

## First Edition: Spells, items, and tables in alphabetical order

- Aerial Servant  
Cleric Conjuration/Summoning, PH-1 50.
- Affect Normal Fires  
Magic-User Alteration, PH-1 64.
- Air Breathing  
Rev. Water Breathing, Druid Alteration, PH-1 58.
- Air Breating  
Rev. Water Breating, Magic-User Alteration, PH-1 75.
- Airy Water  
Magic-User Alteration, PH-1 79.
- Alter Reality  
Illusionist Illusion/Phantasm, Conjuration/Summoning; PH-1 100.
- Animal Friendship  
Druid Enchantment/Charm, PH-1 54.
- Animal Growth  
Druid Alteration, PH-1 60. Magic-User Alteration, PH-1 79.
- Animal Summoning I  
Druid Conjuration/Summoning, PH-1 59.
- Animal Summoning II  
Druid Conjuration/Summoning, PH-1 60.
- Animal Summoning III  
Druid Conjuration/Summoning, PH-1 61.
- Animate Dead  
Magic-User Necromantic, PH-1 79. Cleric Necromantic, PH-1 46.
- Animate Object  
Cleric Alteration, PH-1 50.
- Animate Rock  
Druid Alteration, PH-1 63.
- Anti-Animal Shell  
Druid Abjuration, PH-1 61.
- Anti-Magic Shell  
Magic-User Abjuration, PH-1 82.
- Anti-Plant Shell  
Druid Abjuration, PH-1 60.
- Antipathy/Sympathy  
Magic-User Enchantment/Charm, PH-1 89.
- Astral Spell  
Cleric Alteration, PH-1 52. Illusionist Alteration, PH-1 100. Magic-User Evocation, PH-1 92.
- Atonement  
Cleric Abjuration, PH-1 49.
- Audible Glamer  
Magic-User Illusion/Phantasm, PH-1 69. Illusionist Illusion/Phantasm, PH-1 94.
- Augury  
Cleric Divination, PH-1 45.
- Barkskin  
Druid Alteration, PH-1 55.
- Bestow Curse  
Rev. Remove Curse, Magic-User Abjuration, PH-1 78. Rev. Remove Curse, Cleric Abjuration, PH-1 47.
- Bigby's Clenched Fist  
Magic-User Evocation, PH-1 89.
- Bigby's Crushing Hand  
Magic-User Evocation, PH-1 92.
- Bigby's Forceful Hand  
Magic-User Evocation, PH-1 83.
- Bigby's Grasping Hand  
Magic-User Evocation, PH-1 86.
- Bigby's Interposing Hand  
Magic-User Evocation, PH-1 79.
- Blade Barrier  
Cleric Evocation, PH-1 51.
- Bless Cleric Conjuration/Summoning, PH-1 43.
- Blindness  
Illusionist Illusion/Phantasm, PH-1 95.
- Blink Magic-User Alteration, PH-1 72.
- Blur Illusionist Illusion/Phantasm, PH-1 95.
- Burning Hands  
Magic-User Alteration, PH-1 64.
- Cacodemon  
Magic-User Conjuration/Summoning, PH-1 86.
- Call Lightning  
Druid Alteration, PH-1 57.
- Call Woodland Beings  
Druid Conjuration/Summoning, PH-1 59.
- Cause Critical Wounds  
Rev. Cure Critical Wounds, Druid Necromantic, PH-1 62. Rev. Cure Critical Wounds, Cleric Necromantic, PH-1 49.
- Cause Disease  
Rev. Cure Disease, Cleric Abjuration, PH-1 46. Rev. Cure Disease, Druid Necromantic,

**First Edition: Spells, items, and tables in alphabetical order**

- PH-1 57.
- Cause Fear  
Rev. Remove Fear, Cleric Abjuration, PH-1 44.
- Cause Light Wounds  
Rev. Cure Light Wounds, Druid Necromantic, . Rev. Cure Light Wounds, Cleric Necromantic, PH-1 43.
- Cause Serious Wounds  
Rev. Fourth Level Spells, Cleric Necromantic, PH-1 48. Rev. Cure Serious Wounds, Druid Necromantic, PH-1 59.
- Change Self  
Illusionist Illusion/Phantasm, PH-1 94.
- ChantCleric Conjunction/Summoning, PH-1 45.
- Chaos  
Illusionist Enchantment/Charm, PH-1 98.
- Chariot Of Sustarre  
Druid Evocation, PH-1 63.
- Charm Monster  
Magic-User Enchantment/Charm, PH-1 75.
- Charm Person  
Magic-User Enchantment/Charm, PH-1 65.
- Charm Person or Animal  
Druid Enchantment/Charm, PH-1 55.
- Charm Plants  
Magic-User Enchantment/Charm, PH-1 87.
- Chill Metal  
Rev. Heat Metal, Druid Alteration, PH-1 56.
- Clairaudience  
Magic-User Divination, PH-1 72.
- Clairvoyance  
Magic-User Divination, PH-1 73.
- Clone Magic-User Necromantic, PH-1 89.
- Cloudkill  
Magic-User Evocation, PH-1 79.
- Color Spray  
Illusionist Alteration, PH-1 94.
- Command  
Cleric Enchantment/Charm, PH-1 43.
- Commune  
Cleric Divination, PH-1 49.
- Commune With Nature  
Druid Divination, PH-1 60.
- Comprehend Languages  
Magic-User Alteration, PH-1 65.
- Cond of Cold  
Magic-User Evocation, PH-1 79.
- Confuse Languages  
Rev. Comprehend Languages, Magic-User Alteration, PH-1 65.
- Confusion  
Illusionist Enchantment/Charm, PH-1 97.  
Magic-User Enchantment/Charm, PH-1 76.  
Druid Enchantment/Charm, PH-1 63.
- Conjure Animals  
Illusionist Conjunction/Summoning, PH-1 99.  
Cleric Conjunction/Summoning, PH-1 51.
- Conjure Earth Elemental  
Druid Conjunction/Summoning, PH-1 63.
- Conjure Elemental  
Magic-User Conjunction/Summoning, PH-1 79.
- Conjure Fire Elemental  
Druid Conjunction/Summoning, PH-1 61.
- Contact Other Plane  
Magic-User Divination, PH-1 80.
- Contaminate Water  
Rev. Purify Water, Druid Alteration, PH-1 55.
- Continual Darkness  
Rev. Continual Light, Cleric Alteration, PH-1 46. Illusionist Alteration, PH-1 96.
- Continual Light  
Illusionist Alteration, PH-1 96. Magic-User Alteration, PH-1 69. Cleric Alteration, PH-1 46.
- Control Temperature, 10' Radius  
Druid Alteration, PH-1 59.
- Control Weather  
Magic-User Alteration, PH-1 83. Druid Alteration, PH-1 63. Cleric Alteration, PH-1 52.
- Control Winds  
Druid Alteration, PH-1 60.
- Create Food & Water  
Cleric Alteration, PH-1 46.
- Create Water  
Druid Alteration, PH-1 56. Cleric Alteration, PH-1 43.
- Creeping Doom  
Druid Conjunction/Summoning, PH-1 63.

## First Edition: Spells, items, and tables in alphabetical order

- Cure Blindness  
Cleric Abjuration, PH-1 46.
- Cure Critical Wounds  
Cleric Necromantic, PH-1 49. Druid Necromantic, PH-1 62.
- Cure Disease  
Druid Necromantic, PH-1 57. Cleric Abjuration, PH-1 46.
- Cure Light Wounds  
Cleric Necromantic, PH-1 43. Druid Necromantic, .
- Cure Serious Wounds  
Druid Necromantic, PH-1 59.
- Curse Rev. Bless, Cleric Conjunction/Summoning, PH-1 43.
- Dancing Lights  
Illusionist Alteration, PH-1 94. Magic-User Alteration, PH-1 65.
- Darkness  
Illusionist Alteration, PH-1 94. Rev. Light, Cleric Alteration, PH-1 44.
- Darkness, 15' Radius  
Magic-User Alteration, PH-1 69.
- Deafness  
Illusionist Illusion/Phantasm, PH-1 95.
- Death Spell  
Magic-User Conjunction/Summoning, PH-1 83.
- Delayed Blast Fire Ball  
Magic-User Evocation, PH-1 87.
- Demi-Shadow Magic  
Illusionist Illusion/Phantasm, PH-1 99.
- Demi-Shadow Monsters  
Illusionist Illusion/Phantasm, PH-1 98.
- Destroy Water  
Rev. Create Water, Cleric Alteration, PH-1 43.
- Destruction  
Rev. Resurrection, Cleric Necromantic, PH-1 53.
- Detect Charm  
Cleric Divination, PH-1 45.
- Detect Evil  
Magic-User Divination, PH-1 69. Cleric Divination, PH-1 44.
- Detect Good  
Rev. Detect Evil, Magic-User Divination, PH-1 69. Rev. Detect Evil, Cleric Divination, PH-1 44.
- Detect Illusion  
Illusionist Divination, PH-1 94.
- Detect Invisibility  
Magic-User Divination, PH-1 69. Illusionist Divination, PH-1 94.
- Detect Lie  
Cleric Divination, PH-1 48.
- Detect Magic  
Druid Divination, PH-1 54. Magic-User Divination, PH-1 65. Cleric Divination, PH-1 44. Illusionist Divination, PH-1 95.
- Detect Snares & Pits  
Druid Divination, PH-1 54.
- Dig Magic-User Evocation, PH-1 76.
- Dimension Door  
Magic-User Alteration, PH-1 76.
- Disintegration  
Magic-User Alteration, PH-1 83.
- Dismiss Fire Elemental  
Rev. Conjure Earth Elemental, Druid Conjunction/Summoning, PH-1 63. Rev. Conjure Fire Elemental, Druid Conjunction/Summoning, PH-1 61.
- Dispel Evil  
Cleric Abjuration, PH-1 49.
- Dispel Exhaustion  
Illusionist Illusion/Phantasm, PH-1 97.
- Dispel Good  
Rev. Dispel Evil, Cleric Abjuration, PH-1 49.
- Dispel Illusion  
Illusionist Abjuration, PH-1 96.
- Dispel Magic  
Druid Abjuration, PH-1 59. Magic-User Abjuration, PH-1 73. Cleric Abjuration, PH-1 47.
- Distance Distortion  
Magic-User Alteration, PH-1 80.
- Divination  
Cleric Divination, PH-1 48.
- Drawmij's Instant Summons  
Magic-User Conjunction/Summoning, PH-1 87.
- Duo-Dimension  
Magic-User Alteration, PH-1 87.

## First Edition: Spells, items, and tables in alphabetical order

- Earthquake  
Cleric Alteration, PH-1 52.
- Emotion  
Illusionist Enchantment/Charm, PH-1 97.
- Enchant An Item  
Magic-User Conjunction/Summoning, PH-1 83.
- Enchanted Weapon  
Magic-User Alteration, PH-1 76.
- Energy Drain  
Rev. Restoration, Cleric Necromantic, PH-1 53.
- Enlarge  
Magic-User Alteration, PH-1 65.
- Entangle  
Druid Alteration, PH-1 54.
- Erase Magic-User Alteration, PH-1 65.
- ESP Magic-User Divination, PH-1 70.
- Exorcise  
Cleric Abjuration, PH-1 48.
- Explosive Runes  
Magic-User Alteration, PH-1 73.
- Extension I  
Magic-User Alteration, PH-1 76.
- Extension II  
Magic-User Alteration, PH-1 80.
- Extension III  
Magic-User Alteration, PH-1 84.
- Extra Sensory Perception  
See ESP, Magic-User Divination, PH-1 70.
- Faerie Fire  
Druid Alteration, PH-1 54.
- False Seeing  
Rev. True Seeing, Cleric Divination, PH-1 50.
- Fear Illusionist Illusion/Phantasm, PH-1 96.  
Magic-User Illusion/Phantasm, PH-1 76.
- Feather Fall  
Magic-User Alteration, PH-1 66.
- Feeblemind  
Magic-User Enchantment/Charm, PH-1 80.  
Druid Enchantment/Charm, PH-1 62.
- Feign Death  
Cleric Necromantic, PH-1 47. Magic-User Necromantic, PH-1 73. Druid Necromantic, PH-1 56.
- Find Familiar  
Magic-User Conjunction/Summoning, PH-1 66.
- Find The Path  
Cleric Divination, PH-1 51.
- Find Traps  
Cleric Divination, PH-1 45.
- Finger of Death  
Druid Enchantment/Charm, PH-1 64.
- Fire Charm  
Magic-User Enchantment/Charm, PH-1 76.
- Fire Quench  
Rev. Fire Storm, Druid Evocation, PH-1 64.
- Fire Seeds  
Druid Conjunction, PH-1 62.
- Fire Shield  
Magic-User Evocation, Alteration; PH-1 77.
- Fire Storm  
Druid Evocation, PH-1 64.
- Fire Trap  
Druid Evocation, PH-1 56. Magic-User Evocation, PH-1 77.
- Fireball  
Magic-User Evocation, PH-1 73.
- Flame Arrow  
Magic-User Conjunction/Summoning, PH-1 73.
- Flame Strike  
Cleric Evocation, PH-1 49.
- Flesh To Stone  
Rev. Stone To Flesh, Magic-User Alteration, PH-1 86.
- Fly Magic-User Alteration, PH-1 73.
- Fog Cloud  
Illusionist Alteration, PH-1 95.
- Fool's Gold  
Magic-User Alteration, PH-1 70.
- Forget  
Magic-User Enchantment/Charm, PH-1 70.
- Fourth Level Spells  
Cleric Necromantic, PH-1 48.
- Freedom  
Rev. Imprisonment, Magic-User Abjuration, PH-1 92.
- Friends  
Magic-User Enchantment/Charm, PH-1 66.

**First Edition: Spells, items, and tables in alphabetical order**

Fumble	Magic-User Enchantment/Charm, PH-1 77.	Holy Word	Cleric Conjuration/Summoning, PH-1 53.
Gate	Cleric Conjuration/Summoning, PH-1 53. Magic-User Conjuration/Summoning, PH-1 92.	Hypnotic Pattern	Illusionist Illusion/Phantasm, PH-1 95.
Gaze Reflection	Illusionist Alteration, PH-1 94.	Hypnotism	Illusionist Enchantment/Charm, PH-1 95.
Geas	Magic-User Enchantment/Charm, PH-1 84.	Ice Storm	Magic-User Evocation, PH-1 77.
Glasse	Magic-User Alteration, PH-1 84.	Identify	Magic-User Divination, PH-1 66.
Glassteel	Magic-User Alteration, PH-1 90.	Illusionary Script	Illusionist Illusion/Phantasm, PH-1 96.
Globe Of Invulnerability	Magic-User PH-1 84.	Imprisonment	Magic-User Abjuration, PH-1 92.
Glyph of Warding	Cleric Abjuration, Evocation; PH-1 47.	Improved Invisibility	Illusionist Illusion/Phantasm, PH-1 97.
Good, 10' Radius	Cleric PH-1 49.	Improved Phantasmal Force	Illusionist Illusion/Phantasm, PH-1 95.
Guards And Wards	Magic-User Evocation, Alteration, Enchantment/Charm; PH-1 84.	Incendiary Cloud	Magic-User Alteration, Evocation; PH-1 90.
Gust of Wind	Magic-User Alteration, PH-1 73.	Infravision	Magic-User Alteration, PH-1 74.
Hallucinatory Forest	Druid Illusion/Phantasm, PH-1 59.	Insect Plague	Cleric Conjuration/Summoning, PH-1 50. Druid Conjuration/Summoning, PH-1 61.
Hallucinatory Terrain	Illusionist Illusion/Phantasm, PH-1 96. Magic-User Illusion/Phantasm, PH-1 77.	Invisibility	Magic-User Illusion/Phantasm, PH-1 70. Illusionist Illusion/Phantasm, PH-1 96.
Harm Rev. Heal, Cleric Necromantic, PH-1 51.		Invisibility To Animals	Druid Alteration, PH-1 54.
Haste	Magic-User Alteration, PH-1 74.	Invisibility, 10' Radius	Illusionist Illusion/Phantasm, PH-1 96. Magic-User Illusion/Phantasm, PH-1 74.
Heal	Cleric Necromantic, PH-1 51.	Invisible Stalker	Magic-User Conjuration/Summoning, PH-1 84.
Heat Metal	Druid Alteration, PH-1 56.	Jump	Magic-User Alteration, PH-1 67.
Hold Animal	Druid Enchantment/Charm, PH-1 57.	Knock	Magic-User Alteration, PH-1 70.
Hold Monster	Magic-User Enchantment/Charm, PH-1 80.	Know Alignment	Cleric Divination, PH-1 45.
Hold Person	Cleric Enchantment/Charm, PH-1 45. Magic-User Enchantment/Charm, PH-1 74.	Legend Lore	Magic-User Divination, PH-1 84.
Hold Plant	Druid Enchantment/Charm, PH-1 59.	Leomund's Secret Chest	Magic-User Alteration, Conjuration/Summoning, 80; .
Hold Portal	Magic-User Alteration, PH-1 66.		

## First Edition: Spells, items, and tables in alphabetical order

- Leomund's Tiny Hut  
Magic-User Alteration, PH-1 74.
- Leomund's Trap  
Magic-User Illusion/Phantasm, PH-1 70.
- Levitate  
Magic-User Alteration, PH-1 70.
- Light Cleric Alteration, PH-1 44. Illusionist Alteration, PH-1 95. Magic-User Alteration, PH-1 67.
- Lightning Bolt  
Magic-User Evocation, PH-1 74.
- Limited Wish  
Magic-User Conjunction/Summoning, PH-1 88.
- Locate Animals  
Druid Divination, PH-1 55.
- Locate Object  
Cleric Divination, PH-1 47. Magic-User Divination, PH-1 70.
- Locate Plants  
Druid Divination, PH-1 56.
- Lose The Path  
Rev. Find The Path, Cleric Divination, PH-1 51.
- Lower Water  
Magic-User Alteration, PH-1 85. Cleric Alteration, PH-1 48.
- Magic Missile  
Magic-User Evocation, PH-1 67.
- Magic Mouth  
Magic-User Alteration, PH-1 71. Illusionist Alteration, PH-1 96.
- Major Creation  
Illusionist Alteration, PH-1 98.
- Mass Charm  
Magic-User Enchantment/Charm, PH-1 90.  
Magic-User Enchantment/Charm, PH-1 90.
- Mass Invisibility  
Magic-User Illusion/Phantasm, PH-1 88.
- Mass Morph  
Magic-User Illusion/Phantasm, PH-1 77.
- Mass Suggestion  
Illusionist Enchantment/Charm, PH-1 99.
- Massmorph  
Illusionist Illusion/Phantasm, PH-1 97.
- Maze Magic-User Conjunction/Summoning, PH-1 90. Illusionist Conjunction/Summoning, PH-1 98.
- Mending  
Magic-User Alteration, PH-1 67.
- Message  
Magic-User Alteration, PH-1 67.
- Meteor Swarm  
Magic-User Evocation, PH-1 92.
- Mind Blank  
Magic-User Abjuration, PH-1 90.
- Minor Creation  
Illusionist PH-1 98.
- Mirror Image  
Illusionist Illusion/Phantasm, PH-1 96.  
Magic-User Illusion/Phantasm, PH-1 71.
- Misdirection  
Illusionist Illusion/Phantasm, PH-1 96.
- Monor Globe Of Invulnerability  
Magic-User Abjuration, PH-1 77.
- Monster Summoning I  
Magic-User Conjunction/Summoning, PH-1 74.
- Monster Summoning II  
Magic-User Conjunction/Summoning, PH-1 78.
- Monster Summoning III  
Magic-User Conjunction/Summoning, PH-1 81.
- Monster Summoning IV  
Magic-User Conjunction/Summoning, PH-1 85.
- Monster Summoning V  
Magic-User Conjunction/Summoning, PH-1 88.
- Monster Summoning VI  
Magic-User Conjunction/Summoning, PH-1 90.
- Monster Summoning VII  
Magic-User Conjunction/Summoning, PH-1 92.
- Mordenkainen's Faithful Hound  
Magic-User Conjunction/Summoning, PH-1 81.
- Mordenkainen's Sword  
Magic-User Evocation, PH-1 88.

**First Edition: Spells, items, and tables in alphabetical order**

- Move Earth  
Magic-User Alteration, PH-1 85.
- Neutralize Poison  
Druid Alteration, PH-1 57. Cleric Alteration, PH-1 48.
- Non-detection  
Illusionist Abjuration, PH-1 96.
- Nystul's Magic Aura  
Magic-User Illusion/Phantasm, PH-1 67.
- Obscure Alignment  
Rev. Know Alignment, Cleric Divination, PH-1 45.
- Obscure Object  
Rev. Locate Object, Magic-User Divination, PH-1 70. Rev. Locate Object, Cleric Divination, PH-1 47.
- Obscurement  
Druid Alteration, PH-1 57.
- Otiluke's Freezing Sphere  
Magic-User Alteration, Evocation; PH-1 85.
- Otto's Irresistible Dance  
Magic-User Enchantment/Charm, PH-1 90.
- Paralyzation  
Illusionist Illusion/Phantasm, PH-1 97.
- Part Water  
Magic-User Alteration, PH-1 85. Cleric Alteration, PH-1 51.
- Pass Plant  
Druid Alteration, PH-1 61.
- Pass Without Trace  
Druid Enchantment/Charm, PH-1 55.
- Passwall  
Magic-User Alteration, PH-1 81.
- Permanency  
Magic-User Alteration, PH-1 91.
- Permanent Illusion  
Illusionist Illusion/Phantasm, PH-1 99.
- Phantasmal Force  
Illusionist Illusion/Phantasm, PH-1 95.  
Magic-User Illusion/Phantasm, PH-1 75.
- Phantasmal Killer  
Illusionist Illusion/Phantasm, PH-1 98.
- Phase Door  
Magic-User Alteration, PH-1 88.
- Plane Shift  
Cleric Alteration, PH-1 50.
- Plant Door  
Druid Alteration, PH-1 59.
- Plant Growth  
Magic-User Alteration, PH-1 78. Druid Alteration, PH-1 57.
- Poison  
Rev. Neutralize Poison, Cleric Alteration, PH-1 48. Rev. Neutralize Poison, Druid Alteration, PH-1 57.
- Polymorph Any Object  
Magic-User Alteration, PH-1 91.
- Polymorph Other  
Magic-User Alteration, PH-1 78.
- Polymorph Self  
Magic-User Alteration, PH-1 78.
- Power Word, Blind  
Magic-User Conjunction/Summoning, PH-1 91.
- Power Word, Kill  
Magic-User Conjunction/Summoning, PH-1 93.
- Power Word, Stun  
Magic-User Conjunction/Summoning, PH-1 88.
- Predict Weather  
Druid Divination, PH-1 55.
- Prismatic Sphere  
Magic-User Abjuration, Conjunction/Summoning; PH-1 93.
- Prismatic Spray  
Illusionist Abjuration, Conjunction/Summoning; PH-1 100.
- Prismatic Wall  
Illusionist Abjuration, Conjunction/Summoning; PH-1 100.
- Produce Fire  
Druid Alteration, PH-1 60.
- Produce Flame  
Druid Alteration, PH-1 57.
- Programmed Illusion  
Illusionist Illusion/Phantasm, PH-1 99.
- Project Image  
Magic-User Alteration, Illusion/Phantasm; PH-1 85.
- Projected Image  
Illusionist Alteration, Illusion/Phantasm; PH-1 99.

## First Edition: Spells, items, and tables in alphabetical order

- Protect From Evil  
Magic-User Abjuration, PH-1 67.
- Protect From Good  
Rev. Protect From Evil, Magic-User Abjuration, PH-1 67.
- Protection from  
Rev. Protection From Evil, 10' Radius, Cleric Abjuration, .
- Protection From Evil  
Cleric Abjuration, PH-1 44.
- Protection From Evil, 10' Radius  
Magic-User Abjuration, PH-1 75. Cleric Abjuration, .
- Protection From Fire  
Druid Abjuration, PH-1 58.
- Protection From Good  
Rev. Protection From Evil, Cleric Abjuration, PH-1 44. Rev. Protection From Evil, 10' Radius, Magic-User Abjuration, PH-1 75.
- Protection From Lightning  
Druid Abjuration, PH-1 60.
- Protection From Normal Missiles  
Magic-User Abjuration, PH-1 75.
- Purify Food and Drink  
Cleric Alteration, PH-1 44.
- Purify Water  
Druid Alteration, PH-1 55.
- Push Magic-User Conjunction/Summoning, PH-1 67.
- Pyrotechnics  
Magic-User Alteration, PH-1 71. Druid Alteration, PH-1 58.
- Quench Fire  
Rev. Produce Fire, Druid Alteration, PH-1 60.
- Quest Cleric Enchantment/Charm, PH-1 50.
- Raise Dead  
Cleric Necromantic, PH-1 50.
- Raise Water  
Rev. Lower Water, Cleric Alteration, PH-1 48. Rev. Lower Water, Magic-User Alteration, PH-1 85.
- Rary's Mnemonic Enhancer  
Magic-User Alteration, PH-1 78.
- Ray of Enfeeblement  
Magic-User Enchantment/Charm, PH-1 71.
- Read Magic  
Magic-User Divination, PH-1 68.
- Reduce  
Rev. Enlarge, Magic-User Alteration, PH-1 65.
- Regenerate  
Cleric Necromantic, PH-1 53.
- Reincarnate  
Druid Necromantic, PH-1 64.
- Reincarnation  
Magic-User Necromantic, PH-1 85.
- Remove Curse  
Cleric Abjuration, PH-1 47. Magic-User Abjuration, PH-1 78.
- Remove Fear  
Cleric Abjuration, PH-1 44.
- Repel Insects  
Druid Abjuration, Alteration; PH-1 60.
- Repulsion  
Magic-User Abjuration, PH-1 86.
- Resist Cold  
Cleric Alteration, PH-1 44.
- Resist Fire  
Cleric Alteration, PH-1 45.
- Restoration  
Cleric Necromantic, PH-1 53.
- Resurrection  
Cleric Necromantic, PH-1 53.
- Reverse Gravity  
Magic-User Alteration, PH-1 88.
- Rope Trick  
Illusionist Alteration, PH-1 97. Magic-User Alteration, PH-1 71.
- Sanctuary  
Cleric Abjuration, PH-1 44.
- Scare Magic-User Enchantment/Charm, PH-1 71.
- Serten's Spell Immunity  
Magic-User Abjuration, PH-1 91.
- Shades  
Illusionist Illusion/Phantasm, PH-1 99.
- Shadow Door  
Illusionist Illusion/Phantasm, PH-1 99.
- Shadow Magic  
Illusionist Illusion/Phantasm, PH-1 99.
- Shadow Monsters  
Illusionist Illusion/Phantasm, PH-1 98.

**First Edition: Spells, items, and tables in alphabetical order**

- Shape Change  
Magic-User Alteration, PH-1 93.
- Shatter  
Magic-User Alteration, PH-1 71.
- Shield  
Magic-User Evocation, PH-1 68.
- Shillelagh  
Druid Alteration, PH-1 55.
- Shocking Grasp  
Magic-User Alteration, PH-1 68.
- Silence, 15' Radius  
Cleric Alteration, PH-1 45.
- Simulacrum  
Magic-User Illusion/Phantasm, PH-1 88.
- Slay Living  
Rev. Raise Dead, Cleric Necromantic, PH-1 50.
- Sleep Magic-User Enchantment/Charm, PH-1 68.
- Slow Magic-User Alteration, PH-1 75.
- Slow Poison  
Cleric Necromantic, PH-1 45.
- Snake Charm  
Cleric Enchantment/Charm, PH-1 46.
- Snakes to Sicks  
Rev. Sticks To Snakes, Cleric Alteration, PH-1 49.
- Snakes to Sticks  
Rev. Sticks to Snakes, Druid Alteration, PH-1 61.
- Snare Druid Enchantment/Charm, PH-1 58.
- Speak With Animals  
Cleric Alteration, PH-1 46. Druid Alteration, PH-1 55.
- Speak With Monsters  
Cleric Alteration, PH-1 51.
- Speak With Plants  
Druid Alteration, PH-1 60. Cleric Alteration, PH-1 49.
- Speak With The Dead  
Cleric Necromantic, PH-1 48.
- Spectral Force  
Illusionist Illusion/Phantasm, PH-1 97.
- Spider Climb  
Magic-User Alteration, PH-1 68.
- Spiritual Hammer  
Cleric Invocation, PH-1 46.
- Spiritwrack  
Magic-User Evocation/Abjuration, PH-1 86.
- Statue  
Magic-User Alteration, PH-1 89.
- Sticks To Snakes  
Cleric Alteration, PH-1 49. Druid Alteration, PH-1 61.
- Stinking Cloud  
Magic-User Evocation, PH-1 72.
- Stone Shape  
Magic-User Alteration, PH-1 81. Druid Alteration, PH-1 58.
- Stone Tell  
Cleric Divination, PH-1 52.
- Stone To Flesh  
Magic-User Alteration, PH-1 86.
- Strength  
Magic-User Alteration, PH-1 72.
- Suggestion  
Magic-User Enchantment/Charm, PH-1 75. Illusionist Enchantment/Charm, PH-1 97.
- Summon Insects  
Druid Conjunction/Summoning, PH-1 58.
- Summon Shadow  
Illusionist Conjunction/Summoning, PH-1 99.
- Symbol  
Cleric Conjunction/Summoning, PH-1 53. Magic-User Conjunction/Summoning, PH-1 91.
- Telekinesis  
Magic-User Alteration, PH-1 82.
- Teleport  
Magic-User Alteration, PH-1 82.
- Temporal Reinstatement  
Rev. Temporal Stasis, Magic-User Alteration, PH-1 93.
- Temporal Stasis  
Magic-User Alteration, PH-1 93.
- Tenser's Floating Disk  
Magic-User Evocation, PH-1 68.
- Tenser's Transformation  
Magic-User Alteration, Evocation; PH-1 86.
- Time Stop  
Magic-User Alteration, PH-1 93.

## First Edition: Spells, items, and tables in alphabetical order

- Tongues  
Cleric Alteration, PH-1 49. Magic-User Alteration, PH-1 75.
- Transmute Metal To Wood  
Druid Alteration, PH-1 64.
- Transmute Mud to Rock  
Rev. Transmute Rock to Mud, Druid Alteration, PH-1 61. Rev. Transmute Rock To Mud, Magic-User PH-1 82.
- Transmute Rock To Mud  
Magic-User PH-1 82. Druid Alteration, PH-1 61.
- Transport Via Plants  
Druid Alteration, PH-1 62.
- Trap The Soul  
Magic-User Conjunction/Summoning, PH-1 91.
- Tree  
Druid Alteration, PH-1 58.
- Trip  
Druid Enchantment/Charm, PH-1 57.
- True Seeing  
Cleric Divination, PH-1 50.
- True Sight  
Illusionist Divination, PH-1 99.
- Turn Wood  
Druid Alteration, PH-1 62.
- Undetectable Lie  
Rev. Detect Lie, Cleric Divination, PH-1 48.
- Unholy Word  
Rev. Holy Word, Cleric Conjunction/Summoning, PH-1 53.
- Unreadable Magic  
Rev. Read Magic, Magic-User Divination, PH-1 68.
- Unseen Servant  
Magic-User Conjunction/Summoning, PH-1 69.
- Vanish  
Magic-User Alteration, PH-1 89.
- Veil  
Illusionist Illusion/Phantasm, PH-1 99.
- Ventriloquism  
Illusionist Illusion/Phantasm, PH-1 96.  
Magic-User Illusion/Phantasm, PH-1 69.
- Wall of Fire  
Druid Evocation, PH-1 61. Magic-User Evocation, PH-1 78.
- Wall Of Fog  
Illusionist Alteration, PH-1 95.
- Wall Of Force  
Magic-User Evocation, PH-1 82.
- Wall of Ice  
Magic-User Evocation, PH-1 78.
- Wall Of Iron  
Magic-User Evocation, PH-1 82.
- Wall Of Stone  
Magic-User Evocation, PH-1 82.
- Wall of Thorns  
Druid Conjunction/Summoning, PH-1 62.
- Warp Wood  
Druid Alteration, PH-1 57.
- Water Breathing  
Druid Alteration, PH-1 58.
- Water Breating  
Magic-User Alteration, PH-1 75.
- Weather Summoning  
Druid Conjunction/Summoning, PH-1 63.
- Web  
Magic-User Evocation, PH-1 72.
- Wind Walk  
Cleric Alteration, PH-1 54.
- Wish  
Magic-User Conjunction/Summoning, PH-1 94.
- Wither  
Rev. Regenerate, Cleric Necromantic, PH-1 53.
- Wizard Eye  
Magic-User Alteration, PH-1 79.
- Wizard Lock  
Magic-User Alteration, PH-1 72.
- Word of Recall  
Cleric Alteration, PH-1 52.
- Write  
Magic-User Evocation, PH-1 69.

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