



# MAGIC USER SPELLS

## LEVELS 4-6



Level Four	Range (feet)	Duration (turns)	Magical Effect	
1 Charm Monster	120'	variable	Charms 3d6 monsters of ≤3 HD or one of >3 HD, Saves apply Check weekly if broken: <2 HD: 5%, 2-4: 10%, 5-7: 20%, 8-10: 40%, 11+: 80%	
2 Confusion	120'	12	Affects all in 15' radius, immediately if ≤2 HD, others after d12 rounds - caster lvl Roll 2d6 each round for effect, ≥4 HD can Save to resist	
3 Dimension Door	10'	-	Teleport without error up to 360' in any direction	2d6 Effect
4 Extension I	-	-	Extends duration of 1st-3rd level spells by 50%	2-5 Attack caster
5 Fear	240'	6	All in 20' radius flee, Saves apply, 50% chance to drop item	6-8 Do nothing
6 Hallucinat. Terrain	240'	til dispel	Creates illusionary terrain over 120' square. Touch alone will dispel	9-12 Attack allies
7 Ice Storm	120'	1	Creates 30' square storm that does 3d10 hp to all within	
8 Massmorph	240'	til dispel	Disguises ≤100 humans as trees, undetectable if passed through	
9 Monster Summ. II	10'	6	Summons 1-2 2nd level monsters to fight for caster	
10 Plant Growth	120'	til dispel	Renders a 300' square impassable due to overgrowth	
11 Polymorph Other	60'	til dispel	Target becomes a single creature picked by caster. Includes combat abilities	
12 Polymorph Self	0'	6+lvl	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	
14 Wall of Fire	60'	til dispel	20' tall & 60' long or 30' radius, blocks ≤4 HD, 1d6 damage, undead ×2	
15 Wall of Ice	120'	til dispel	20' tall & 60' long or 30' radius, blocks ≤4 HD, 1d6 damage, fire-using ×2	
16 Wizard Eye	240'	6	Caster can see through invisible "eye" up to 240', "eye" moves at 120'/turn	

### Level Five

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
6 Extension II	-	-	Extends duration of 1st-3rd level spells by 50%
7 Feeblemind	240'	til dispel	Target M-U is mentally incapacitated, Save at -4 applies
8 Hold Monster	120'	6+lvl	Paralyze up to 4 monsters, Saves apply, if only one target Save at -2
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'	-	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

### 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
16 Stone to Flesh	120'	til dispel	Turns a petrified creature back to flesh. Reversible