6 Pushes creatures in a 15' radius away from caster	11	Passwall	30'	3	Creates a 10' long human-sized passage through solid rock
13 Teleport 15 Teleport 16 16 Teleport 17 Trans. Rock to Mud 120 3d6 days Turns 300' square of rock/earth/sand to mud. Reversible 16 Wall of Iron 60' 12 Creates a 3" thick iron wall, up to 50' square in size Wall of Iron 60' til dispel Creates a 2' thick stone wall, up to 100' square in size Level Six 1 Anti-Magic Shell 0' 12 Renders caster completely immune to spells, caster can't cast out through it 2 Control Weather - til dispel Start or stop rain, cold wave, heat wave, tornado, clouds, clear sky 3 Death 240' ∞ Slays 2d8 creatures of <7 HD in a 30' radius, Saves apply 4 Disintegrate 60' - Disintegration of 1 large creature or 10' square of material, Saves apply 5 Extension III - - Extends duration of 1st-3rd level spells by 50% 6 Geas 30' variable Target must perform task until completed or will weaken and die Invisible Stalker 10' variable Summons a stalker under control of caster, stays until mission is completed Legend Lore days - Yields info on legendary item/place/person, roll d% for # of days casting takes Lower Water 240' 10 Lower an entire body of water by one-half of its depth Monster Summ. IV 10' 6 Summons one 4th level monster to fight for caster Move Earth 240' 6 Caster can move hills at rate of 60'/turn, takes 1 turn to start 12 Part Water 120' 6 Parts water up to ten feet deep Projected Image 240' 6 Image of caster appears up to 240' feet away, spells can be cast from image Reincarnation 0' ∞ Deceased returns as a random creature of same alignment 15' radius away from caster 120' 6 Pushes creatures in a 15' radius away from caster 120'	12	Telekinesis	120'	6	Caster can mentally move a weight up to 200 GP × level
15 Wall of Iron 60' 12 Creates a 3" thick iron wall, up to 50' square in size Wall of Stone 60' til dispel Creates a 2' thick stone wall, up to 100' square in size Level Six	13	Teleport	0'	-	
Level Six 1 Anti-Magic Shell 0' 12 Renders caster completely immune to spells, caster can't cast out through it 2 Control Weather - til dispel Start or stop rain, cold wave, heat wave, tornado, clouds, clear sky 3 Death 240' ∞ Slays 2d8 creatures of <7 HD in a 30' radius, Saves apply 4 Disintegrate 60' - Disintegration of 1 large creature or 10' square of material, Saves apply 5 Extension III - Extends duration of 1st-3rd level spells by 50% 6 Geas 30' variable Target must perform task until completed or will weaken and die 7 Invisible Stalker 10' variable Summons a stalker under control of caster, stays until mission is completed 8 Legend Lore days - Yields info on legendary item/place/person, roll d% for # of days casting takes 9 Lower Water 240' 10 Lower an entire body of water by one-half of its depth 10 Monster Summ. IV 10' 6 Summons one 4th level monster to fight for caster 11 Move Earth 240' 6 Caster can move hills at rate of 60'/turn, takes 1 turn to start 12 Part Water 120' 6 Parts water up to ten feet deep 13 Projected Image 240' 6 Image of caster appears up to 240' feet away, spells can be cast from image 14 Reincarnation 0' ∞ Deceased returns as a random creature of same alignment 15 Repulsion 120' 6 Pushes creatures in a 15' radius away from caster	14	Trans. Rock to Mud	120'	3d6 days	Turns 300' square of rock/earth/sand to mud. Reversible
Level Six 1 Anti-Magic Shell 0' 12 Renders caster completely immune to spells, caster can't cast out through it 2 Control Weather - till dispel Start or stop rain, cold wave, heat wave, tornado, clouds, clear sky 3 Death 240' ∞ Slays 2d8 creatures of <7 HD in a 30' radius, Saves apply 4 Disintegrate 60' - Disintegration of 1 large creature or 10' square of material, Saves apply 5 Extension III - Extends duration of 1 st-3rd level spells by 50% 6 Geas 30' variable Target must perform task until completed or will weaken and die 7 Invisible Stalker 10' variable Summons a stalker under control of caster, stays until mission is completed 8 Legend Lore days - Yields info on legendary item/place/person, roll d% for # of days casting takes 9 Lower Water 240' 10 Lower an entire body of water by one-half of its depth 10 Monster Summ. IV 10' 6 Summons one 4th level monster to fight for caster 11 Move Earth 240' 6 Caster can move hills at rate of 60'/turn, takes 1 turn to start 12 Part Water 120' 6 Parts water up to ten feet deep 13 Projected Image 240' 6 Image of caster appears up to 240' feet away, spells can be cast from image 14 Reincarnation 0' ∞ Deceased returns as a random creature of same alignment 15 Repulsion 120' 6 Pushes creatures in a 15' radius away from caster	15	Wall of Iron	60'	12	Creates a 3" thick iron wall, up to 50' square in size
1 Anti-Magic Shell 0' 12 Renders caster completely immune to spells, caster can't cast out through it 2 Control Weather - til dispel Start or stop rain, cold wave, heat wave, tornado, clouds, clear sky 3 Death 240' ∞ Slays 2d8 creatures of <7 HD in a 30' radius, Saves apply 4 Disintegrate 60' - Disintegration of 1 large creature or 10' square of material, Saves apply 5 Extension III - Extends duration of 1st-3rd level spells by 50% 6 Geas 30' variable Target must perform task until completed or will weaken and die 7 Invisible Stalker 10' variable Summons a stalker under control of caster, stays until mission is completed 8 Legend Lore days - Yields info on legendary item/place/person, roll d% for # of days casting takes 9 Lower Water 240' 10 Lower an entire body of water by one-half of its depth 10 Monster Summ. IV 10' 6 Summons one 4th level monster to fight for caster 11 Move Earth 240' 6 Caster can move hills at rate of 60'/turn, takes 1 turn to start 12 Part Water 120' 6 Parts water up to ten feet deep 13 Projected Image 240' 6 Image of caster appears up to 240' feet away, spells can be cast from image 14 Reincarnation 0' ∞ Deceased returns as a random creature of same alignment 15 Repulsion 120' 6 Pushes creatures in a 15' radius away from caster	16	Wall of Stone	60'	til dispel	Creates a 2' thick stone wall, up to 100' square in size
2 Control Weather itil dispel Start or stop rain, cold wave, heat wave, tornado, clouds, clear sky Death 240' Slays 2d8 creatures of <7 HD in a 30' radius, Saves apply Disintegrate 60' Disintegration of 1 large creature or 10' square of material, Saves apply Extension III Ceas 30' variable Target must perform task until completed or will weaken and die Invisible Stalker 10' variable Summons a stalker under control of caster, stays until mission is completed Legend Lore days Yields info on legendary item/place/person, roll d% for # of days casting takes Lower Water 240' 10 Lower an entire body of water by one-half of its depth Monster Summ. IV 10' 6 Summons one 4th level monster to fight for caster Move Earth 240' 6 Caster can move hills at rate of 60'/turn, takes 1 turn to start Part Water 120' 6 Parts water up to ten feet deep Projected Image 240' 6 Image of caster appears up to 240' feet away, spells can be cast from image Reincarnation 0' Deceased returns as a random creature of same alignment Repulsion 120' 6 Pushes creatures in a 15' radius away from caster		Level Six			
Death 240' ∞ Slays 2d8 creatures of <7 HD in a 30' radius, Saves apply Disintegrate 60' - Disintegration of 1 large creature or 10' square of material, Saves apply Extension III - Extends duration of 1st-3rd level spells by 50% Geas 30' variable Target must perform task until completed or will weaken and die Invisible Stalker 10' variable Summons a stalker under control of caster, stays until mission is completed Legend Lore days - Yields info on legendary item/place/person, roll d% for # of days casting takes Lower Water 240' 10 Lower an entire body of water by one-half of its depth Monster Summ. IV 10' 6 Summons one 4th level monster to fight for caster Move Earth 240' 6 Caster can move hills at rate of 60'/turn, takes 1 turn to start Part Water 120' 6 Parts water up to ten feet deep Projected Image 240' 6 Image of caster appears up to 240' feet away, spells can be cast from image Reincarnation 0' ∞ Deceased returns as a random creature of same alignment Repulsion 120' 6 Pushes creatures in a 15' radius away from caster	1	Anti-Magic Shell	0'	12	Renders caster completely immune to spells, caster can't cast out through it
Disintegrate 60' - Disintegration of 1 large creature or 10' square of material, Saves apply Extension III - Extends duration of 1st-3rd level spells by 50% Geas 30' variable Target must perform task until completed or will weaken and die Invisible Stalker 10' variable Summons a stalker under control of caster, stays until mission is completed Legend Lore days - Yields info on legendary item/place/person, roll d% for # of days casting takes Lower Water 240' 10 Lower an entire body of water by one-half of its depth Monster Summ. IV 10' 6 Summons one 4th level monster to fight for caster Move Earth 240' 6 Caster can move hills at rate of 60'/turn, takes 1 turn to start Part Water 120' 6 Parts water up to ten feet deep Projected Image 240' 6 Image of caster appears up to 240' feet away, spells can be cast from image Reincarnation 0' ∞ Deceased returns as a random creature of same alignment Repulsion 120' 6 Pushes creatures in a 15' radius away from caster	2			til dispel	
5 Extension III Extends duration of 1st-3rd level spells by 50% 6 Geas 30' variable Target must perform task until completed or will weaken and die 7 Invisible Stalker 10' variable Summons a stalker under control of caster, stays until mission is completed 8 Legend Lore days - Yields info on legendary item/place/person, roll d% for # of days casting takes 9 Lower Water 240' 10 Lower an entire body of water by one-half of its depth 10 Monster Summ. IV 10' 6 Summons one 4th level monster to fight for caster 11 Move Earth 240' 6 Caster can move hills at rate of 60'/turn, takes 1 turn to start 12 Part Water 120' 6 Parts water up to ten feet deep 13 Projected Image 240' 6 Image of caster appears up to 240' feet away, spells can be cast from image 14 Reincarnation 0' ∞ Deceased returns as a random creature of same alignment 15 Repulsion 120' 6 Pushes creatures in a 15' radius away from caster	3	Death	240'	∞	
6 Geas 30' variable Target must perform task until completed or will weaken and die 7 Invisible Stalker 10' variable Summons a stalker under control of caster, stays until mission is completed 8 Legend Lore days - Yields info on legendary item/place/person, roll d% for # of days casting takes 9 Lower Water 240' 10 Lower an entire body of water by one-half of its depth 10 Monster Summ. IV 10' 6 Summons one 4th level monster to fight for caster 11 Move Earth 240' 6 Caster can move hills at rate of 60'/turn, takes 1 turn to start 12 Part Water 120' 6 Parts water up to ten feet deep 13 Projected Image 240' 6 Image of caster appears up to 240' feet away, spells can be cast from image 14 Reincarnation 0' ∞ Deceased returns as a random creature of same alignment 15 Repulsion 120' 6 Pushes creatures in a 15' radius away from caster	4	Disintegrate	60'	-	Disintegration of 1 large creature or 10' square of material, Saves apply
7 Invisible Stalker 10' variable Summons a stalker under control of caster, stays until mission is completed 8 Legend Lore days - Yields info on legendary item/place/person, roll d% for # of days casting takes 9 Lower Water 240' 10 Lower an entire body of water by one-half of its depth 10 Monster Summ. IV 10' 6 Summons one 4th level monster to fight for caster 11 Move Earth 240' 6 Caster can move hills at rate of 60'/turn, takes 1 turn to start 12 Part Water 120' 6 Parts water up to ten feet deep 13 Projected Image 240' 6 Image of caster appears up to 240' feet away, spells can be cast from image 14 Reincarnation 0' ∞ Deceased returns as a random creature of same alignment 15 Repulsion 120' 6 Pushes creatures in a 15' radius away from caster	5	Extension III	-	-	Extends duration of 1st-3rd level spells by 50%
8 Legend Lore days - Yields info on legendary item/place/person, roll d% for # of days casting takes 9 Lower Water 240' 10 Lower an entire body of water by one-half of its depth 10 Monster Summ. IV 10' 6 Summons one 4th level monster to fight for caster 11 Move Earth 240' 6 Caster can move hills at rate of 60'/turn, takes 1 turn to start 12 Part Water 120' 6 Parts water up to ten feet deep 13 Projected Image 240' 6 Image of caster appears up to 240' feet away, spells can be cast from image 14 Reincarnation 0' ∞ Deceased returns as a random creature of same alignment 15 Repulsion 120' 6 Pushes creatures in a 15' radius away from caster	6			variable	Target must perform task until completed or will weaken and die
9 Lower Water 240' 10 Lower an entire body of water by one-half of its depth 10 Monster Summ. IV 10' 6 Summons one 4th level monster to fight for caster 11 Move Earth 240' 6 Caster can move hills at rate of 60'/turn, takes 1 turn to start 12 Part Water 120' 6 Parts water up to ten feet deep 13 Projected Image 240' 6 Image of caster appears up to 240' feet away, spells can be cast from image 14 Reincarnation 0' ∞ Deceased returns as a random creature of same alignment 15 Repulsion 120' 6 Pushes creatures in a 15' radius away from caster	7	Invisible Stalker	10'	variable	Summons a stalker under control of caster, stays until mission is completed
10 Monster Summ. IV 10' 6 Summons one 4th level monster to fight for caster 11 Move Earth 240' 6 Caster can move hills at rate of 60'/turn, takes 1 turn to start 12 Part Water 120' 6 Parts water up to ten feet deep 13 Projected Image 240' 6 Image of caster appears up to 240' feet away, spells can be cast from image 14 Reincarnation 0' ∞ Deceased returns as a random creature of same alignment 15 Repulsion 120' 6 Pushes creatures in a 15' radius away from caster	8		days		Yields info on legendary item/place/person, roll d% for # of days casting takes
11 Move Earth 240' 6 Caster can move hills at rate of 60'/turn, takes 1 turn to start 12 Part Water 120' 6 Parts water up to ten feet deep 13 Projected Image 240' 6 Image of caster appears up to 240' feet away, spells can be cast from image 14 Reincarnation 0' ∞ Deceased returns as a random creature of same alignment 15 Repulsion 120' 6 Pushes creatures in a 15' radius away from caster				10	
12Part Water120'6Parts water up to ten feet deep13Projected Image240'6Image of caster appears up to 240' feet away, spells can be cast from image14Reincarnation0'∞Deceased returns as a random creature of same alignment15Repulsion120'6Pushes creatures in a 15' radius away from caster	10	Monster Summ. IV	10'	6	Summons one 4th level monster to fight for caster
13 Projected Image 240' 6 Image of caster appears up to 240' feet away, spells can be cast from image 14 Reincarnation 0' ∞ Deceased returns as a random creature of same alignment 15 Repulsion 120' 6 Pushes creatures in a 15' radius away from caster	11	Move Earth	240'	6	Caster can move hills at rate of 60'/turn, takes 1 turn to start
14 Reincarnation 0' ∞ Deceased returns as a random creature of same alignment 15 Repulsion 120' 6 Pushes creatures in a 15' radius away from caster	12	Part Water	120'	6	Parts water up to ten feet deep
15 Repulsion 120' 6 Pushes creatures in a 15' radius away from caster				6	Image of caster appears up to 240' feet away, spells can be cast from image
·				∞	•
16 Stone to Flesh 120' til dispel Turns a petrified creature back to flesh. Reversible		•			•
	16	Stone to Flesh	120'	til dispel	Turns a petrified creature back to flesh. Reversible

Zenopus Archives – Holmes Ref