

GP	Type	Spell	Range	Description
250	Bespelled	Take That You Fiend	100 feet	Target takes user's Int in damage, usable once
500	Enchanted	Take That You Fiend	100 feet	Target takes user's Int in damage, uses 6 Wiz
500	Enchanted II	Take That You Fiend	100 feet	Target takes user's Int in damage, usable 2d6 times
250	Bespelled	Hold That Pose	50 feet	Target performs no action for 1 turn, usable once
500	Enchanted	Hold That Pose	50 feet	Target performs no action for 1 turn, uses 4 Wiz
500	Enchanted II	Hold That Pose	50 feet	Target performs no action for 1 turn, usable 2d6 times
250	Bespelled	Oh go Away	50 feet	Target flees for 1 turn if user's Int + Luck + Chm is greater than target's MR or equivalent, usable once
500	Enchanted	Oh go Away	50 feet	Target flees for 1 turn if user's Int + Luck + Chm is greater than target's MR or equivalent, uses 5 Wiz
500	Enchanted II	Oh go Away	50 feet	Target flees for 1 turn if user's Int + Luck + Chm is greater than target's MR or equivalent, usable 2d6 times
500	Bespelled	Glue You	30 feet	Target moves at one half and acts every other turn for 5 turns, usable once
1000	Enchanted	Glue You	30 feet	Target moves at one half and acts every other turn for 5 turns, uses 8 Wiz
1000	Enchanted II	Glue You	30 feet	Target moves at one half and acts every other turn for 5 turns, usable 2d6 times
750	Bespelled	Befuddle	50 feet	Target attacks closest creature other than caster for 3 turns if user's Int + Luck + Chm is greater than target's MR or equivalent, usable once
1500	Enchanted	Befuddle	50 feet	Target attacks closest creature other than caster for 3 turns if user's Int + Luck + Chm is greater than target's MR or equivalent, uses 12 Wiz
1500	Enchanted II	Befuddle	50 feet	Target attacks closest creature other than caster for 3 turns if user's Int + Luck + Chm is greater than target's MR or equivalent, usable 2d6 times
750	Bespelled	Blasting Power	70 feet	Target takes fire damage equal to user's Level in dice plus combat adds, usable once
1500	Enchanted	Blasting Power	70 feet	Target takes fire damage equal to user's Level in dice plus combat adds, uses 9 Wiz
1500	Enchanted II	Blasting Power	70 feet	Target takes fire damage equal to user's Level in dice plus combat adds, usable 2d6 times
750	Bespelled	Freeze Please	70 feet	Target takes ice damage equal to user's Level in dice plus combat adds, usable once
1500	Enchanted	Freeze Please	70 feet	Target takes ice damage equal to user's Level in dice plus combat adds, uses 11 Wiz
1500	Enchanted II	Freeze Please	70 feet	Target takes ice damage equal to user's Level in dice plus combat adds, usable 2d6 times
750	Bespelled	Rock-a-Bye	50 feet	Target falls asleep for 1d6 times 10 minutes if user's Int + Luck + Chm is greater than target's MR or equivalent, usable once
1500	Enchanted	Rock-a-Bye	50 feet	Target falls asleep for 1d6 times 10 minutes if user's Int + Luck + Chm is greater than target's MR or equivalent, uses 11 Wiz
1500	Enchanted II	Rock-a-Bye	50 feet	Target falls asleep for 1d6 times 10 minutes if user's Int + Luck + Chm is greater than target's MR or equivalent, usable 2d6 times

All Wands:

- Point at target and recite spell name to activate
- No effect if user's Wiz is less than target's Wiz or MR/10