

Spells Through the Ages – Durations (v3)

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	Chainmail	OD&D	S&S	B/X D&D	AD&D1	AD&D2	D&D3
1st Level							
Charm Person	-	U. broken	-	See below	Special	Special	1 hour/level
Detect Magic	N/S	2 turns	2	2 turns	2 rounds/level	2 rounds/level	Concentration
Hold Portal	-	2d6 turns	2-12	2-12 turns	1 round/level	1 round/level	1 minute/level
Light	N/S	6 turns+level	6+level	6 turns + level	1 turn/level	1 turn/level	10 minutes/level
Magic Missile	-	N/S	-	1 turn	Special	Instant	Instant
Protection from Evil	-	6 turns	6	6 turns	2 rounds/level	2 rounds/level	1 minute/level
Read Languages	-	N/S	-	2 turns	5 rounds/level	5 rounds/level	10 minutes/level
Read Magic	-	N/S	-	1 turn	2 rounds/level	2 rounds/level	10 minutes/level
Shield	-	2 turns	2	2 turns	5 rounds/level	5 rounds/level	1 minute/level
Sleep	-	N/S	4-16	4-16 turns	5 rounds/level	5 rounds/level	1 minute/level
Ventriloquism	-	2 turns	6	2 turns	2 rounds + level	4 rounds + level	1 minute/level
2nd Level							
Continual Light	-	U. dispel	U. dispel	Permanent	Permanent	Permanent	Permanent
Darkness	N/S	6 turns	6	-	1 turn + rnd/level	1 turn + rnd/level	10 minutes/level
Detect Evil	-	2 turns	6	2 turns	5 rounds/level	5 rounds/level	Concentration
Detect Invisibility	N/S	6 turns	6	-	5 rounds/level	5 rounds/level	10 minutes/level
ESP	-	12 turns	6	12 turns	1 round/level	1 round/level	Concentration
Invisibility	N/S	U. broken	U. dispel	Permanent	Special	Special	10 minutes/level
Knock	-	N/S	-	1 round	Special	Special	Instant
Levitate	6 turns	6 turns+level	6+level	6 turns + level	1 turn/level	1 turn/level	10 minutes/level
Locate Object	-	N/S	2	2 turns	1 round/level	1 round/level	1 minute/level
Magic Mouth	-	U. given	U. speaks	-	Special	Special	Permanent *
Mirror Image	-	6 turns	6	6 turns	2 rounds/level	3 rounds/level	1 minute/level
Phantasmal Force	4 turns	Concentration	U. dispel	Concentration	Special	Special	Concentration
Pyrotechnics	-	6 turns	6	-	Special	Special	1d4+1 rounds
Rope Trick	-	6 turns+level	6+level	-	2 turns/level	2 turns/level	1 hour/level
Strength	-	8 hours	Full game	-	6 turns/level	1 hour/level	1 hour/level
Web	-	8 hours	U. destroy	48 turns	2 turns/level	2 turns/level	10 minutes/level
Wizard Lock	-	Indefinite	U. dispel	Permanent	Permanent	Permanent	Permanent
3rd Level							
Clairaudience	-	12 turns	6	-	1 round/level	1 round/level	1 minute/level
Clairvoyance	-	12 turns	6	12 turns	1 round/level	1 round/level	1 minute/level
Dispel Magic	-	N/S	1	Permanent	Permanent	Instant	Instant
Explosive Runes	-	N/S	U. explode	-	Special	Special	Permanent *
Fireball	N/S	1 turn	-	Instant	Instant	Instant	Instant
Fly	-	d6 turns+level	1-6+level	d6 turns + level	1 turn/level + d6	1 turn/level + d6	10 minutes/level
Haste	3 turns	3 turns	3	3 turns	3 rounds + level	3 rounds + level	1 round/level
Hold Person	-	6 turns+level	6+level	1 turn/level	2 rounds/level	2 rounds/level	1 round/level
Infravision	-	1 day	Full game	1 day	12 turns + 6/level	2 hours + level	1 hour/level
Invisibility, 10' r.	-	U. broken	U. dispel	Special	Special	Special	10 minutes/level
Lightning Bolt	N/S	1 turn	-	Instant	Instant	Instant	Instant
Monster Summoning I	-	6 turns	6	-	2 rounds + level	2 rounds + level	1 round/level
Protection/Evil, 10' r.	N/S	12 turns	12	12 turns	2 rounds/level	2 rounds/level	10 minutes/level
Protection/Missiles	-	12 turns	12	12 turns	1 turn/level	1 turn/level	10 minutes/level
Slow	2 turns	3 turns	3	-	3 rounds + level	3 rounds + level	1 round/level
Suggestion	-	1 week	Full game	-	6 turns + 6/level	1 hour + level	1 hour/level
Water Breathing	-	12 turns	12	1 day	3 turns/level	1 hour/level + d4	2 hours/level

4th Level

Charm Monster	-	U. broken	-	Special	Special	Special	1 day/level
Confusion	1 turn	12 turns	12	12 rounds	2 rounds + level	2 rounds + level	1 round/level
Dimension Door	-	N/S	-	1 round	Special	Instant	Instant
Extension I	-	Spell +50%	Matching	-	Special	Special	-
Fear	-	6 turns	6	-	Special	Special	1 round/level
Hallucinatory Terrain	U. contact	U. contact	U. dispel	Special	Special	1 hour/level	2 hours/level
Ice Storm	-	1 turn	1	-	1 round	Special	Instant
Massmorph	-	U. dispel	U. dispel	Special	Special	Special	-
Monster Summoning II	-	6 turns	6	-	3 rounds + level	3 rounds + level	1 round/level
Plant Growth	-	U. dispel	U. dispel	Special	Permanent	Permanent	Instant
Polymorph Other	-	U. dispel	U. dispel	Special	Permanent	Permanent	Permanent
Polymorph Self	N/S	6 turns+level	6+level	6 turns + level	2 turns/level	2 turns/level	1 hour/level
Remove Curse	-	N/S	-	Permanent	Permanent	Permanent	Instant
Wall of Fire	-	Concentration	U. dispel	Special	Special	Special	Concentration
Wall of Ice	-	N/S	U. dispel	12 turns	1 turn/level	1 turn/level	1 minute/level
Wizard Eye	-	6 turns	6	6 turns	1 round/level	1 round/level	1 minute/level

5th Level

Animal Growth	-	12 turns	12	-	1 round/level	1 round/level	1 minute/level
Animate Dead	-	U. dispel	U. dispel	Indefinite	Permanent	Permanent	Instant
Cloudkill	N/S	6 turns	6	6 turns	1 round/level	1 round/level	1 minute/level
Conjure Elemental	N/S	U. dispel	U. dispel	Indefinite	1 turn/level	1 turn/level	-
Contact Other Plane	-	N/S	Variable	See below	Special	Special	Concentration
Extension II	-	Spell +50%	Matching	-	Special	Special	-
Feeblemind	-	U. dispel	U. dispel	Indefinite	Permanent	Permanent	Instant
Hold Monster	-	6 turns+level	6+level	6 turns + level	1 round/level	1 round/level	1 round/level
Magic Jar	-	N/S	U. dispel	Special	Special	Special	1 hour/level
Monster Summoning III	-	6 turns	6	-	4 rounds + level	4 rounds + level	1 round/level
Passwall	-	3 turns	3	3 turns	6 turns + level	1 hour + turn/level	1 hour/level
Telekinesis	-	6 turns	-	6 rounds	2 rounds + level	Special	Concentration
Teleport	-	Instant	-	Instant	Instant	Instant	Instant
Transmute Rock to Mud	-	3d6 days	Full game	3-18 days	Special	Special	Permanent
Wall of Iron	-	12 turns	12	-	Permanent	Permanent	Instant
Wall of Stone	-	U. dispel	U. dispel	Special	Permanent	Permanent	Instant

6th Level

Anti-Magic Shell	6 turns	12 turns	12	12 turns	1 turn/level	1 turn/level	10 minutes/level
Control Weather	-	N/S	U. dispel	Concentration	4d6 hours	4d6 hours	4d12 hours
Death Spell	-	N/S	-	1 round	Instant	Instant	Instant
Disintegrate	-	N/S	-	Instant	Permanent	Instant	Instant
Extension III	-	Spell +50%	Matching	-	Special	Special	-
Geas	-	U. complete	Variable	-	Special	Special	1 day/level
Invisible Stalker	-	U. accom.	U. destroy	Special	Special	Special	-
Legend Lore	-	1-100 days	-	-	Special	Special	Special
Lower Water	-	10 turns	10	10 turns	5 rounds/level	5 rounds/level	10 minutes/level
Monster Summoning IV	-	6 turns	6	-	5 rounds + level	5 rounds + level	1 round/level
Move Earth	N/S	6 turns	6	6 turns	Permanent	Permanent	Instant
Part Water	-	6 turns	6	6 turns	5 rounds/level	5 rounds/level	10 minutes/level
Project Image	-	6 turns	6	6 turns	1 round/level	1 round/level	1 round/level
Reincarnation	-	N/S	-	Permanent	Permanent	Permanent	Instant
Repulsion	-	6 turns	6	-	1 round/2 levels	1 round/2 levels	1 round/level
Stone to Flesh	-	U. reverse	U. reverse	Permanent	Permanent	Permanent	Instant