**APPENDIX 1**

***Alphabetical List of Arcane Spells***

Below listed in alphabetical order are all the arcane spells mentioned in this manual (except for the bards’ magic songs and the merchants’ magic tricks). The left column gives the name of each spell, followed by the level of spell (***Lvl*** column), and by the school of magic it belongs to (***Sch*** column) abbreviated as follows: Ab = Abjuration, Co = Conjuration, Di = Divination, En = Enchantment, Ev = Evocation, Il = Illusion, Ne = Necromancy, Tr = Transmutation. The *spells listed in italics* are the reverse versions of the corresponding reversible spells, marked by an asterisk (\*).

**A**

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Sch*** |
| Absorb Knowledge | 8 | Di |
| Acid Arrow | 2 | Co |
| Acid Rain | 7 | Co |
| Acidic Fog | 6 | Co |
| Acidic Spray | 3 | Co |
| Aestheticism | 1 | Tr |
| Affect Normal Fires | 2 | Tr |
| *Age* | 9 | Ne |
| *Agitate Water* | 7 | Tr |
| *Aid Undead* | 2 | Ne |
| Airy Water\* | 4 | Tr |
| Alarm | 2 | Ab |
| Alter Ego | 9 | Ne |
| Alter Memories | 6 | En |
| Amnesia | 3 | En |
| Analyse | 1 | Di |
| Animal Form | 3 | Tr |
| Animal Tongue | 2 | Di |
| Animate Dead | 5 | Ne |
| Animate Rope | 2 | Co |
| Animate Weapons | 6 | Tr |
| Anti-Animal Barrier | 4 | Ab |
| Anti-Magic Barrier | 6 | Ab |
| Anti-Magic Ray | 9 | Ab |
| Apnea | 2 | Ab |
| Arcane Breath | 2 | Ev |
| Arcane Senses | 2 | Di |
| Arcane Sight | 6 | Di |
| Arcane Trap | 8 | Ne |
| Astral Body | 7 | Tr |
| Automatic Pilot | 4 | Tr |

**B**

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Sch*** |
| Ball Lightning | 4 | Ev |
| Banish | 7 | Ab |
| Barkskin | 3 | Ab |
| Bastion | 7 | Ab |
| Bind Elemental | 7 | Co |
| Bind Golem | 5 | Ne |
| Bind the Soul\* | 9 | Ne |
| Binding Chains | 8 | Co |
| **Bite of the Vampire** | 4 | Ne |
| Black Arrow | 4 | Ne |
| Blackbolt | 5 | Ev |
| *Bleach* | 1 | Tr |
| Blinding Bolt | 2 | Ev |
| Blinding Light | 6 | Ev |
| Blink | 6 | Co |
| Body Manipulation | 4 | Ne |
| Boneshatter | 6 | Tr |
| Break Enchantment | 6 | Ab |
| Breathe Element | 3 | Tr |
| Bull’s Strength\* | 5 | Tr |
| Burning Eyes | 2 | Tr |
| Burning Fury | 9 | Ev |
| Burning Hands | 1 | Ev |
| Burning Ray | 1 | Ev |
| Burning Stones | 8 | Tr |
| Burning Touch | 6 | Ev |
| Burning Web | 7 | Ev |

**C**

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Sch*** |
| Call Upon Radiance | 5 | Tr |
| Calm Water\* | 7 | Tr |
| Camouflage | 2 | Il |
| Careen | 2 | Tr |
| Cat’s Grace\* | 5 | Tr |
| Chain Lightning | 7 | Ev |
| Charm Animals | 2 | En |
| Charm Monsters | 4 | En |
| Charm Person | 1 | En |
| Charm Plants | 7 | En |
| Chill | 1 | Tr |
| Circle of Protection from Evil | 3 | Ab |
| Clairaudience/Clairvoyance | 3 | Di |
| Climate | 3 | Tr |
| Clone | 8 | Ne |
| Clothform | 4 | Co |
| Cloud Ship | 8 | Co |
| Cloudkill | 5 | Co |
| *Clumsiness* | 5 | Tr |
| Collar of Enslavement | 7 | En |
| Colour\* | 1 | Tr |
| Command Word | 1 | En |
| Communicating Mirror | 6 | Tr |
| Communication | 2 | Di |
| Compass | 1 | Di |
| Concentration | 3 | Ab |
| Cone of Cold | 3 | Ev |
| Confusion | 4 | En |
| Consume Cinnabryl | 5 | Tr |
| Contact Outer Planes | 5 | Di |
| Contagion | 4 | Ne |
| Contingency | 9 | Ev |
| Control Animals | 3 | En |
| Control Constructs | 7 | Ne |
| Control Currents | 6 | Tr |
| Control Destiny | 7 | Tr |
| Control Dragons | 6 | En |
| Control Element | 3 | Co |
| Control Emotions | 4 | En |
| Control Giants | 5 | En |
| Control Gravity | 7 | Tr |
| Control Humanoids | 2 | En |
| Control Inertia | 6 | Tr |
| Control Liquids | 6 | Tr |
| Control Living Beings | 8 | En |
| Control Plants | 4 | En |
| Control Undead | 6 | Ne |
| Control Weather | 7 | Tr |
| Control Winds | 6 | Tr |
| Corpse Eyes | 4 | Di |
| Corpse Possession | 4 | Ne |
| Corrosive Cloud | 8 | Co |
| Cough | 1 | Ne |
| Create Air | 3 | Co |
| Create Any Monster | 9 | Co |
| Create Any Object | 8 | Co |
| Create Atmosphere | 4 | Co |
| Create Greater Undead | 8 | Ne |
| Create Hybrids | 9 | Ne |
| Create Magical Monsters | 8 | Co |
| Create Normal Monsters | 7 | Co |
| Create Phylactery\* | 8 | Ne |
| Create Projectiles | 4 | Co |
| Create Undead | 6 | Ne |
| Creeping Shadow | 3 | Di |
| Crushing Despair | 4 | En |
| Crushing Hand | 8 | Ev |
| Crystalbrittle | 9 | Tr |
| Cure Disease or Blindness | 3 | Tr |
| Curse | 4 | Ne |
| *Cursed Container* | 3 | Co |

**D**

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Sch*** |
| Dance | 7 | En |
| *Darkness* | 1 | Ev |
| *Darkness, Continual* | 3 | Ev |
| Deadly Bolt | 5 | Tr |
| Deadly Illusion | 9 | Il |
| Deadly Oath | 6 | Ne |
| Deadly Weapon | 6 | Tr |
| Death | 6 | Ne |
| Death Recall | 3 | Di |
| Deathmask | 2 | Il |
| Deep Slumber | 3 | En |
| Defensive Aura | 4 | Ab |
| Deflecting Shield | 2 | Ab |
| Déjà-vu | 5 | Di |
| Delay | 8 | Tr |
| Delusion | 6 | Il |
| Demand | 7 | En |
| *Destroy Phylactery* | 8 | Ne |
| Destroy Undead\* | 3 | Ne |
| Detect Evil | 2 | Di |
| Detect Magic | 1 | Di |
| Detect Secret Passage | 1 | Di |
| Detect Shapechangers | 1 | Di |
| Detect Undead | 1 | Di |
| Devastating Attack | 8 | Tr |
| Devastating Touch | 2 | Ne |
| Dig | 1 | Tr |
| Dimension Door | 4 | Co |
| Dimensional Anchor | 6 | Ab |
| *Dimensional Prison* | 7 | Co |
| Dimensional Refuge\* | 7 | Co |
| Dimensional Shield | 7 | Ab |
| Dimensional Tunnel | 5 | Co |
| Discharge | 8 | Ev |
| Disguise | 5 | Il |
| Disguise Self | 1 | Il |
| Disintegration | 6 | Tr |
| Disjunction | 9 | Ab |
| Dispel Immunity | 9 | Tr |
| Dispel Magic | 3 | Ab |
| *Disperse* | 6 | Co |
| Displacement | 4 | Il |
| Disrupt Undead\* | 2 | Ne |
| Dissolve\* | 5 | Tr |
| Dominate Monsters | 9 | En |
| Dominate Person | 5 | En |
| Dream\* | 5 | Il |
| *Drown* | 2 | Tr |
| Duelling Shield | 8 | Ab |
| Duplicate Spell | 7 | Ev |
| Dying Breath | 1 | Ne |

***E***

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Sch*** |
| Earthmaw | 4 | Co |
| Ecstasy | 2 | En |
| Elasticity | 2 | Tr |
| Electric Barrier | 3 | Ab |
| Elemental Aura | 8 | Tr |
| Elemental Bolts | 2 | Ev |
| Elemental Explosion | 1 | Co |
| Elemental Form | 5 | Tr |
| Elemental Power | 9 | Tr |
| Elemental Protection | 5 | Ab |
| Elemental Travel | 6 | Co |
| Elemental Weapon | 3 | Tr |
| Empathic Resonance | 8 | En |
| Empathic Torture | 5 | Ne |
| Enchant Item | 4 | Tr |
| Enchanted Vehicle | 4 | Tr |
| Enchanted Vessel | 7 | Tr |
| Endure Elements | 1 | Ab |
| Enlarge\* | 3 | Tr |
| Entangle | 1 | Tr |
| Entropic Shield | 9 | Ab |
| ESP | 2 | Di |
| Ethereal Form | 6 | Tr |
| Evaluate | 1 | Di |
| Evanescence | 6 | Tr |
| *Evoporate* | 1 | Tr |
| Exceptional Skill | 4 | Tr |
| Exchange Places | 3 | Co |
| Explosive Cloud | 7 | Co |
| Explosive Death | 8 | Ev |
| Explosive Runes | 2 | Ab |
| Extended Range | 4 | Tr |
| Extension | 6 | Tr |
| Eyebite | 6 | Ne |

**F**

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Sch*** |
| Fabricate | 5 | Co |
| Faerie Lights | 1 | Ev |
| Fairy Circle | 7 | Ab |
| Fairy Mount | 1 | Co |
| Faithful Copy | 4 | Co |
| False Life | 3 | Ne |
| False Thoughts | 4 | Il |
| False Vision | 5 | Il |
| Fear | 2 | En |
| Feather Fall | 1 | Tr |
| Feeblemind | 5 | En |
| Feign Death | 2 | Ne |
| Fertility\* | 3 | Tr |
| Fiery Blast | 5 | Ev |
| Fiery Bolts | 4 | Ev |
| Fiery Tentacle | 6 | Co |
| Find Information | 1 | Di |
| Fire Shield | 4 | Ab |
| Fire Trap | 3 | Ab |
| Fireball | 3 | Ev |
| Fireball, Delayed Action | 7 | Ev |
| Fist of Rock | 3 | Co |
| Flame of Justice | 6 | Di |
| Flaming Sphere | 2 | Ev |
| Flesh to Stone\* | 6 | Tr |
| Float | 1 | Tr |
| Float in Air | 1 | Tr |
| Floating Disc | 1 | Ev |
| Fly | 3 | Tr |
| Focused Map | 4 | Di |
| Force Field | 8 | Ab |
| Force Transformation | 5 | Tr |
| Forcecage | 6 | Ab |
| Forceful Hand | 6 | Ev |
| Foresight | 9 | Di |
| Fragment | 5 | Tr |
| Free Person | 3 | Ab |
| *Free the Soul* | 9 | Ne |
| Freedom | 5 | Ab |
| Freezing Sphere | 6 | Ev |
| Friendship | 1 | En |

**G**

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Sch*** |
| Gaseous Form | 3 | Tr |
| Gate | 9 | Co |
| Geas | 5 | En |
| Geographic Map | 3 | Di |
| Ghost Sound | 1 | Il |
| Ghoul Touch | 1 | Ne |
| Giant’s Strength | 8 | Tr |
| Glassteel | 8 | Tr |
| Globe of Invulnerability | 6 | Ab |
| Glyph of Warding | 4 | Ab |
| Grease | 1 | Tr |
| Greater Shout | 9 | Ev |
| Gust of Wind | 2 | Ev |

**H**

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Sch*** |
| Hallucinatory Nightmare | 7 | Il |
| Hallucinatory Terrain | 4 | Il |
| *Harden* | 5 | Tr |
| Haste\* | 3 | Tr |
| *Heal Undead* | 3 | Ne |
| Health Drain | 5 | Ne |
| Heat Air | 1 | Tr |
| Heroism | 7 | Tr |
| Hesitation | 1 | En |
| Hideous Laughter | 2 | En |
| Hivemind | 7 | Di |
| Hold Monster | 5 | En |
| Hold Person | 3 | En |
| Hold Undead | 5 | Ne |
| Home Help | 1 | Tr |
| Horrid Withering | 8 | Ne |
| Hurricane | 9 | Co |
| Hypnotic Pattern | 2 | Il |

**I**

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Sch*** |
| Ice Spear | 4 | Ev |
| Ice Storm | 4 | Ev |
| *Ice to Water* | 4 | Tr |
| Icy Blast | 5 | Ev |
| Identify Species | 3 | Di |
| Illusionary Reality | 9 | Il |
| Illusionary Wall | 3 | Il |
| Immunity | 9 | Ab |
| Impersonate | 8 | Il |
| Incendiary Darts | 3 | Tr |
| Infravision | 3 | Tr |
| Interposing Hand | 4 | Ev |
| Intuition | 1 | Di |
| Invisibility | 2 | Il |
| Invisibility Purge | 7 | Ab |
| Invisibility to Undead | 1 | Il |
| Invisibility, Improved | 4 | Il |
| Invisibility, Mass | 7 | Il |
| Invisible Servant | 1 | Co |
| Invulnerability | 8 | Ab |
| Iron Constitution | 5 | Tr |
| Ironform | 7 | Co |
| Ironwood | 6 | Tr |

**J**

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Sch*** |
| Jump | 1 | Tr |

**K**

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Sch*** |
| Knock | 2 | Tr |

**L**

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Sch*** |
| Levitate | 2 | Tr |
| Lie | 1 | Il |
| Light Sword | 9 | Ev |
| Light\* | 1 | Ev |
| Light, Continual\* | 3 | Ev |
| Lightning Bolt | 3 | Ev |
| Lightning Reflexes | 3 | Tr |
| Lightning Storm | 9 | Ev |
| Lightning Strike | 5 | Ev |
| *Liquid Air* | 4 | Tr |
| Liquid Assassin | 3 | Co |
| Liquid Form | 3 | Tr |
| Locate Creature | 4 | Di |
| Locate Metals | 1 | Di |
| Locate Object | 2 | Di |
| Locate Species | 1 | Di |
| Longevity\* | 9 | Ne |
| Longsight | 1 | Di |
| Longstride | 1 | Tr |
| Lore | 7 | Di |

**M**

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Sch*** |
| Mage Armour | 7 | Ab |
| Magic Container\* | 3 | Co |
| Magic Door | 6 | Tr |
| Magic Drain | 7 | En |
| Magic Exchange | 4 | Tr |
| Magic Flame | 2 | Ev |
| Magic Jar | 5 | Ne |
| Magic Lock | 6 | Ab |
| Magic Missile | 1 | Ev |
| Magic Mouth | 2 | Il |
| Magic Muzzle | 4 | Co |
| Magic Preparation | 9 | Tr |
| Magic Sanctum | 5 | Ab |
| Magic Weapon | 2 | Tr |
| Magical Double | 7 | Co |
| Magnetism | 4 | Tr |
| Mass Charm | 8 | En |
| Mass Paralysis | 9 | En |
| Massmorph | 4 | Il |
| Maze | 9 | Co |
| Melding | 2 | Tr |
| Memory | 5 | Ev |
| Memory Visions | 1 | Di |
| Memory, Greater | 9 | Ev |
| Mental Decay | 6 | En |
| Meteor Swarm | 9 | Ev |
| Mind Fog | 5 | En |
| Mind Shield | 2 | Ab |
| Mindblank | 8 | Ab |
| Mirage Arcana | 8 | Il |
| Mirror Image | 2 | Il |
| Mirror of the Past | 7 | Di |
| Mislead | 6 | Il |
| Moment of Prescience | 8 | Di |
| *Moonbeam* | 2 | Ev |
| Move Earth | 6 | Tr |
| Mystic Aura | 1 | Il |
| Mystic Circle | 4 | Ab |

**N**

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Liv*** | ***Sc*** |
| Necromantic Frenzy | 7 | Ne |
| Necromantic Fusion | 7 | Ne |
| Necromantic Healing | 1 | Ne |
| Necromorph | 5 | Ne |
| Night Terrors | 4 | Il |
| Nightmare | 5 | Il |
| Nocturnal Guard | 2 | Tr |

**O**

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Sch*** |
| Oblivion | 5 | Ne |
| Oilskin | 1 | Ab |
| Omen | 3 | Di |
| Open Mind | 8 | En |
| Orb of Knowledge | 9 | Di |

**P**

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Sch*** |
| Pass Rock | 4 | Co |
| Pass without Trace | 1 | Il |
| Passwall | 4 | Tr |
| Pebbles to Rock\* | 3 | Tr |
| Penetrate Defences | 5 | Tr |
| Permanence | 8 | Tr |
| Perpetual Ice | 8 | Ev |
| Persistent Image | 5 | Il |
| Phantasmal Force | 2 | Il |
| Phantasmal Killer | 3 | Il |
| Phantasmal Lover | 6 | Co |
| Phoenix Wings | 4 | Co |
| Planeshift | 7 | Co |
| Plant Growth\* | 4 | Tr |
| Poisonous Cloud | 6 | Co |
| Polar Ray | 9 | Ev |
| Polymorph Any Object | 8 | Tr |
| Polymorph Others | 4 | Tr |
| Polymorph Self | 4 | Tr |
| Polymorph, Greater | 7 | Tr |
| Power Word Blind | 8 | En |
| Power Word Death | 9 | Ne |
| Power Word Sleep | 9 | En |
| Power Word Stun | 7 | En |
| Precipitation\* | 1 | Tr |
| Preservation | 7 | Tr |
| Primal Form | 4 | Tr |
| Prismatic Spray | 8 | Ev |
| Prismatic Wall | 9 | Ab |
| Programmed Illusion | 6 | Il |
| Projected Image | 6 | Il |
| Prot. from Normal Missiles | 3 | Ab |
| Protection from Evil | 1 | Ab |
| Psychokinesis | 1 | Tr |
| Purifying Flame | 5 | Ev |
| Push | 1 | Ev |
| Pyrokinesis | 2 | Ev |

**R**

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Sch*** |
| Rain of Terror | 5 | Co |
| Rainbow Pattern | 4 | Il |
| Ray of Enfeeblement | 2 | Ne |
| Read Languages | 1 | Di |
| Read Magic | 1 | Di |
| *Reanimate* | 8 | Tr |
| Reflection | 2 | Ab |
| Reincarnation | 6 | Ne |
| Remove Charm | 8 | Ab |
| Remove Curse | 4 | Ab |
| Repair | 2 | Tr |
| Resistence | 1 | Ab |
| Retain Power | 7 | Tr |
| Returning Weapon | 1 | Tr |
| Reveal Location | 8 | Di |
| Revealing Map | 9 | Di |
| Revealing Shell | 4 | Ab |
| River of Sand | 9 | Co |
| Rock | 7 | Tr |
| Rock Door | 5 | Tr |
| Rock to Lava | 6 | Tr |
| *Rock to Pebbles* | 3 | Tr |
| Rod of the Wyrm | 6 | Tr |
| Rot | 2 | Tr |

**S**

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Sch*** |
| Sandform | 8 | Ne |
| Saturation | 8 | Tr |
| Scintillating Pattern | 8 | Il |
| Scrying | 4 | Di |
| *Sea Legs* | 1 | Tr |
| Sea Sickness\* | 1 | Tr |
| Seal Passage | 4 | Co |
| Searing Light | 4 | Ev |
| Second Sight | 4 | Di |
| Secret Writing | 3 | Il |
| Secure Sheltere | 3 | Ab |
| See Invisibility | 2 | Di |
| Sever the Tie | 9 | Tr |
| Shadow Evocation | 5 | Il |
| Shadow Evocation, Greater | 8 | Il |
| Shadow Monster | 4 | Il |
| Shadow Twin | 7 | Il |
| Shapechange | 9 | Tr |
| Shield | 1 | Ab |
| Shocking Grasp | 1 | Ev |
| *Shrink* | 3 | Tr |
| *Shrink Plants* | 4 | Tr |
| Siege Fire | 5 | Tr |
| Silence | 2 | Il |
| Silver Tongue | 1 | En |
| Simulation Circle | 2 | Ab |
| Sixth Sense | 4 | Di |
| Sleep | 1 | En |
| Sleep Curse | 9 | Ne |
| Sleepwalking | 4 | En |
| *Slow* | 3 | Tr |
| Snake Sigil | 3 | Co |
| Soaring Fire | 7 | Ev |
| Solar Ray\* | 2 | Ev |
| Solid Fog | 4 | Co |
| Sonic Wave | 1 | Ev |
| Soul Binding | 4 | Ne |
| Sound Barrier | 2 | Ev |
| Spacial Distortion | 5 | Tr |
| Spectral Hand | 2 | Ne |
| Spellbinding Barrier | 5 | Ab |
| Spellbinding Barrier, Greater | 9 | Ab |
| Spellturning Barrier | 7 | Ab |
| Sphere of Elemental Prot. | 6 | Ab |
| Sphere of Invisibility | 3 | Il |
| Sphere of Prot. from Magic | 8 | Ab |
| Spider Climb | 1 | Tr |
| Spirit Weapon | 4 | Ab |
| Steal the Breath | 3 | Ne |
| Steelform | 8 | Co |
| Steelskin | 7 | Ab |
| *Sterility* | 3 | Tr |
| Still Skill | 4 | En |
| Stinking Cloud | 2 | Co |
| Stone Bolts | 1 | Tr |
| Stone Grip | 2 | Co |
| Stone Hands | 2 | Tr |
| Stone Shape | 4 | Tr |
| *Stone to Flesh* | 6 | Tr |
| Stoneform | 6 | Co |
| Stoneskin | 5 | Ab |
| Stun | 1 | En |
| Succour | 7 | Co |
| Suffocate | 1 | Ne |
| Suggestion | 3 | En |
| Suggestion, Mass | 6 | En |
| Summon Animal Ally | 2 | Co |
| Summon Elementals | 5 | Co |
| Summon Monstrous Ally | 4 | Co |
| Summon Object | 7 | Co |
| Summon Planar Ally | 6 | Co |
| Summon Radiance | 6 | Ev |
| Summon Refuge | 4 | Co |
| Summons\* | 6 | Co |
| Sure Strike | 2 | Tr |
| Sustenance | 3 | Tr |
| Swim\* | 2 | Tr |
| Sword | 7 | Ev |
| Symbol of Amnesia | 4 | En |
| Symbol of Death | 9 | Ne |
| Symbol of Discord | 5 | En |
| Symbol of Fainting | 1 | Ne |
| Symbol of Fear | 3 | En |
| Symbol of Insanity | 8 | En |
| Symbol of Pain | 6 | Ne |
| Symbol of Sleep | 7 | En |
| Symbol of Stun | 2 | En |

**T**

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Sch*** |
| Tar | 1 | Co |
| Telekinesis | 5 | Tr |
| Telepathic Recall | 6 | Di |
| Telepathy | 5 | Di |
| Teleport | 5 | Co |
| Teleport Any Object | 7 | Co |
| Teleportation Circle | 9 | Co |
| Temporal Stasis\* | 8 | Tr |
| Temporary Skill | 2 | Tr |
| Thunderclap | 3 | Ev |
| Time Marker | 1 | Di |
| Timestop | 9 | Tr |
| Tongues | 3 | Di |
| Tracks of Fire | 5 | Di |
| Transcend Life Force | 9 | - |
| Transfer Enchantment | 6 | Ev |
| Transmute Liquids | 3 | Tr |
| Transmute Solids | 6 | Tr |
| Transparency | 5 | Tr |
| Transport Via Rock | 7 | Co |
| Trip | 1 | Tr |
| Trueseeing | 5 | Di |
| Truth of Blood | 3 | Di |
| Tsunami | 9 | Co |

**U**

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Sch*** |
| Ubiquity | 9 | Il |
| Ultimate Divination | 8 | Di |
| Unbearable Pain | 3 | Ne |
| Unconscious Command | 5 | En |
| Universal Tongue | 5 | Di |
| Unmissable Shot | 1 | Tr |

**V**

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Liv*** | ***Sc*** |
| Veil | 7 | Il |
| Ventriloquism | 1 | Il |
| Vigilant Guardian | 3 | Di |

**W**

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Sch*** |
| Wail of the Banshee | 7 | Ne |
| Walking Dead | 2 | Ne |
| Wall of Fire | 4 | Ev |
| Wall of Ice | 4 | Ev |
| Wall of Iron | 6 | Co |
| Wall of Stone | 5 | Co |
| Wall of Water | 4 | Ev |
| Wall of Wind | 3 | Ev |
| Warding Sigil | 1 | Ab |
| Watcher | 1 | Ab |
| Water to Ice\* | 4 | Tr |
| *Weakness* | 5 | Tr |
| *Weariness* | 5 | Tr |
| Web | 2 | Co |
| Whirlwind | 4 | Co |
| Whispering Wind | 2 | Di |
| Windwhip | 5 | Ev |
| Wish | 9 | - |
| Wizard Eye | 4 | Di |
| Wizard Lock | 2 | Ab |
| Woodform | 5 | Co |

**X**

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Sch*** |
| X-Ray Vision | 4 | Di |

**Z**

|  |  |  |
| --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Sch*** |
| *Zone of Deceit* | 2 | En |
| Zone of Interdiction | 8 | Ab |
| Zone of Truth\* | 2 | En |

**APPENDIX 2**

***List of Arcane Spells by Level***

Below are listed the 589 arcane spells (including the magic of the fey), mentioned in this manual, divided by spell level.

|  |  |
| --- | --- |
| ***#*** | ***First Level*** |
| 1 | Aestheticism |
| 2 | Analyze |
| 3 | Bleach |
| 4 | Burning Hands |
| 5 | Burning Ray |
| 6 | Charm Person |
| 7 | Chill |
| 8 | Colour |
| 9 | Command Word |
| 10 | Compass |
| 11 | Cough |
| 12 | Darkness |
| 13 | Detect Magic |
| 14 | Detect Secret Passages |
| 15 | Detect Shapechangers |
| 16 | Detect Undead |
| 17 | Dig |
| 18 | Disguise self |
| 19 | Dying Breath |
| 20 | Elemental Explosion |
| 21 | Endure Elements |
| 22 | Entangle |
| 23 | Evaluate |
| 24 | Evaporate |
| 25 | Faerie Lights |
| 26 | Fairy Mount |
| 27 | Feather Fall |
| 28 | Find Information |
| 29 | Float |
| 30 | Float in Air |
| 31 | Floating Disc |
| 32 | Friendship |
| 33 | Ghost Sound |
| 34 | Ghoul Touch |
| 35 | Grease |
| 36 | Heat Air |
| 37 | Hesitation |
| 38 | Home Help |
| 39 | Intuition |
| 40 | Invisibility to Undead |
| 41 | Invisible Servant |
| 42 | Jump |
| 43 | Lie |
| 44 | Light |
| 45 | Locate Metals |
| 46 | Locate Species |
| 47 | Longsight |
| 48 | Silver Tongue |
| 49 | Longstride |
| 50 | Magic Missile |
| 51 | Memory Visions |
| 52 | Mystic Aura |
| 53 | Necromantic Healing |
| 54 | Oilskin |
| 55 | Pass without Trace |
| 56 | Precipitation |
| 57 | Protection from Evil |
| 58 | Psychokinesis |
| 59 | Push |
| 60 | Read Languages |
| 61 | Read Magic |
| 62 | Resistance |
| 63 | Returning Weapon |
| 64 | Sea Legs |
| 65 | Seasickness |
| 66 | Shield |
| 67 | Shocking Grasp |
| 68 | Sleep |
| 69 | Sonic Wave |
| 70 | Spider Climb |
| 71 | Stone Bolts |
| 72 | Stun |
| 73 | Suffocate |
| 74 | Symbol of Fainting |
| 75 | Tar |
| 76 | Time Marker |
| 77 | Trip |
| 78 | Unmissable Shot |
| 79 | Ventriloquism |
| 80 | Warding Sigil |
| 81 | Watcher |

|  |  |
| --- | --- |
| ***#*** | ***Second Level*** |
| 1 | Acid Arrow |
| 2 | Affect Normal Fires |
| 3 | Aid Undead |
| 4 | Alarm |
| 5 | Animate Rope |
| 6 | Apnea |
| 7 | Arcane Breath |
| 8 | Arcane Senses |
| 9 | Blinding Bolt |
| 10 | Burning Eyes |
| 11 | Camouflage |
| 12 | Careen |
| 13 | Charm Animals |
| 14 | Communication |
| 15 | Control Humanoids |
| 16 | Deathmask |
| 17 | Deflecting Shield |
| 18 | Detect Evil |
| 19 | Devastating Touch |
| 20 | Disrupt Undead |
| 21 | Drown |
| 22 | Ecstasy |
| 23 | Elasticity |
| 24 | Elemental Bolts |
| 25 | ESP |
| 26 | Explosive Runes |
| 27 | Fear |
| 28 | Feign Death |
| 29 | Flaming Sphere |
| 30 | Gust of Wind |
| 31 | Hideous Laughter |
| 32 | Hypnotic Pattern |
| 33 | Invisibility |
| 34 | Knock |
| 35 | Levitate |
| 36 | Locate Object |
| 37 | Magic Flame |
| 38 | Magic Mouth |
| 39 | Magic Weapon |
| 40 | Melding |
| 41 | Mind Shield |
| 42 | Mirror Image |
| 43 | Moonbeam |
| 44 | Nocturnal Guard |
| 45 | Phantasmal Force |
| 46 | Pyrokinesis |
| 47 | Ray of Enfeeblement |
| 48 | Reflection |
| 49 | Repair |
| 50 | Rot |
| 51 | See Invisibility |
| 52 | Silence |
| 53 | Simulation Circle |
| 54 | Solar ray |
| 55 | Sound Barrier |
| 56 | Speak with Animals |
| 57 | Spectral Hand |
| 58 | Stinking Cloud |
| 59 | Stone Grip |
| 60 | Stone Hands |
| 61 | Summon Animal Ally |
| 62 | Sure Strike |
| 63 | Swim |
| 64 | Symbol of Stun |
| 65 | Temporary Skill |
| 66 | Walking Dead |
| 67 | Web |
| 68 | Whispering Wind |
| 69 | Wizard Lock |
| 70 | Zone of Deceit |
| 71 | Zone of Truth |

|  |  |
| --- | --- |
| ***#*** | ***Third Level*** |
| 1 | Acidic Spray |
| 2 | Amnesia |
| 3 | Animal Form |
| 4 | Barkskin |
| 5 | Breathe Element |
| 6 | Circle of Prot vs. Evil |
| 7 | Clairaudience/Clairvoyance |
| 8 | Climate |
| 9 | Concentration |
| 10 | Cone of Cold |
| 11 | *Continual Darkness* |
| 12 | Continual Light |
| 13 | Control Animals |
| 14 | Control Element |
| 15 | Create Air |
| 16 | Creeping Shadow |
| 17 | Cure Disease or Blindness |
| 18 | *Cursed Container* |
| 19 | Death Recall |
| 20 | Deep Slumber |
| 21 | Destroy Undead |
| 22 | Dispel Magic |
| 23 | Electric Barrier |
| 24 | Elemental Weapon |
| 25 | Enlarge |
| 26 | Exchange Places |
| 27 | False Life |
| 28 | Fertility |
| 29 | Fire Trap |
| 30 | Fireball |
| 31 | Fist of Rock |
| 32 | Fly |
| 33 | Free Person |
| 34 | Gaseous Form |
| 35 | Geographic Map |
| 36 | Haste |
| 37 | *Heal Undead* |
| 38 | Hold Person |
| 39 | Identify Species |
| 40 | Illusionary Wall |
| 41 | Incendiary Darts |
| 42 | Infravision |
| 43 | Lightning Bolt |
| 44 | Lightning Reflexes |
| 45 | *Liquid Assassin* |
| 46 | Liquid Form |
| 47 | Magic Container |
| 48 | Omen |
| 49 | Pebbles to Rock |
| 50 | Phantasmal Killer |
| 51 | Protection from Normal Missiles |
| 52 | *Rock to Pebbles* |
| 53 | Secret Writing |
| 54 | Secure Shelter |
| 55 | *Shrink* |
| 56 | *Slow* |
| 57 | Snake Sigil |
| 58 | Sphere of Invisibility |
| 59 | Steal the Breath |
| 60 | *Sterility* |
| 61 | Suggestion |
| 62 | Sustenance |
| 63 | Symbol of Fear |
| 64 | Thunderclap |
| 65 | Tongues |
| 66 | Transmute Liquids |
| 67 | Truth of Blood |
| 68 | *Unbearable Pain* |
| 69 | Vigilant Guardian |
| 70 | Wall of Wind |

|  |  |
| --- | --- |
| ***#*** | ***Fourth Level*** |
| 1 | Airy Water |
| 2 | Anti-Animal Barrier |
| 3 | Automatic Pilot |
| 4 | Ball Lightning |
| 5 | Bite of the Vampire |
| 6 | Black Arrow |
| 7 | Body Manipulation |
| 8 | Charm Monsters |
| 9 | Clothform |
| 10 | Confusion |
| 11 | Contagion |
| 12 | Control Emotions |
| 13 | Control Plants |
| 14 | Corpse Eyes |
| 15 | Corpse Possession |
| 16 | Create Atmosphere |
| 17 | Create Projectiles |
| 18 | Crushing Despair |
| 19 | Curse |
| 20 | Defensive Aura |
| 21 | Dimension Door |
| 22 | Displacement |
| 23 | Earthmaw |
| 24 | Enchant Item |
| 25 | Enchanted Vehicle |
| 26 | Exceptional Skill |
| 27 | Extended Range |
| 28 | Faithful Copy |
| 29 | False Thoughts |
| 30 | Fiery Bolts |
| 31 | Fire Shield |
| 32 | Focused Map |
| 33 | Glyph of Warding |
| 34 | Hallucinatory Terrain |
| 35 | Ice Spear |
| 36 | Ice Storm |
| 37 | *Ice to Water* |
| 38 | Improved Invisibility |
| 39 | Interposing Hand |
| 40 | *Liquid Air* |
| 41 | Locate Creature |
| 42 | Magic Exchange |
| 43 | Magic Muzzle |
| 44 | Magnetism |
| 45 | Massmorph |
| 46 | Mystic Circle |
| 47 | Night Terrors |
| 48 | Pass Rock |
| 49 | Passwall |
| 50 | *Phoenix Wings* |
| 51 | Plant Growth |
| 52 | Polymorph Others |
| 53 | Polymorph Self |
| 54 | Primal Form |
| 55 | Rainbow Pattern |
| 56 | Remove Curse |
| 57 | Revealing Shell |
| 58 | Scrying |
| 59 | Seal Passage |
| 60 | Searing Light |
| 61 | Second Sight |
| 62 | Shadow Monster |
| 63 | *Shrink Plants* |
| 64 | Sixth Sense |
| 65 | Sleepwalking |
| 66 | Solid Fog |
| 67 | Soul Binding |
| 68 | Spirit Armor |
| 69 | Steal Skill |
| 70 | Stone Shape |
| 71 | Summon Monstrous Ally |
| 72 | Summon Refuge |
| 73 | Symbol of Amnesia |
| 74 | Wall of Fire |
| 75 | Wall of Ice |
| 76 | Wall of Water |
| 77 | Water to Ice |
| 78 | Whirlwind |
| 79 | Wizard Eye |
| 80 | X-ray Vision |

|  |  |
| --- | --- |
| ***#*** | ***Fifth Level*** |
| 1 | Animate Dead |
| 2 | Bind Golem |
| 3 | Blackbolt |
| 4 | Bull’s Strength |
| 5 | Call Upon Radiance |
| 6 | Cat’s Grace |
| 7 | Cloudkill |
| 8 | *Clumsiness* |
| 9 | Consume Cinnabryl |
| 10 | Contact Outer Planes |
| 11 | Control Giants |
| 12 | Deadly Bolt |
| 13 | Déjà-vu |
| 14 | Dimensional Tunnel |
| 15 | Disguise |
| 16 | Dissolve |
| 17 | Dominate Person |
| 18 | Dream |
| 19 | Elemental Form |
| 20 | Elemental Protection |
| 21 | Empathic Torture |
| 22 | Fabricate |
| 23 | False Vision |
| 24 | Feeblemind |
| 25 | Fiery Blast |
| 26 | Force Transformation |
| 27 | Fragment |
| 28 | Freedom |
| 29 | Geas |
| 30 | *Harden* |
| 31 | Health Drain |
| 32 | Hold Monster |
| 33 | Hold Undead |
| 34 | Icy Blast |
| 35 | Iron Constitution |
| 36 | Lightning Strike |
| 37 | Magic Jar |
| 38 | Magic Sanctum |
| 39 | Memory |
| 40 | Mind Fog |
| 41 | Necromorph |
| 42 | *Nightmare* |
| 43 | Oblivion |
| 44 | Penetrate Defences |
| 45 | Persistent Image |
| 46 | Purifying Flame |
| 47 | Rain of Terror |
| 48 | Rock Door |
| 49 | Shadow Evocation |
| 50 | Siege Fire |
| 51 | Spatial Distortion |
| 52 | Spellbinding Barrier |
| 53 | Stoneskin |
| 54 | Summon Elementals |
| 55 | Symbol of Discord |
| 56 | Telekinesis |
| 57 | Telepathy |
| 58 | Teleport |
| 59 | Tracks of Fire |
| 60 | Transparency |
| 61 | Trueseeing |
| 62 | Unconscious Command |
| 63 | Universal Tongue |
| 64 | Wall of Stone |
| 65 | *Weakness* |
| 66 | *Weariness* |
| 67 | Windwhip |
| 68 | Woodform |

|  |  |
| --- | --- |
| ***#*** | ***Sixth Level*** |
| 1 | Acidic Fog |
| 2 | Alter Memories |
| 3 | Animate Weapons |
| 4 | Anti-magic Barrier |
| 5 | Arcane Sight |
| 6 | Blinding Light |
| 7 | Blink |
| 8 | Boneshatter |
| 9 | Break Enchantment |
| 10 | Burning Touch |
| 11 | Communicating Mirror |
| 12 | Control Currents |
| 13 | Control Dragons |
| 14 | Control Inertia |
| 15 | Control Liquids |
| 16 | Control Undead |
| 17 | Control Winds |
| 18 | Create Undead |
| 19 | Deadly Oath |
| 20 | Deadly Weapon |
| 21 | Death |
| 22 | Delusion |
| 23 | Dimensional Anchor |
| 24 | Disintegration |
| 25 | *Disperse* |
| 26 | Elemental Travel |
| 27 | Ethereal Form |
| 28 | Evanescence |
| 29 | Extension |
| 30 | Eyebite |
| 31 | Fiery Tentacle |
| 32 | Flame of Justice |
| 33 | Flesh to Stone |
| 34 | Forcecage |
| 35 | Forceful Hand |
| 36 | Freezing Sphere |
| 37 | Globe of Invulnerability |
| 38 | Ironwood |
| 39 | Magic Door |
| 40 | Magic Lock |
| 41 | Mass Suggestion |
| 42 | Mental Decay |
| 43 | Mislead |
| 44 | Move Earth |
| 45 | Phantasmal Lover |
| 46 | Poisonous Cloud |
| 47 | Programmed Illusion |
| 48 | Projected Image |
| 49 | Reincarnation |
| 50 | Rock to Lava |
| 51 | Rod of the Wyrm |
| 52 | Sphere of Elemental Protection |
| 53 | *Stone to Flesh* |
| 54 | Stoneform |
| 55 | Summon Planar Ally |
| 56 | Summon Radiance |
| 57 | Summons |
| 58 | Symbol of Pain |
| 59 | Telepathic Recall |
| 60 | Transfer Enchantment |
| 61 | Transmute Solids |
| 62 | Wall of Iron |

|  |  |
| --- | --- |
| ***#*** | ***Seventh Level*** |
| 1 | Acid Rain |
| 2 | *Agitate Water* |
| 3 | Astral Body |
| 4 | Banish |
| 5 | Barrier of Spell Turning |
| 6 | Bastion |
| 7 | Bind Elementals |
| 8 | Burning Web |
| 9 | Calm Water |
| 10 | Chain Lightning |
| 11 | Charm Plants |
| 12 | Collar of Enslavement |
| 13 | Control Constructs |
| 14 | Control Destiny |
| 15 | Control Gravity |
| 16 | Control Weather |
| 17 | Create Normal Monsters |
| 18 | Dance |
| 19 | Delayed Fireball |
| 20 | Demand |
| 21 | *Dimensional Prison* |
| 22 | Dimensional Refuge |
| 23 | Dimensional Shield |
| 24 | Duplicate Spell |
| 25 | Enchanted Vessel |
| 26 | Energy Drain |
| 27 | Explosive Cloud |
| 28 | Faerie Circle |
| 29 | Greater Polymorph |
| 30 | Hallucinatory Nightmare |
| 31 | Heroism |
| 32 | Hivemind |
| 33 | Invisibility Purge |
| 34 | Ironform |
| 35 | Lore |
| 36 | Mage Armour |
| 37 | Magic Drain |
| 38 | Magical Double |
| 39 | Mass Invisibility |
| 40 | Mirror of the Past |
| 41 | Necromantic Frenzy |
| 42 | Necromantic Fusion |
| 43 | Planeshift |
| 44 | Power Word Stun |
| 45 | Preservation |
| 46 | Purifying Energy |
| 47 | Retain Power |
| 48 | Rock |
| 49 | Shadow Twin |
| 50 | Soaring Fire |
| 51 | Steelskin |
| 52 | Succour |
| 53 | Summon Object |
| 54 | Sword |
| 55 | Symbol of Sleep |
| 56 | Teleport Any Object |
| 57 | Transport Via Rock |
| 58 | Veil |
| 59 | Wail of the Banshee |

|  |  |
| --- | --- |
| ***#*** | ***Eighth Level*** |
| 1 | Absorb Knowledge |
| 2 | Arcane Trap |
| 3 | Binding Chains |
| 4 | Burning Stones |
| 5 | Clone |
| 6 | Cloud Ship |
| 7 | Control Living Beings |
| 8 | Corrosive Cloud |
| 9 | Create Any Object |
| 10 | Create Greater Undead |
| 11 | Create Magical Monsters |
| 12 | Create Phylactery |
| 13 | Crushing Hand |
| 14 | Delay |
| 15 | *Destroy Phylactery* |
| 16 | Devastating Attack |
| 17 | Discharge |
| 18 | Duelling Shield |
| 19 | Elemental Aura |
| 20 | Empathic Resonance |
| 21 | Explosive Death |
| 22 | Force Field |
| 23 | Giants’ Strength |
| 24 | Glassteel |
| 25 | Greater Shadow Evocation |
| 26 | Horrid Withering |
| 27 | Impersonate |
| 28 | Invulnerability |
| 29 | Mass Charm |
| 30 | Mindblank |
| 31 | Mirage Arcana |
| 32 | Moment of Prescience |
| 33 | Open Mind |
| 34 | Permanency |
| 35 | Perpetual Ice |
| 36 | Polymorph Any Object |
| 37 | Power Word Blind |
| 38 | Prismatic Spray |
| 39 | *Reanimate* |
| 40 | Remove Charm |
| 41 | Reveal Location |
| 42 | Sandform |
| 43 | Saturation |
| 44 | Scintillating Pattern |
| 45 | Sphere of Protection from Magic |
| 46 | Steelform |
| 47 | Symbol of Insanity |
| 48 | Temporal Stasis |
| 49 | Ultimate Divination |
| 50 | Zone of Interdiction |

|  |  |
| --- | --- |
| ***#*** | ***Ninth Level*** |
| 1 | *Age* |
| 2 | Alter Ego |
| 3 | Anti-Magic Ray |
| 4 | Bind the Soul |
| 5 | Burning Fury |
| 6 | Contingency |
| 7 | Create Any Monster |
| 8 | Create Hybrids |
| 9 | Crystalbrittle |
| 10 | Deadly Illusion |
| 11 | Disjunction |
| 12 | Dispel Immunity |
| 13 | Dominate Monsters |
| 14 | Elemental Power |
| 15 | Entropic Shield |
| 16 | Foresight |
| 17 | *Free the Soul* |
| 18 | Gate |
| 19 | Greater Memory |
| 20 | Greater Shout |
| 21 | Greater Spellbinding Barrier |
| 22 | Hurricane |
| 23 | Illusionary Reality |
| 24 | Immunity |
| 25 | Light Sword |
| 26 | Lightning Storm |
| 27 | Longevity |
| 28 | Magic Preparation |
| 29 | Mass Paralysis |
| 30 | Maze |
| 31 | Meteor Swarm |
| 32 | Orb of Knowledge |
| 33 | Polar Ray |
| 34 | Power Word ~~Kill~~ Death |
| 35 | Power Word Sleep |
| 36 | Prismatic Wall |
| 37 | Revealing Map |
| 38 | River of Sand |
| 39 | Sever the Tie |
| 40 | Shapechange |
| 41 | Sleep Curse |
| 42 | Symbol of Death |
| 43 | Teleportation Circle |
| 44 | Timestop |
| 45 | Transcend Life Force |
| 46 | Tsunami |
| 47 | Ubiquity |
| 48 | Wish |

**APPENDIX 3**

***Arcane Spells that are Ineffective in the Hollow World***

This appendix shows which arcane spells don’t work within the Hollow World because of the Spell of Preservation. The list is based on the original list presented in the ***Hollow World – Player’s Guide*** (pages 4 & 5) but also includes those arcane spells added in this manual with characteristics or effects similar to those of the ineffective spells in the above manual.

In the Hollow World the *Spell of Preservation* nullifies any mortal spell (excluding effects produced by Immortals or artefacts) of these types:

* All types of charm and mental domination, control of the soul and of the life force.
* All types of invisibility and effects that penetrate invisibility (like *trueseeing*).
* Any spell that sees into the future or the past, *lore* and *divination*.
* Any form of viewing at distance.
* Holding effects.
* Effects that read the minds of subjects.
* Effects that permit speaking with the dead.
* Effects that put you in contact with outer planes or the outer world.
* Effects of instantaneous or between the planes transport.
* Effects that summon creatures from other planes or places.
* Effects that create living beings.
* Effects that possess another’s body.
* Any type of reincarnation or resurrection.
* *Wish* and any effect of similar power.

**Spells by Spell Level**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **1st level** | **2nd level** | **3rd level** | **4th level** | **5th level** |
| Arcane Senses | Charm Animals | Clairaudience/Clairvoyance | Charm Monsters | Bind Golem |
| Charm Person | Control Humanoids | Control Animals | Control Emotiont | Contact Outer Planes |
| Command Word | ESP | Creeping Shadow | Control Plants | Control Giants |
| Friendship | Invisibility | Death Recall | Corpse Eyes | Déjà-vu |
| Intuition | See Invisibility | Exchange Places | Corpse Possession | Dominate Person |
| Invisibility to Undead | Summon Animal Ally | Hold Person | Dimension Door | Dream |
| Suggestion |  | Magic Container\* | Improved Invisibility | Geas |
| Zone of Truth\* |  | Omen | Pass Rock | Hold Monsters |
|  |  | Secret Writing | Scrying | Hold Undead |
|  |  | Sphere of Invisibility | Second Sight | Magic Jar |
|  |  |  | Sleepwalking | Summon Elemental |
|  |  |  | Summon Monstrous Ally | Telepathy |
|  |  |  | Wizard Eye | Teleport |
|  |  |  |  | Trueseeing |
|  |  |  |  | Dimensional Tunnel |
|  |  |  |  | Unconscious Command |

|  |  |  |  |
| --- | --- | --- | --- |
| **6th level** | **7th level** | **8th level** | **9th level** |
| Alter Memories | Astral Body | Absorb Knowledge | Bind the Soul\* |
| Phantasmal Lover | Banish | Arcane Trap | Create Hybrids |
| Control Dragons | Bind Elemental | Charm, Mass | Create Any Monster |
| Control Undead | Charm Plant | Clone | Dominate Monsters |
| Summons\* | Collar of Enslavement | Control Living Beings | Gate |
| Summon Planar Ally | Control Constructs | Create Magical Monsters | Maze |
| Ethereal Form | Create Normal Monsters | Create Phylactery\* | Paralysis, Mass |
| Mislead | Demand | Empathic Resonance | Revealing Map |
| Reincarnatione | Dimensional Refuge\* | Ultimate Divination | Teleportation Circle |
| Telepathic Recall | Hivemind |  | Transcend Life Force |
| Blink | Invisibility, Mass |  | Wish |
| Deadly Oath | Lore |  |  |
| Communicating Mirror | Mirror of the Past |  |  |
| Suggestion, Mass | Necromantic Fusion |  |  |
| Elemental Travel | Planeshift |  |  |
|  | Succour |  |  |
|  | Summon Object |  |  |
|  | Teleport Any Object |  |  |
|  | Transport via Rock |  |  |

**APPENDIX 4**

***Mage Progression Table***

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | **Spells per Spell Level** | | | | | | | | |
| **Level** | **XP** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** |
| 1 | 0 | 1 | – | – | – | – | – | – | – | – |
| 2 | 2,500 | 2 | – | – | – | – | – | – | – | – |
| 3 | 5,000 | 2 | 1 | – | – | – | – | – | – | – |
| 4 | 10,000 | 2 | 2 | – | – | – | – | – | – | – |
| 5 | 20,000 | 2 | 2 | 1 | – | – | – | – | – | – |
| 6 | 40,000 | 2 | 2 | 2 | – | – | – | – | – | – |
| 7 | 80,000 | 3 | 2 | 2 | 1 | – | – | – | – | – |
| 8 | 150,000 | 3 | 3 | 2 | 2 | – | – | – | – | – |
| 9 | 300,000 | 3 | 3 | 3 | 2 | 1 | – | – | – | – |
| 10 | 450,000 | 3 | 3 | 3 | 3 | 2 | – | – | – | – |
| 11 | 600,000 | 4 | 3 | 3 | 3 | 2 | 1 | – | – | – |
| 12 | 750,000 | 4 | 4 | 4 | 3 | 2 | 1 | – | – | – |
| 13 | 900,000 | 4 | 4 | 4 | 3 | 2 | 2 | – | – | – |
| 14 | 1,050,000 | 4 | 4 | 4 | 4 | 3 | 2 | – | – | – |
| 15 | 1,200,000 | 5 | 4 | 4 | 4 | 3 | 2 | 1 | – | – |
| 16 | 1,350,000 | 5 | 5 | 5 | 4 | 3 | 2 | 2 | – | – |
| 17 | 1,500,000 | 6 | 5 | 5 | 4 | 4 | 3 | 2 | – | – |
| 18 | 1,650,000 | 6 | 5 | 5 | 4 | 4 | 3 | 2 | 1 | – |
| 19 | 1,800,000 | 6 | 5 | 5 | 5 | 4 | 3 | 2 | 2 | – |
| 20 | 1,950,000 | 6 | 5 | 5 | 5 | 4 | 4 | 3 | 2 | – |
| 21 | 2,100,000 | 6 | 5 | 5 | 5 | 4 | 4 | 3 | 2 | 1 |
| 22 | 2,250,000 | 6 | 6 | 5 | 5 | 5 | 4 | 3 | 2 | 2 |
| 23 | 2,400,000 | 6 | 6 | 6 | 6 | 5 | 4 | 3 | 3 | 2 |
| 24 | 2,550,000 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 3 | 2 |
| 25 | 2,700,000 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 |
| 26 | 2,850,000 | 7 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 3 |
| 27 | 3,000,000 | 7 | 7 | 7 | 6 | 6 | 5 | 5 | 5 | 4 |
| 28 | 3,150,000 | 8 | 8 | 7 | 6 | 6 | 6 | 6 | 5 | 4 |
| 29 | 3,300,000 | 8 | 8 | 7 | 7 | 7 | 6 | 6 | 5 | 5 |
| 30 | 3,450,000 | 8 | 8 | 8 | 7 | 7 | 7 | 6 | 6 | 5 |
| 31 | 3,600,000 | 8 | 8 | 8 | 7 | 7 | 7 | 7 | 6 | 6 |
| 32 | 3,750,000 | 9 | 8 | 8 | 8 | 8 | 7 | 7 | 7 | 6 |
| 33 | 3,900,000 | 9 | 9 | 9 | 8 | 8 | 8 | 7 | 7 | 7 |
| 34 | 4,050,000 | 9 | 9 | 9 | 9 | 8 | 8 | 8 | 8 | 7 |
| 35 | 4,200,000 | 9 | 9 | 9 | 9 | 9 | 9 | 8 | 8 | 8 |
| 36 | 4,350,000 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 |

**APPENDIX 5**

***Elf Progression Table***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Attack Class** | **XP** | **Spells per Spell Level** | | | | |
| **1** | **2** | **3** | **4** | **5** |
| 1 |  | 0 | 1 | – | – | – | – |
| 2 |  | 4,000 | 2 | – | – | – | – |
| 3 |  | 8,000 | 2 | 1 | – | – | – |
| 4 |  | 16,000 | 2 | 2 | – | – | – |
| 5 |  | 32,000 | 2 | 2 | 1 | – | – |
| 6 |  | 64,000 | 2 | 2 | 2 | – | – |
| 7 |  | 120,000 | 3 | 2 | 2 | 1 | – |
| 8 |  | 240,000 | 3 | 3 | 2 | 2 | – |
| 9 |  | 400,000 | 3 | 3 | 3 | 2 | 1 |
| 10 | C | 600,000 | 3 | 3 | 3 | 3 | 2 |
|  | D\* | 850,000 |  |  |  |  |  |
|  | E | 1,100,000 |  |  |  |  |  |
|  | F | 1,350,000 |  |  |  |  |  |
|  | G\*\* | 1,600,000 |  |  |  |  |  |
|  | H | 1,850,000 |  |  |  |  |  |
|  | I | 2,100,000 |  |  |  |  |  |
|  | J | 2,350,000 |  |  |  |  |  |
|  | K | 2,600,000 |  |  |  |  |  |
|  | L | 2,850,000 |  |  |  |  |  |
|  | M\*\*\* | 3,100,000 |  |  |  |  |  |

***Notes:***

\* At Attack Class D, the elf lord acquires the Fighter’s fighting options and can make two attacks per round.

\*\* At Attack Class G, the elf lord automatically suffers half damage from breath weapons and other saveable attacks.

\*\*\* At Attack Class M, the elf lord can make three attacks per round.