

Sort de Deneb Drei

Magicien : N1: 9, N2: 9, N3: 6, N4: 4, N5: 7, N6: -, N7: -, N8: -, N9: -

Niveau 1

- ■ ■ Accuracy (C 1rd ; R 3"; D 1 rd/lvl; A 1 projectile/lvl; S Nil)
- ■ ■ Affect normal fires (C 1s; R 1"/2L; D 1r/L; A 3" dia; S Nil)
- ■ ■ Alter Instrument (C 1s; R 1 instrument; D 1t/lvl; A 1 instrument; S Nil)
- ■ ■ Amplify (C 1s; R Touch; D 1 hr/L; A 1 source bruit; S Nil)
- ■ ■ Aura Fire (C 3s; R 25m; D 4r/L; A 1m²/L in 12m range; S Nil)
- ■ ■ Barrier (C 1s; R Spe; D 2r/L; A 3m rad; S Nil)
- ■ ■ Bigby's feeling fingers (C 1s; R 60m; D 1hr+1t/L; A Spe; S Nil)
- ■ ■ Blacksteel (C 1s; R 0; D 2t/L; A 1 weapon; S Nil)
- ■ ■ Blackthorns (C 3s; R 0; D 6r; A Spe; S Nil)
- ■ ■ Breathe (C 1s; R 0; D 2r/L; A lanceur; S Nil)
- ■ ■ Burning hands (C 1s; R 0; D 1r; A Spl; S Nil)
- ■ ■ Cham person (C 1s; R 12"; D Spl; A 1 Man; S Neg)
- ■ ■ Chameleon (C 1r; R 0; D 2r/L; A Crt touched; S Nil)
- ■ ■ Change Self (C 1s; R 0; D 2d6r + 2r/L; A Cast; S Nil)
- ■ ■ Chromatic orb (C 1s; R 0; D Spe; A 1crt; S Neg)
- ■ ■ Color spray (C 1s; R 0; D Inst; A Spl; S Spl)
- ■ ■ Comprehend languages (C 1r; R Tch; D 5r/L; A 1 ltm; S Nil)
- ■ ■ Conjure spell component (C 1s; R 1.5Km/niv; D 1r; A 3 ele/niv; S Nil)
- ■ ■ Copy (C 1r; R Spe; D Inst; A 1obj; S Spe)
- ■ ■ Dancing Light (C 1s; R 4"+ 1/L; D 2r/L; A Spl; S Nil)
- ■ ■ Delay image (C 1s; R touch; D 5r/L+1r/L; A 1crt; S Neg)
- ■ ■ Detect magic (C 1s; R 0; D 1r/L; A 1" x6"; S Nil)
- ■ ■ Detect metals and minerals (C 1s; R 0; D 1t+2r/L; A 0; S Nil)
- ■ ■ Detect Phase (C 1s; R 0; D 2r/L; A 3mx3m; S Nil)
- ■ ■ Detect Secret Passages and Portals (C 1s; R 0; D 1t; A 3mx3m; S Nil)
- ■ ■ Dictation (C 1s; R 3m rad; D 1t/L; A Spe; S Nil)
- ■ ■ Distort (C 1s; R 0; D 1hr/L; A 1 source <1.5m; S Nil)
- ■ ■ Drawmij's beast of burden (C 1r; R 30m; D 2hr/L; A Spe; S Nil)
- ■ ■ Drawmij's light step (C 1s; R Touch; D 5r/L; A 1crt; S Nil)
- ■ ■ Enlarge/Reduce (C 1s; R 1"/2L; D 1t/L; A Spl; S Neg)
- ■ ■ Erase (C 1s; R 3"; D Pmt; A 1 scroll or 2 pages; S Neg)
- ■ ■ Feather fall (C 1/10 s; R 1"/L; D 1sr/L; A Spl; S Nil) **Labo**
- ■ ■ Fiery eyes (C 5s; R 0; D 3r/L; A lanceur; S Nil)
- ■ ■ Find familiar (C 1-24 hr; R 1 mi/L; D Spl; A 1 mil/L; S Neg)
- ■ ■ Fire water (C 1s; R 3m; D 1r; A 0.5l water/L; S nil)
- ■ ■ Fist of Stone (C 1s; R 0; D 1r/L; A hand of wizard; S Nil)
- ■ ■ Gauntlet (C 1s; R 0; D 9r; A one hand launcher; S Nil)
- ■ ■ Gaze reflection (C 1s; R 0; D 2r + 1r/L; A Spl; S Nil)

Niveau 2

- ■ ■ Abendroth's Magical bookkeeper (C 2s; R 0; D 1hr+1t/L; A 10m rad; S Nil)
- ■ ■ Alter self (C 2s; R 0; D 3d4 r + 2r/L; A Cast; S Nil)
- ■ ■ Bigby's dextrous digits (C 2s; R 90m; D 3t/L; A Spe; S Nil)
- ■ ■ Chaos Shield (C 2s; R 0; D 1d10r+2r/L; A Cast; S Spl)
- ■ ■ Damage mirror (C 2s; R 0; D 1r; A 3m rad; S Nil)
- ■ ■ Darkness, 15' radius (C 2s; R 1"/L; D 1t+1r/L; A 1 1/2" sphere; S Spl) **Staff of power**
- ■ ■ Detect evil / Detect good (C 2s; R 6"; D 5r/L; A 1" path; S Nil)
- ■ ■ Detect invisibility (C 2s; R 1"/L; D 5r/L; A 1" path; S Nil)
- ■ ■ Detect life (C 2s; R 3m/L; D 5r; A 1crt; S Nil)
- ■ ■ Drawmij's breath of life (C 1/6s; R 100m; D 5t; A 1crt/L; S Nil)
- ■ ■ ESP (C 2s; R 1"/2L; D 1r/L; A 1 Crt/t; S Nil)
- ■ ■ Filter (C 2s; R Touch; D 1t/L; A sphere 3m rad; S Nil)
- ■ ■ Find familiar - necromancer (C 2d6hrs; R 1.6km/L; D Spe; A 1 familiier; S Spe)
- ■ ■ Flash (C 3s; R 30m+3m/L; D Inst; A sphere 6m rad; S 1/2)
- ■ ■ Hornung's Baneful Deflector (C 2s; R Touch; D 2r/L; A 1crt; S Nil)
- ■ ■ Invisibility (C 2s; R Tch; D Spl; A 1 Crt; S Nil)
- ■ ■ Knock (C 1s; R 6"; D Spl; A 10 sqft/L; S Nil)
- ■ ■ Levitate (C 2s; R 2"/L; D 1t/L; A Spl; S Neg) **Staff of power**
- ■ ■ Magic Mouth (C 2s; R 1"/2L; D Spl; A 1 Obj; S Nil)
- ■ ■ Melf's acid arrow (C 4s; R 3"; D Spl; A 1 ltm; S Spl)

Niveau 3

- ■ ■ Alamir's fundamental breakdown (C 1r; R Touch; D Spe; A 1obj; S Spe)
- ■ ■ Alternate reality (C 3s; R 0; D Inst; A Creature touchée, S Nil)
- ■ ■ Augmentation I (C 2s; R 0; D Spe; A Spe; S Nil)
- ■ ■ Blink (C 1s; R 0; D 1r/L; A MU; S Nil)
- ■ ■ Dark Wings (C 1s; R 0; D 1r/L; A MU; S Nil)
- ■ ■ Detect Charm (C 1r; R 30m; D 1t; A 1crt/L; S Nil)
- ■ ■ Detect shapechanger (C 1r; R 60m; D 3r/L; A 1crt/L; S Nil)
- ■ ■ Dispel magic (C 3s; R 12"; D Pmt; A 3" cube; S Nil)
- ■ ■ Find traps (C 1t; R 30m; D 1t; A path 3m; S Nil)
- ■ ■ Fire Wings (C 1r; R 0; D 1t; A magicien; S Nil)
- ■ ■ Fireball (C 3s; R 10"+1/L; D Ist; A 2" sphere; S 1/2) **Labo**
- ■ ■ Fireflow (C 3s; R 30m; D 1r/L; A 1 fire source; S Nil)
- ■ ■ Fly (C 3s; R Tch; D 1-6t+1/L; A 1 Crt; S Nil)
- ■ ■ Fool's speech (C 1t; R Touch; D 1hr/L; A 1magicien+1crt/L; S Nil)
- ■ ■ Gamalon's fiery backlash (C 1s; R 120m+10m/L; D 1t+2r/L; A 1d4tgt in 9m rad; S Neg)
- ■ ■ Gust of wind (C 3s; R 0; D 1s; A 1"/L; S Nil) **Labo**
- ■ ■ Haste (C 3s; R 6"; D 3r+1/L; A 1 Crt/L in 4" sq; S Nil)
- ■ ■ Hold person (C 3s; R 12"; D 2r/L; A 1-4 Men; S Neg)
- ■ ■ Infravision (C 1r; R Tch; D 12t+6/L; A 1 Crt; S Nil)
- ■ ■ Lessen gravity (C 1r; R 0; D 3hrs/L; A Spe; S Nil)
- ■ ■ Lightning bolt (C 3s; R 4"+1/L; D Ist; A Spl; S 1/2) **Staff of power**
- ■ ■ Maximilian's Stony Grasp (C 3s; R 20m+10m/L; D 5r+1r/L; A 1crt; S Spe)

- ■ ■ Grease (C 1s; R 1"; D Pmt; A 1 sqft/L; S Spl)
- ■ ■ Hold portal (C 1s; R 2"/L; D 1r/L; A 80 sqft/L; S Nil)
- ■ ■ Hornung's Guess (C 2s; R 300m; D Inst; A 1 Spe; S Nil)
- ■ ■ Identify (C 1t; R 0; D 1s/L; A 1 Obj; S Spl)
- ■ ■ Ignite fire (C 1s; R 10m; D 3r or less; A Spe; S Neg)
- ■ ■ Insulation (C 1s; R Touch; D 2r/L; A crt touché; S Nil)
- ■ ■ Jump (C 1s; R Tch; D Spl; A 1 Crt; S Nil)
- ■ ■ Know school (C 1s; R 120m; D 1r; A 1 cible; S Nil)
- ■ ■ Light (C 1s; R 6"; D 1t/L; A 2" sphere; S Nil)
- ■ ■ Magic missile (C 1s; R 6"+ 1 /L; D Ist; A Crt in 10' sq; S Nil) **Staff of power**
- ■ ■ Mask (C 1s; R 0; D Spe; A visage du lanceur; S Nil)
- ■ ■ Mending (C 1s; R 3"; D Pmt; A 1 Obj; S Nil)
- ■ ■ Message (C 1s; R 6"+1/L; D 5s+1/L; A 1/4" path; S Nil)
- ■ ■ Metamorphose liquids (C 1R; R Tch; D perm; A 27l/niv; S Spl)
- ■ ■ Mordenkainen's Prot. from avians (C 1s; R touch; D 5r/L; A crt touché; S Nil)
- ■ ■ Move sand (C 1s; R 30m; D 2r or less; A cube 1m/L side; S Spe)
- ■ ■ Nahal's Reckless Dweomer (C 5s; R Spe; D Spe; A Spe; S Spe)
- ■ ■ Otiluke's smoky sphere (C 1s; R 18m; D 1r; A globe 3m rad; S Nil)
- ■ ■ Otto's chime of release (C 1s; R 60m; D 1s; A 1Crt; S Nil)
- ■ ■ Patternweave (C 3s; R 10m; D 1r; A carré 3m coté; S Spe)
- ■ ■ Prot. from evil (C 1s; R Tch; D 2r/L; A 1 Crt; S Nil)
- ■ ■ Prot. from hunger and thirst (C 1s; R touch; D 1j/L; A 1crt; S Nil)
- ■ ■ Read magic (C 1r; R 0; D 2r/L; A Spl; S Nil)
- ■ ■ Reveal magic (C 2s; R 0; D 1r/L; A Spe; S Nil)
- ■ ■ Run (C 1r; R Tch; D 2r/L; A Spl; S Nil)
- ■ ■ Shield (C 1s; R 0; D 5r/L; A Spl; S Nil) **Staff of power**
- ■ ■ Sight Range (C 1s; R 0; D 1r/L; A 3m/L; S Nil)
- ■ ■ Sleep (C 1s; R 3"+1/L; D 5r/L; A 3" dia; S Nil)
- ■ ■ Slingstar (C 6s; R 0; D 1r/L; A 1pierre or bille/3L; S Nil)
- ■ ■ Sound bubble (C 1s; R 0; D 1t+1r/L; A Spe; S Nil)
- ■ ■ Spider climb (C 1s; R Tch; D 1r+1/L; A 1 Crt; S Nil)
- ■ ■ Still water (C 1r; R 3m/L; D 5r/L; A 30m²/L; S Spe)
- ■ ■ Swim (C 1r; R 36m; D 3r/L; A 1crt; S Nil)
- ■ ■ Tenser's Floating Disk (C 1s; R 2"; D 3t+1/L; A Spl; S Nil)
- ■ ■ Traceless travel (C 6s; R Touch; D 1t/L; A Spe; S Nil)
- ■ ■ Wall of fog (C 1s; R 30 yds; D 2d4 r + 1r/L; A Spl; S Nil)
- ■ ■ Write (C 1r; R 0; D 1hr/L; A 1 Spell; S Spl)

- ■ ■ Mirror image (C 2s; R 0; D 2r/L; A 6' rad; S Nil)
- ■ ■ Mist magic (C 2s; R 70m; D 1d4t+1r/L; A sphere 60cm+30cm/L rad; S Nil)
- ■ ■ Move object (C 2s; R 10m; D Spe; A 1obj; S Nil)
- ■ ■ Nahal's Nonsensical Nullifier (C 2s; R Tch; D 1d6r+1r/L A Crt Tch; S Nil)
- ■ ■ Prot. from norm. Weap. (C 2r; R Tch; D 5-8r; A sph 15m rad; S Nil)
- ■ ■ Ray of enfeeblement (C 2s; R 1"+1/4/L; D 1r/L; A 1Crt; S Neg)
- ■ ■ Rop trick (C 2s; R Tch; D 2t/L; A Spl; S Nil)
- ■ ■ Run (C 2s; R 60m; D 2r/L; A 1crt; S Nil)
- ■ ■ Shatter (C 2s; R 6"; D Pmt; A 1 Obj; S Neg)
- ■ ■ Silence 15' radius (C 5s; R 60m; D 2r/L; A sphere 5m rad; S Nil)
- ■ ■ Smelting (C 3t; R 0; D Perm; A up to 1000kg of material; S Nil)
- ■ ■ Smoke shape (C 1r; R Touch; D 1r/L; A 9dm²/L; S Nil)
- ■ ■ Strength (C 1t; R Tch; D 6t/L; A 1 Man; S Nil)
- ■ ■ Tasha uncontrollable hideous laughter (C 2s; R 5"; D 1r; A 1 Crt; S Spl)
- ■ ■ Threestones (C 2s; R 3m/L; D 1r; A Spe; S 1/2)
- ■ ■ Thunderball (C 2s; R 10m/L; D Spe; A 6m rad; S Spe)
- ■ ■ Vocalise (C 1r; R Tch; D 5r; A 1Caster; S Nil) **Labo**
- ■ ■ Web (C 2s; R 1"/2L; D 2t/L; A Spl; S Neg or 1/2)
- ■ ■ Wizard lock (C 2s; R Tch; D Pmt; A 30 sqft/L; S Nil)

- ■ ■ Mecanism Analysis (C 3s; R Touch; D 1r/L; A 1 mécanisme; S Nil)
- ■ ■ Mordenkainen's prot. vs insects & arachnids (C 3s; R Tch; D 5r/L; A crt tch; S Nil)
- ■ ■ Nchaser's glowing globe (C 3s; R Touch; D Perm; A 1globe; S Nil)
- ■ ■ Otiluke's force umbrella (C 3s; R 50m; D 1t/L; A Spe; S Nil)
- ■ ■ Pressure resistance (C 3s; R Touch; D 1t+1t/L; A crt touchée; S Nil)
- ■ ■ Prot. vs all lycanthropes - 3m ray (C 1t; R Tch; D 5d6r; A 3m rad tt sujet; S Nil)
- ■ ■ Prot. from evil, 10 radius (C 3s; R Tch; D 2r/L; A 10' rad; S Nil)
- ■ ■ Prot. from illusions (C 1r; R Touch; D 3d6r; A Spe; S Nil)
- ■ ■ Prot. from magical weapon (C 2r; R Touch; D 5-8r; A 1crt; S Nil)
- ■ ■ Prot. from normal missiles (C 3s; R Tch; D 1t/L; A 1 Crt; S Nil)
- ■ ■ Prot. from paralysis (C 2r; R Touch; D 1d4+4t; A 1crt; S Nil)
- ■ ■ Prot. from spe. elementals - 3m rad (C 1r; R Tch; D 4r+1r/L; A 3m rad; S Nil)
- ■ ■ Prot. from telekinesis (C 3s; R Touch; D 1t/L; A 1crt; S Nil)
- ■ ■ Prot. from water (C 1r; R Touch; D 1d4+4t; A 1.5m rad autour du sujet; S Nil)
- ■ ■ Scintillating sphere (C 3s; R 15m+10m/L; D Inst; A 3m rad; S 1/2)
- ■ ■ Sepia snake sigil (C 3s; R 1/2"; D Spl; A 1 Glyph; S Nil)
- ■ ■ Squarring the Circle (C 2s; R 0; D 1r/L; A Spe; S Nil)
- ■ ■ Steeldance (C 3s; R 3m/L; D 2r; A sphere 18m rad; S Nil)
- ■ ■ Stone hull (C 3s; R 10m+10m/L; D 1t+1t/L; A navire <50m; S Nil)
- ■ ■ Teleport object (C 3s; R 0; D Inst; A 1 small obj; S Spe)
- ■ ■ Trap spellbook (C 3s; R Touch; D 1j/L; A 1livre; S Neg or 1/2)
- ■ ■ Watery form (C 8s; R 0; D 1t/L; A lanceur; S Nil)

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Magicien : N1: 9, N2: 9, N3: 6, N4: 4, N5: 7, N6: -, N7: -, N8: -, N9: -

Niveau 4

■ ■ ■ Acidsphere (C 4s; R 150m; D Spe; A 1.5m rad; S 1/2)
■ ■ ■ Alustriel's mantle (C 4s; R 0; D 6r; A 1ind; S Nil)
■ ■ ■ Ball lightning (C 1r; R 60m; D 1r/L; A 1 boule de foudre/5L; S 1/2)
■ ■ ■ Bigby's force sculpture (C 1r; R 30m; D 1t/L; A Spe; S Nil)
■ ■ ■ Blacksphere (C 3s; R 10m+2m/L; D 2d4+1r/L; A sphere 3m rad; S Spe)
■ ■ ■ Bygbi's battering gauntlet (C 4s; R 60m; D 1r/L; A Spe; S Nil)
■ ■ ■ Charm monster (C 4s; R 6"; D Spl; A Spl; S Neg)
■ ■ ■ Confusion (C 4s; R 12"; D 2r+1/L; A 6"x6"; S Spl)
■ ■ ■ Death Door (C 6s; R Touch; D 1hr/L; A 1crt; S Nil)
■ ■ ■ Delayed magic missile (C 1s; R 80m+10m/L; D 1r/L; A 1crt; S Spe)
■ ■ ■ Dilatation I (C 4s; R 0; D Spe; A Spe; S Nil)
■ ■ ■ Dimension door (C 1s; R 0; D Spl; A MU; S Nil)
■ ■ ■ Drawmij's instant exit (C 1s; R 30m; D 1r; A Spe; S Nil)
■ ■ ■ Dune (C 4s; R Touch; D 1hr/L; A Spe; S Nil)
■ ■ ■ Dweomerflow (C 4s; R 20m ou touch; D 1r; A 1pers or obj; S Spe)
■ ■ ■ Evard's black tentacles (C 8s; R 3"; D 1r/L; A 30 sqft; S Nil)
■ ■ ■ Everlasting fire (C 4s; R 5m; D Perm; A 1obj or 1 const; S Nil)
■ ■ ■ Extension I (C 2s; R 0; D + 50 %; A 1 spell(1st-3rd); S Nil)

■ ■ ■ Far reaching II (C 4s; R 0; D Spe; A Spe; S Nil)
■ ■ ■ Fire shield (C 4s; R 0; D 2r+1/L; A MU; S Nil)
■ ■ ■ Forceclash (C 4s; R 24m; D 4r; A Spe; S Spe)
■ ■ ■ Hailcone (C 4s; R 10m/L; D 1r; A cone 9m dia; S Nil)
■ ■ ■ Ice Storm (C 4s; R 1"/L; D 1r; A Spl; S Nil) **Wand**
■ ■ ■ Improved invisibility (C 4s; R Tch; D 4r+1r/L; A Crtt; S Nil)

■ ■ ■ Iron maiden (C 4s; R 3m/L; D 1r/L; A Spe; S Nil)
■ ■ ■ Life bolt (C 6s; R 10m/L; D Perm; A 1 undead; S 1/2)
■ ■ ■ Locate Creature (C 5s; R 50m/L; D 1t/L; A 1crt; S Nil)
■ ■ ■ Magic mirror (C 1 hr; R Tch; D 1r/L; A Spl; S Nil)
■ ■ ■ Magic Turning (C 1r; R Touch; D Spe; A 1crt; S Nil)
■ ■ ■ Massmorph (C 1t; R 1"/L; D Spl; A 1"x1"/L; S Nil)

■ ■ ■ Minor creation (C 1t; R Tch; D 1h/L; A Spl; S Nil)
■ ■ ■ Minor globe of invulnerability (C 4s; R 0; D 1r/L; A 1" dia; S Nil) **Staff of power**
■ ■ ■ Mirage Wall (C 4s; R 20m/L; D 1t/L; A mur ep30cm, 3mx3mL; S Nil)
■ ■ ■ Mordenkainen Force Projectile (C 4s; R 30m+10m/L; D Inst; A 1-7crts; S Spe)
■ ■ ■ Nystul's Black Light Explosion (C 4s; R 10m/L; D Inst; A sphere 6m rad; S Spe)
■ ■ ■ Nystul's Light Explosion (C 4s; R 10m/L; D Inst; A sphere 6m rad; S Spe)
■ ■ ■ Otluke dispelling screen (C 5s; R 5m/L; D 1r/L; A 6m"; S Nil)
■ ■ ■ Otluke resilient sphere (C 4s; R 2"; D 1r/L; A 1" dia/L; S Neg)
■ ■ ■ Otto's warding tone (C 4s; R 120m; D 1r/L; A 1.5m"; S Nil)
■ ■ ■ Polymorph other (C 4s; R 1"/2L; D Pmt; A 1 Crt; S Neg)

■ ■ ■ Airy water (C 5s; R 0; D 1t/L; A 2" sphere; S Nil)
■ ■ ■ Azuth's exalted triad (C 5s; R 0; D Spe; A lanceur; S Nil)
■ ■ ■ Bigby interposing hand (C 5s; R 1"/L; D 1r/L; A Spl; S Nil)
■ ■ ■ Bigby's Fantastic Swordsman (C 5s; R 60m; D 1r/L; A 1r/L; S Nil)
■ ■ ■ Bigby's strangling grip (C 5s; R 10m/L; D 2r; A 1crt; S Nil)
■ ■ ■ Bowgentle's fleeting Journey (C 5s; R Touch; D Spe; A 1crt; S Neg)

■ ■ ■ Bygbi's fantastic fencers (C 5s; R 60m; D 1r/L; A Spe; S Nil)
■ ■ ■ Chromatic blade (C 1r; R 0; D 1r/L; A Spe; S Nil)
■ ■ ■ Cloudkill (C 5s; R 1"; D 1r/L; A 4"x2"x2"; S Nil)
■ ■ ■ Cone of Cold (C 5s; R 1"; D 1r/L; A 4"x2"x2"; S Nil) **Wand - Staff of power**
■ ■ ■ Darkbolt (C 5s; R 30m; D 1r+1r/L; A Spe; S Spe)
■ ■ ■ Desert fist (C 5s; R 20m; D 1r; A 1crt ou 1 obj; S Nil)

■ ■ ■ Distance Distortion (C 6s; R 1"/L; D 1t/L; A 100 sq"/L; S Nil)
■ ■ ■ Etherealness (C 5s; R Touch; D 1t/L; A 1crt; S Neg)
■ ■ ■ Extension II (C 4s; R 0; D + 50 %; A 1 spell (1st-4th); S Nil)
■ ■ ■ Fabricate (C Spl; R 1"/2L; D Pmt; A 1 cuyd/L; S Nil)
■ ■ ■ Far reaching III (C 5s; R 1"/L; D Pmt; A 1 crt; S Neg)
■ ■ ■ Feeblemind (C 5s; R 1"/L; D Pmt; A 1 Crt; S Neg)

■ ■ ■ Fire breath (C 1r; R 0; D Inst; A cone 10m long x 1,5 base; S 1/2)
■ ■ ■ Flesh mirage (C 1t; R touch; D 1r/L; A 1crt ou mage; S Neg)
■ ■ ■ Gaseous form (C 5s; R 0; D 1t/L; A lanceur; S Nil)
■ ■ ■ Improved Blink (C 1s; R 0; D 1r/L; A lanceur; S Nil)
■ ■ ■ Ironwood (C 1r; R Touch; D Perm; A 27dm cube/L; S Nil)

■ ■ ■ Know Value (C 3s; R 10m; D Inst; A cube 3m; S Nil)
■ ■ ■ Leomund secret chest (C 1t; R Spl; D 60 days; A 2"x2"x3"; S Nil)
■ ■ ■ Lightning reflection (C 5s; R 0; D 1t; A 1crt; S Nil)
■ ■ ■ Liquid earth (C 5s; R 0; D 1hr+1hr/L; A hemisphere 5m rad; S Nil)
■ ■ ■ Lower resistance (C 5s; R 60m; D 1t+1r/L; A 1crt; S Nil)
■ ■ ■ Metal skin (C 5s; R touch; D 2-8r; A crt touchée; S Nil)
■ ■ ■ Nystul Envelopping Darkness (C 5s; R 0; D 5r+2r/L; A globe 6mrayon; S Nil)

■ ■ ■ Acid rain (C 6s; R 30m; D 1r/L; A cercle 1.5m/L; S 1/2)
■ ■ ■ Anti-Magic Aura (C 3s; R 10m/L; D 1t/L; A 1ind; S Neg)
■ ■ ■ Anti-magic shell (C 1s; R 0; D 1t/L; A 1" dia/L; S Nil)
■ ■ ■ Augmentation II (C 6s; R 0; D 3t; A Spe; S Nil)
■ ■ ■ Bone of the earth (C 3r; R 10m; D 1d20j+10j; A Spe; S Nil)
■ ■ ■ Chain lightning (C 6s; R 4"+1/2/L; D Ist; A Spl; S 1/2 or Neg)

■ ■ ■ Contingency (C 1t; R 0; D 1 day/L; A MU; S Nil)
■ ■ ■ Crown meld (C 1r; R Touch; D Perm; A 1obj; S Nil)
■ ■ ■ Crushing sphere (C 6s; R 10m/L; D 4r; A 1crt; S Spe)
■ ■ ■ Death fog (C 6s; R 30yds; D 1d4r+1/L; A Spl; S Nil)
■ ■ ■ Destruction Cry (C 6s; R 0; D Inst; A cone15m long x 6m dia; S Spe)
■ ■ ■ Dilatation II (C 5s; R 0; D Spe; A Spe; S Nil)

■ ■ ■ Dimensional thrust (C 2s; R 3m/L; D Inst; A 1crt; S Neg)
■ ■ ■ Drawmij's beneficent polymorph (C 6s; R Touch; D 1t/L; A crt touchée; S Nil)
■ ■ ■ Enchant an item (C 1d8+2 days; R Tch; D Spl; A 1 Obj; S Neg)
■ ■ ■ Extension III (C 5s R 0 D + 100 %; or + 50 %; A 1 spell; S Nil)
■ ■ ■ Flamproof (C 6s; R Touch; D 1t/L; A 1obj ou 1crt; S Nil)
■ ■ ■ Globe of invulnerability (C 1r; R 0; D 1r/L; A 1" sphere; S Nil)

■ ■ ■ Greater Sign of Sealing (C 1t; R 0; D Perm; A Spe; S Spe)
■ ■ ■ Ignifugation (C 6s; R Touch; D 1t/L; A 1crt ou 1obj; S Nil)
■ ■ ■ Invisible stalker (C 1r; R 1"; D Spl; A Spl; S Nil)
■ ■ ■ Invulnerability to magical weapons (C 3s; R 0; D 1r/L; A 1,5m rad; S Nil)

■ ■ ■ Delayed blast fireball (C 7s; R 10"+1/L; D Spl; A 2"rad; S 1/2) **Labo**
■ ■ ■ Otto's irresistible dance (C 5s; R Tch; D 2-5r; A 1 Crt; S Nil) **Labo**

■ ■ ■ Polymorph self (C 3s; R 0; D 2t/L; A MU; S Nil) **Labo**
■ ■ ■ Prot. from all elementals - 3m rad (C 1r; R Touch; D 4r+1r/L; A 3m rad; S Nil)
■ ■ ■ Prot. from all undeads - 5" radius (C 1r; R Touch; D 10-80r; A 1.5m rad; S Nil)
■ ■ ■ Prot. from breath weapons - dragon (C 2r; R Touch; D 2d4+4r; A 1crt; S Nil)
■ ■ ■ Prot. from cold - 15" radius (C 6s; R Touch; D 4+1d4t; A 4.5m rad; S Nil)
■ ■ ■ Prot. from fire - 15" radius (C 1r; R Touch; D 1d4+4t; A 4.5m rad; S Nil)
■ ■ ■ Prot. from gas - 5" radius (C 6s; R Touch; D 1d4+4r; A 1.5 rad; S Nil)
■ ■ ■ Prot. from petrification - 10" radius (C 1r; R Touch; D 5d4r; A 3m rad; S Nil)
■ ■ ■ Prot. from possession - 10" radius (C 2r; R Touch; D 10d6r; A 3m rad; S Nil)
■ ■ ■ Prot. from shapechangers - 10" radius (C 1t; R Touch; D 5d6r; A 3m rad; S Nil)
■ ■ ■ Prot. from the elements (C 1t; R Touch; D Spe; A 1crt/L; S Nil)
■ ■ ■ Rary's memory alteration (C Spe; R Spe; D Spe; A Spe; S Nil)
■ ■ ■ Rary's memory alteration (C 1r; R 60m; D Spe; A 1crt; S Neg)
■ ■ ■ Rary's mnemonic enhancer (C 1t; R 0; D 1day; A MU; S Nil)
■ ■ ■ Rary's spell enhancer (C Spe; R Spe; D Spe; A Spe; S Nil)
■ ■ ■ Remove curse (C 4s; R Tch; D Pmt; A 1 Curse; S Spl)
■ ■ ■ Sakkratars triple strike (C 4s; R Touch; D 1r/L ou 4coups/image; A arme; S Nil)
■ ■ ■ Sandcone (C 4s; R 30m; D Spe; A cone 3m long x 3m/L dia; S Nil)

■ ■ ■ Shadow dance (C 4s; R 0; D 1r/L; A 1crt; S Nil)
■ ■ ■ Shadow shield (C 4s; R Touch; D Spe; A 1crt; S Neg)
■ ■ ■ Shout (C 1s; R 0; D Ist; A Cone 3"x1"; S Neg)
■ ■ ■ Solid fog (C 4s; R 30 yds; D 2d4r+1r/L; A Spl; S Nil)
■ ■ ■ Steel Clenched Fist (C 4s; R 60m; D 1d4m+1hr/L; A 1crt; S Neg)
■ ■ ■ Stoneskin (C 1s; R Tch; D Spl; A 1 Crt; S Nil)

■ ■ ■ Sunbolt (C 4s; R 10m+10m/L; D Inst; A 9m rad; S Spe)
■ ■ ■ Sunfire (C 4s; R 10m+10m/L; D Inst; A sphere 6m rad; S 1/2)
■ ■ ■ Tense's giant strenght (C 1t; R Touch; D 3t/L; A pers touchée; S Nil)
■ ■ ■ There / Not There (C 1r; R 30m; D 1-6 tours; A cube de 3m; S Nil)
■ ■ ■ Thunderlance (C 4s; R 0; D 1r/L until activation; A lanceur; S Nil)
■ ■ ■ Ultravision (C 1r; R Tch; D 2hr+1hr/L; A 1 Crt; S Nil)

■ ■ ■ Ultravision (C 4s; R Tch; D 6t+6/L; A 1 Crt; S Nil)
■ ■ ■ Unluck (C 4s; R 10m; D 2d10r; A 1 crt; S Neg)
■ ■ ■ Vacancy (C 4s; R 10yds/L; D 1h/L; A 10"/L; S Nil)
■ ■ ■ Wall of fire (C 4s; R 6"; D Spl; A Spl; S Spl) **Wand**
■ ■ ■ Wall of ice (C 4s; R 1"/L; D 1t/L; A Spl; S Spl) **Wand**
■ ■ ■ Wall of Sand (C 4s; R 5m/L; D 1r/L; A Spe; S Nil)
■ ■ ■ Weighty bonds of Thralldom (C 1t; R Touch; D Perm; A 1crt; S Nil)
■ ■ ■ Wind breath (C 1r; R 0; D Inst; A cone 60m long x 30m large base; S 1/2)
■ ■ ■ Wizard eye (C 1t; R 0; D 1r/L; A 1-3"/L; S Nil)

■ ■ ■ Nystul's radiant arc (C 1r; R 3m/L; D Spe; A 1crt; S 1/2)
■ ■ ■ Otluke polar screen (C 5s; R 5m/L; D 5r/L; A sqr 6m/L; S Spe)
■ ■ ■ Otluke radiant screen (C 5s; R 5m/L; D 2r/L; A sqr 6m; S Nil)
■ ■ ■ Otluke's electrical screen (C 5s; R 5m/L; D 5r/L; A sqr 6m/L; S Spe)
■ ■ ■ Otluke's screen (C 5s; R 5m/L; D 1r/L; A sqr 6m; S Nil)
■ ■ ■ Passwall (C 5s; R 3"; D 6t+1/L; A 5'x8'x10' hole; S Nil)

■ ■ ■ Passweb (C 5s; R 1"/L; D 2r+1/L; A 250 gpw/L; S Nil)
■ ■ ■ Pierce magic resistance (C 5s; R 0; D Spe; A 1sort; S Nil)
■ ■ ■ Prot. from acid (C 1r; R Touch; D Spe; A 1crt; S Nil)
■ ■ ■ Rary's Major Increase of Spell (C 1/6s; R Spe; D Spe; A Spe; S Nil)
■ ■ ■ Rary's mind shield (C 1r; R Touch; D 1hr+12hr/L; A 1crt; S Nil)
■ ■ ■ Rary's superior spell enhancer (C 1/6s; R Spe; D Spe; A Spe; S Nil)

■ ■ ■ Sandstorm (C 5s; R 10m/L; D 1r/L; A 18m rad; S Nil)
■ ■ ■ Shield of winds (C 5s; R 10m/L; D 1r/L; A vert 10m x 10m, ep 60cm; S Nil)
■ ■ ■ Storm's spell thrust (C 5s; R 0; D 2r; A 3m/L; S Nil)
■ ■ ■ Symkalr's forest fireball (C 5s; R 10m+10m/L; D Inst; A globe 6m rad; S 1/2)
■ ■ ■ Telekinesis (C 5s; R 1"/L; D 2r+1/L; A 250 gpw/L; S Nil)
■ ■ ■ Teleportation (C 2s; R Tch; D Ist; A Spl; S Nil)

■ ■ ■ Tempus fugit (C 5s; R 0; D 5t/L; A 3m rad; S Nil)
■ ■ ■ Tenser's Destructive Resonance (C 5s; R 0m+10m/L; D Inst; A 1obj; S Spe)
■ ■ ■ Thrice (C 5s; R 0; D 2r; A lanceur; S Nil)
■ ■ ■ Transmute rock to mud (C 5s; R 1"/L; D Spl; A 2 cu"/L; S Nil)
■ ■ ■ Transmute snow to stone (C 5s; R 10m/L; D Spe; A 0,6m cube/L; S Nil)
■ ■ ■ Vortex (C 5s; R 30m; D 1d4r+1r/L; A cercle 1,5m dia; S 1/2)

■ ■ ■ Wall of force (C 5s; R 3"; D 1t+1r/L; A 20' sq/L; S Nil)
■ ■ ■ Wall of iron (C 5s; R 1"/2L; D Pmt; A 15 sqft/L; S Nil) **Labo**
■ ■ ■ Wall of stone (C 5s; R 1"/2L; D Pmt; A 3in/L+20sqft/L; S Nil)
■ ■ ■ Water to poison (C 1r; R Touch; D 3t; A 15cm cube/L; S Nil)
■ ■ ■ Waveform (C 5s; R 40m; D 1d10r; A cube 3m/L; S 1/2)

■ ■ ■ Metal to rust (C 1r; R 0; D Perm; A 4.5dm"/L; S Spe)
■ ■ ■ Move earth (C 1t/4"/ sq; R 1"/L; D Pmt; A Spl; S Nil)
■ ■ ■ Otluke freezing sphere (C 6s; R Spl; D Spl; A 100sqft/L; S Spl)
■ ■ ■ Otluke's diamond screen (C 6s; R 5m/L; D 2r/L; A 1,8m"; S Nil)
■ ■ ■ Otluke's excruciating screen (C 6s; R 5m/L; D 3r/L; A 1,8m"/L; S Spe)
■ ■ ■ Power word: silence (C 1s; R 120m; D Spe; A 1crt; S Nil)

■ ■ ■ Project image (C 6s; R 1"/L; D 1r/L; A Spl; S Nil)
■ ■ ■ Prot. from any traps - 5" radius (C 2r; R Touch; D 2d4r; A 1.5m rad; S Nil)
■ ■ ■ Rary's urgent utterance (C 1t; R 0; D up to 24h; A 1sort; S Nil)
■ ■ ■ Repulsion (C 6s; R 1"/L; D 1t/2L; A 1" path; S Nil) **Labo**
■ ■ ■ Reverse missile (C 6s; R 80m+10m/L; D 3r/L; A lanceur; S Nil)
■ ■ ■ Ring of disintegration (C 6s; R 30m; D Inst; A 1crt; S Spe)

■ ■ ■ Stone to flesh (C 6s; R 1"/L; D Pmt; A 9 cuf; S Spl)
■ ■ ■ Superior Magnetism (C 6s; R 30m+5m/L; D 1r/5L; A Spe; S Nil)
■ ■ ■ Tenser's transformation (C 6s; R 0; D 1r/L; A MU; S Nil)
■ ■ ■ Tentacles (C 1r; R 0; D 1t/L; A lanceur; S Nil)
■ ■ ■ Transmute water to dust (C 6s; R 6"; D Pmt; A 1cu"/L; S Spl)
■ ■ ■ True seeing (C 1r; R Tch; D 1r/L; A Spl; S Nil)

■ ■ ■ Veil (C 6s; R 10yds/L; D 1t/L; A 20"/L; S Nil)
■ ■ ■ Wildshield (C 1r; R 0; D Spe; A lanceur; S Nil)
■ ■ ■ Wildstrike (C 6s; R 30m; D 2d4r; A 1crt; S Neg)
■ ■ ■ Wondrous web (C Spe; R Touch; D 1r/L; A Spe; S Spe)

■ ■ ■ Succor (C 1-4 days; R Tch; D Spl; A 1 Man; S Nil) **Labo**
■ ■ ■ Limited Wish (one per year)

Niveau 6

7-8-9