

Spells Through the Ages – Durations

Compiled by Dan "Delta" Collins

	Chainmail		OD&D		AD&D1		AD&D2	
	No.	Unit	No.	Unit	No.	Unit	No.	Unit
1st Level								
Charm Person	-	-	-	-	-	-	-	-
Comprehend Languages	-	-	-	-	5*level	rounds	5*level	rounds
Detect Magic	-	-	-	-	2*level	rounds	2*level	rounds
Hold Portal	-	-	2d6	turns	1*level	rounds	1*level	rounds
Light	-	-	6+level	turns	1*level	turns	1*level	turns
Magic Missile	-	-	-	-	-	-	-	-
Protection from Evil	-	-	6	turns	2*level	rounds	2*level	rounds
Read Magic	-	-	-	-	2*level	rounds	2*level	rounds
Shield	-	-	2	turns	5*level	rounds	5*level	rounds
Sleep	-	-	-	-	5*level	rounds	5*level	rounds
Ventriloquism	-	-	2	turns	2+level	rounds	4+level	rounds
2nd Level								
Continual Light	-	-	-	-	-	-	-	-
Darkness	-	-	6	turns	10+level	rounds	10+level	rounds
Detect Evil	-	-	2	turns	5*level	rounds	5*level	rounds
Detect Invisibility	-	-	6	turns	5*level	rounds	5*level	rounds
ESP	-	-	12	turns	1*level	rounds	1*level	rounds
Invisibility	-	-	-	-	-	-	-	-
Knock	-	-	-	-	-	-	-	-
Levitate	6	turns	6+level	turns	1*level	turns	1*level	turns
Locate Object	-	-	-	-	1*level	rounds	1*level	rounds
Magic Mouth	-	-	-	-	-	-	-	-
Mirror Image	-	-	6	turns	2*level	rounds	3*level	rounds
Phantasmal Force	4	turns	-	-	-	-	-	-
Pyrotechnics	-	-	6	turns	-	-	-	-
Rope Trick	-	-	6+level	turns	2*level	turns	2*level	turns
Strength	-	-	8	hours	6*level	turns	1*level	hours
Web	-	-	8	hours	2*level	turns	2*level	turns
Wizard Lock	-	-	-	-	-	-	-	-
3rd Level								
Clairaudience	-	-	12	turns	1*level	rounds	1*level	rounds
Clairvoyance	-	-	12	turns	1*level	rounds	1*level	rounds
Dispel Magic	-	-	1	turn	-	-	-	-
Explosive Runes	-	-	-	-	-	-	-	-
Fireball	-	-	1	turn	-	-	-	-
Fly	-	-	d6+level	turns	d6+level	turns	d6+level	turns
Haste	3	turns	3	turns	3+level	rounds	3+level	rounds
Hold Person	-	-	6+level	turns	2*level	rounds	2*level	rounds
Infravision	-	-	1	day	2+level	hours	2+level	hours
Invisibility, 10' r.	-	-	-	-	-	-	-	-
Lightning Bolt	-	-	-	-	-	-	-	-
Monster Summoning I	-	-	6	melee turns	2+level	rounds	2+level	rounds
Protection/Evil, 10' r.	-	-	12	turns	2*level	rounds	2*level	rounds
Protection/Missiles	-	-	12	turns	1*level	turns	1*level	turns
Slow	2	turns	3	turns	3+level	rounds	3+level	rounds
Suggestion	-	-	1	week	1+level	hours	1+level	hours
Water Breathing	-	-	12	turns	3*level	turns	d4+level	hours

4th Level

Charm Monster	-	-	-	-	-	-	-	-
Confusion	1	turn	12	turns	2+level	rounds	2+level	rounds
Dimension Door	-	-	-	-	-	-	-	-
Extension I	-	-	-	-	-	-	-	-
Fear	-	-	6	turns	1*level	rounds	1*level	rounds
Hallucinatory Terrain	-	-	-	-	-	-	1*level	hours
Ice Storm	-	-	1	turn	1	round	-	-
Massmorph	-	-	-	-	-	-	-	-
Monster Summoning II	-	-	6	melee turns	3+level	rounds	3+level	rounds
Plant Growth	-	-	-	-	-	-	-	-
Polymorph Other	-	-	-	-	-	-	-	-
Polymorph Self	-	-	6+level	turns	2*level	turns	2*level	turns
Remove Curse	-	-	-	-	-	-	-	-
Wall of Fire	-	-	-	-	-	-	-	-
Wall of Ice	-	-	-	-	1*level	turns	1*level	turns
Wizard Eye	-	-	6	turns	1	turn	1*level	rounds

5th Level

Animal Growth	-	-	12	turns	1*level	rounds	1*level	rounds
Animate Dead	-	-	-	-	-	-	-	-
Cloudkill	-	-	6	turns	1*level	rounds	1*level	rounds
Conjure Elemental	-	-	-	-	1*level	turns	1*level	turns
Contact Other Plane	-	-	-	-	-	-	-	-
Extension II	-	-	-	-	-	-	-	-
Feeblemind	-	-	-	-	-	-	-	-
Hold Monster	-	-	6+level	turns	1*level	rounds	1*level	rounds
Magic Jar	-	-	-	-	-	-	-	-
Monster Summoning III	-	-	6	melee turns	4+level	rounds	4+level	rounds
Passwall	-	-	3	turns	6+level	turns	6+level	turns
Telekinesis	-	-	6	turns	2+level	rounds	-	-
Teleport	-	-	-	-	-	-	-	-
Transmute Rock to Mud	-	-	-	-	-	-	-	-
Wall of Iron	-	-	12	turns	-	-	-	-
Wall of Stone	-	-	-	-	-	-	-	-

6th Level

Anti-Magic Shell	6	turns	12	turns	1*level	turns	1*level	turns
Control Weather	-	-	-	-	4d6	hours	4d6	hours
Death Spell	-	-	-	-	-	-	-	-
Disintegrate	-	-	-	-	-	-	-	-
Extension III	-	-	-	-	-	-	-	-
Geas	-	-	-	-	-	-	-	-
Invisible Stalker	-	-	-	-	-	-	-	-
Legend Lore	-	-	-	-	-	-	-	-
Lower Water	-	-	10	turns	5*level	rounds	5*level	rounds
Monster Summoning IV	-	-	6	melee turns	5+level	rounds	5+level	rounds
Move Earth	-	-	6	turns	-	-	-	-
Part Water	-	-	6	turns	5*level	rounds	5*level	rounds
Project Image	-	-	6	turns	1*level	rounds	1*level	rounds
Reincarnation	-	-	-	-	-	-	-	-
Repulsion	-	-	6	turns	½*level	rounds	½*level	rounds
Stone to Flesh	-	-	-	-	-	-	-	-