

Spells Through the Ages – Levels

Compiled by Dan "Delta" Collins

1 st Level	Chain.	OD&D	AD&D1	AD&D2	D&D3	D&D3.5
Charm Person	-	1	1	1	1	1
Comprehend Languages	-	1	1	1	1	1
Detect Magic	-	1	1	1	0	0
Hold Portal	-	1	1	1	1	1
Light	1	1	1	1	0	0
Magic Missile	-	1	1	1	1	1
Protection from Evil	-	1	1	1	1	1
Read Magic	-	1	1	1	0	0
Shield	-	1	1	1	1	1
Sleep	-	1	1	1	1	1
Ventriloquism	-	1	1	1	1	1
2nd Level						
Continual Light	-	2	2	2	2	2
Darkness	1	2	2	2	2	2
Detect Evil	-	2	2	2	-	-
Detect Invisibility	2	2	2	2	2	2
ESP	-	2	2	2	2	2
Invisibility	-	2	2	2	2	2
Knock	-	2	2	2	2	2
Levitate	2	2	2	2	2	2
Locate Object	-	2	2	2	2	2
Magic Mouth	-	2	2	2	2	2
Mirror Image	-	2	2	2	2	2
Phantasmal Force	2	2	3	1	1	1
Pyrotechnics	-	2	2	2	2	2
Rope Trick	-	3	2	2	2	2
Strength	-	2	2	2	2	2
Web	-	2	2	2	2	2
Wizard Lock	-	2	2	2	2	2
3rd Level						
Clairaudience	-	3	3	3	3	3
Clairvoyance	-	3	3	3	3	3
Dispel Magic	-	3	3	3	3	3
Explosive Runes	-	3	3	3	3	3
Fireball	*	3	3	3	3	3
Fly	-	3	3	3	3	3
Haste	3	3	3	3	3	3
Hold Person	-	3	3	3	3	3
Infravision	-	3	3	3	2	2
Invisibility, 10' r.	3	3	3	3	3	3
Lightning Bolt	*	3	3	3	3	3
Monster Summoning I	-	3	3	3	1	1
Protection/Evil, 10' r.	3	3	3	3	3	3
Protection/Missiles	-	3	3	3	2	2
Slow	3	3	3	3	3	3
Suggestion	-	3	3	3	3	3
Water Breathing	-	3	3	3	3	3

4th Level

Charm Monster	-	4	4	4	4	4
Confusion	4	4	4	4	4	4
Dimension Door	-	4	4	4	4	4
Extension I	-	4	4	4	-	-
Fear	-	4	4	4	4	4
Hallucinatory Terrain	4	4	4	4	4	4
Ice Storm	-	4	4	4	4	4
Massmorph	-	4	4	4	-	-
Monster Summoning II	-	4	4	4	2	2
Plant Growth	-	4	4	4	-	-
Polymorph Other	-	4	4	4	4	5
Polymorph Self	4	4	4	4	4	4
Remove Curse	-	4	4	4	4	4
Wall of Fire	-	4	4	4	4	4
Wall of Ice	-	4	4	4	4	4
Wizard Eye	-	4	4	4	4	4

5th Level

Animal Growth	-	5	5	5	5	5
Animate Dead	-	5	5	5	5	4
Cloudkill	5	5	5	5	5	5
Conjure Elemental	5	5	5	5	-	-
Contact Other Plane	-	5	5	5	5	5
Extension II	-	5	5	5	-	-
Feeblemind	-	5	5	5	5	5
Hold Monster	-	5	5	5	5	5
Magic Jar	-	5	5	5	5	5
Monster Summoning III	-	5	5	5	3	3
Passwall	-	5	5	5	5	5
Telekinesis	-	5	5	5	5	5
Teleport	-	5	5	5	5	5
Transmute Rock to Mud	-	5	5	5	5	5
Wall of Iron	-	5	5	5	5	6
Wall of Stone	-	5	5	5	5	5

6th Level

Anti-Magic Shell	6	6	6	6	6	6
Control Weather	-	6	6	6	6	7
Death Spell	-	6	6	6	6	6
Disintegrate	-	6	6	6	6	6
Extension III	-	6	6	6	-	-
Geas	-	6	6	6	6	6
Invisible Stalker	-	6	6	6	-	-
Legend Lore	-	6	6	6	6	6
Lower Water	-	6	6	6	6	6
Monster Summoning IV	-	6	6	6	4	4
Move Earth	6	6	6	6	6	6
Part Water	-	6	6	6	-	-
Project Image	-	6	6	6	6	7
Reincarnation	-	6	6	6	-	-
Repulsion	-	6	6	6	6	6
Stone to Flesh	-	6	6	6	6	6