

UNIFICATION OF WIZARD AND PRIEST MAGIC
(First Edition)

by

Matthew "Xeno" Shelton
<mlsheltn@msuvx2.memphis.edu>

Table of Contents

Introduction

Section I: System Mechanics

Method

Retained and Modified Rules

Additional Rules

Adding New Spells

Wizard Spells Which Don't Fit Into Any Priest Sphere

Process of Combining Spells

Holy Symbols

Section II: Spells by Level

First Level

Second Level

Third Level

Fourth Level

Fifth Level

Sixth Level

Seventh Level

Eighth Level

Ninth Level

Section III: Spells in Alphabetical Order

Abjure through Wyvern Watch

Section IV: Spells by Wizard School

All Schools

Abjuration

Alteration

Conjuration-Summoning

Divination

Enchantment-Charm

Illusion-Phantasm

Invocation-Evocation

Necromancy

Section V: Spells by Priest Sphere

All

Animal

Astral

Charm

Combat

Creation

Divination

Elemental

Guardian

Healing

Necromantic

Plant

Protection

Summoning

Sun

Weather

Spells Not Assigned To Any Sphere

Section VI: Revised Spells

List of Identical or Similar Spells

Animal Growth
Animate Dead
Astral Spell
Confusion
Conjure Animals
Continual Light
Control Weather
Detect Evil
Detect magic
Dispel Magic
Feign Death
Fire Trap
Gate
Hold Person
Know Alignment
Light
Locate Object
Lower Water
Message/Messenger
Part Water
Plant Growth
Protection From Evil
Protection From Evil - 10' Radius
Reincarnate/Reincarnation
Remove Curse
Stone Shape
Succor
Symbol Tongues
Transmute Rock to Mud
Transmute Water to Dust
True Seeing

Conclusion

Introduction

This net.guide is a presentation for the merging of the spells of wizards and priests into one list of magic spells which both classes may research, memorize, be granted, or otherwise acquire, as well as be able to cast.

There are several reasons why I believe that this would be in the best interest of both classes involved, or at least undertaken as a viable option for Dungeon Masters for their campaign. They are:

1. Wizards logically should be able to research and create spells identical to priest spells.
2. A deity of all things logically should be able to grant his priest any wizard spell that fits with that deity's sphere of influence.
3. Wizardly magic, which is magic that emanates from mortals, can't or shouldn't be more powerful than priestly magic, which is magic that comes from gods themselves.
4. If the only real reason to have two sets of magic spells in which wizards have primarily destructive magicks and priests have primarily healing magicks is so that one class can never completely replace the other, this is a sad state of affairs and does not rely on the other talents of either class to make them more of a desirable choice for role-play. Wizards are more than just combat mages and priests are more than just healers.
5. There are several spells of both types which are virtually identical. This, too, suggests that the two types of magic have been merely duplicated and divided among

two groups of spellcasters and it does no harm to the system to unify them again. In some cases, one or the other of these pairs have been dropped; in other cases, they have both been kept and one renamed or modified in some way. The same might be said for three schools and spheres, namely Summoning, Divination, and Necromancy, which have wizard and priest versions. These three schools and spheres alone suggest a unification if nothing else does.

Section I: System Mechanics

Method

Several changes in the rules and several rules have been kept in this unification of wizard and priest magic. These rules are all recommended to be followed, except a few which are offered for the sake of logic or for DMs which would object to spell list unification because it would make wizards and priests too powerful.

Retained and Modified Rules

1. The majority of wizards become specialists; Specialists will be able to cast all levels of spells from their allowed schools. Nonspecialists, while they have access to all schools, cannot cast any spell higher than 4th level.
2. The procedure for research, memorization, and loss of memory due to spellcasting still apply to wizards.
3. The procedure for prayer, granting, and loss of memory due to spellcasting still apply to priests.
4. Wizards still always gain spell access by school.
5. Priests still always gain spell access by sphere.
6. Spell level remains the same for most all spells, regardless of type, school, or sphere. Exceptions to this rule are spells which have been modified (see Origin, above).

Additional Rules

1. Wizards will have access (be able to acquire) to those priest spells which are appropriate to their school. The Player's Handbook already lists priest spells by school, and though they are not in a list format, they have been provided below.
2. Priests will have access to those wizard spells appropriate to their sphere(s). Wizard spells have been organized by priest sphere below. I expect that some DMs will disagree with how the spells are assigned, and they are free to make changes as they see fit if other arrangements seem more logical.
3. Why schools and spheres have been kept as different approaches to organizing a single spell list is reflective of the differing natures of the two classes. Wizards approach magic methodically and scientifically; they will invariably classify magic as it pertains to how a spell operates. Priests, on the other hand, take their approach from their deity. The collection of spells employed by the priest are primarily symbolic rather than scientific, representing the deity's spheres of influence.
4. New wizard schools presenting in the Player's Option: Spells & Magic will be considered priest spheres; in my opinion it seems more logical. The new priest spells adopted from the Tome of Magic as listed in the Player's Option: Spells & Magic will still be priest spheres. The rationale for this is that the nature of wizards permits them to specialize in one particular magical effect (school) such as conjuring or illusionary magic, while priests are limited by their deity's sphere(s) of influence, such as guardian or sun magic. This rule is optional, and is relevant only if one adopts any of the supplements to this net.guide which deals with new schools or

spheres. Note that this net.guide deals only with the original wizard and priest spells listed in the Player's Handbook, while supplements to this introductory work will deal with new schools, spheres, and spells.

5. To offset some of the strengthening of magic-users occurring with a unification of spells, this optional rule should be considered: in order to cast a spell successfully, wizards and priests must make a spellcasting roll, or To Cast Spell roll, or TCS. The base TCS score for wizards is INT + 1/3 WIS, and for priests it is WIS + 1/3 INT. Both classes add their experience level to this number, and subtract the level of the spell they are attempting to cast. When attempting to cast a spell, they must roll under this number on a d20. A success is only a success (no abnormal effects are associated with a high degree of success, unlike psionics), and failure is only failure (no fumbles). It is a simple 'pass-fail' process only.

Interrupting a spell while it is being cast, however, has the usual unpredictable and potentially catastrophic effects in addition to the mere failure of the spell. Wizard specialists who are casting spells of their chosen school gain a +1 to all TCS rolls, and -1 when casting spells of other schools. All other rules governing wizard specialists remain identical to those listed in the Player's Handbook on pages 31-32.

Adding New Spells

Some criteria are suggested for fitting wizard spells into priest spheres. They are:

1. Does the wizard spell fit properly with the common definition of the sphere (the definitions of the spheres as found in the Player's Handbook [or other relevant sources])?
2. Does the wizard spell fit with the flavor of the spells belonging to that sphere?

Wizard Spells Which Don't Fit Into Any Priest Sphere

Some wizard spells may not fit into any sphere neatly; the effects of such spells are probably too generic to fit within an existing sphere. A few rare ones are so basic in nature that they may go into the sphere of All. Or, if enough wizard spells have a similar nature, a new sphere may be created encompassing them instead of placing them into an existing one. If this is done, be sure to cross-reference other spells in other spheres that might belong to this new sphere, to be thorough. If a wizard spell is not placed within any priest sphere, it was because it did not fit into any sphere neatly. If the DM wishes, he may allow such spells to be available to all spheres, grouping unassigned wizard spells into the priest sphere of All. In the supplements to this net.guide, there will be new spheres (and new schools) that will be incorporated into this magic unification system, allowing the list of unassigned wizard spells (spells which would be unavailable to priests, unless the DM allows unassigned spells to be used by all priests) to grow smaller.

Process of Combining Spells

There are three characteristics to consider in dealing with a wizard and priest spell which resembles each other: spell level, statistics, and effects. Spell level is self-explanatory; statistics has to do with the basic, mostly numerical data mentioned at the beginning of any spell description (range, components, duration, casting time, area of effect, and saving throw); effects is just what the spell does. (These attributes are specified to avoid confusion.) Differing material components is not exclusive to either statistics or effects, and usually results in the combination of a spell into one spell with two variations.

Depending on which of the three qualities of a given pair of spells are identical, they have by and large been dealt with in a specific way. The following are a list of the possible set of answers, in order:

YYY: Combine the spells; nothing needs to be altered.

YYN: Combine the spells into one spell with two variations.

YNY: Combine the spells and (a) adopt the weakest statistics or (b) average out the differing stats if only a very few are dissimilar. (see Animal Growth, Control Weather)

YNN: Combine the spells into one spell with two variations, reorganizing the statistics: (a) try to balance out the differing effects by mixing and matching the differing statistics, or (b) average out the dissimilar statistics if there are only a few that aren't identical. (see Conjure Animals, Feign Death)

NYY: Combine the spells and average out the level, rounding up. (see Gate, Hold Person)

NYN: Keep both spells and rename one of the spells to tell the two apart, without making any other changes.

NNY: Create a spell series (such as a I/II/III series, Lesser/Greater series, Minor/Major series, etc.) of the two spells, reorganizing the levels and stats to make the spells uniformly weaker and stronger. (see Astral Spell, Confusion)

NNN: Keep both spells and rename one of them to tell the two apart, without making any other changes.

Sometimes spells need to be treated as special, such as Detect Evil and Detect Magic. In such instances, they are altered on a case-by-case basis. See the individual descriptions of such spells in Section VI for a more detailed explanation.

Holy Symbols

Some formerly priest spells require a priest's holy symbol as a material component. In this system, this requirement of some spells has been retranslated to mean any sacred object such as a crucifix, icon, idol, graven image, holy or unholy symbol, religious artifact or religious relic. Holy or unholy water ought not to be considered a religious object, though an entire place of worship or hallowed ground might be considered such.

Wizards can and must obtain access to items such as these in order to cast certain spells or certain variations of spells, though it is generally harder for them to do so unless they belong to a church or are powerful enough themselves to acquire one by theft, trickery, bribery, amicable agreement, or other means.

Of course, when used as a material component in a spell, the sacred object is never consumed by the spell. The DM may also rule that powerful sacred objects will not function as magical for the casting of any spell if the caster has acquired the object by unscrupulous means, whether because of divine intervention, a built-in safeguard, a revocation of faith magic by the sacred object's church, interference being generated by the sacred object's church, or some other plausible explanation.

Section II: Spells by Level

Starred spells (*) are reversible.

Spells are listed with both wizard school and priest sphere.

First Level

Affect Normal Fires: ALT / Elemental

Alarm: ALT, IE / Elemental

Animal Friendship: EC / Animal

Armor: CS / Protection

Audible Glamer: ILL / Elemental

Bless: CS / All

Burning Hands: ALT / Combat, Elemental

Cantrip: ALL / All

Change Self: ILL / --
Charm Person: EC / Charm
Chill Touch: NCR / Necromantic
Color Spray: ALT / Sun
Combine: IE / All
Command: EC / Charm
Comprehend Languages*: ALT / Divination
Create Water*: ALT / Elemental
Cure Light Wounds*: NCR / Healing
Dancing Lights: ALT / Sun
Detect Magic: DIV / Divination
Detect Poison: DIV / Divination
Detect Snares and Pits: DIV / Divination
Detect Undead: DIV, NCR / Divination, Necromantic
Endure Heat-Endure Cold: ALT / Protection
Enlarge*: ALT / Creation
Entangle: ALT / Plant
Erase: ALT / --
Faerie Fire: ALT / Weather
Feather Fall: ALT / --
Find Familiar: CS / Animal, Summoning
Friends: EC / Charm
Gaze Reflection: ALT / Protection
Grease: CS / --
Hold Portal: ALT / --
Hypnotism: EC / Animal, Charm
Identify: DIV / Divination
Invisibility to Animals: ALT / Animal
Invisibility to Undead: ABJ / Necromantic
Jump: ALT / Animal, Charm
Light*: ALT / Sun
Locate Animals or Plants: DIV / Divination
Magic Mark: ALT / --
Magic Missile: IE / Combat
Magical Stone: EC / Combat
Mending: ALT / --
Message: ALT / Elemental
Mount: CS / Animal, Summoning
Nystul's Magical Aura: ILL / --
Pass Without Trace: EC / Plant
Phantasmal Force: ILL / Summoning
Protection From Evil*: ABJ / Protection
Purify Food and Drink*: ALT / All
Read Magic: DIV / Divination
Remove Fear*: ABJ / Charm
Sanctuary: ABJ / Protection
Shield: IE / Protection
Shillelagh: ALT / Combat, Plant
Shocking Grasp: ALT / Combat
Sleep: EC / Animal, Charm
Spider Climb: ALT / --
Spook: ILL / Animal, Charm
Taunt: EC / Animal, Charm
Tenser's Floating Disc: IE / Creation
Unseen Servant: CS / --
Ventriloquism: ILL / Elemental
Wall of Fog: IE / Elemental, Weather

Second Level

Aid: CS, NCR / Necromantic
Alter Self: ALT / --
Augury: DIV / Divination
Barkskin: ALT / Protection, Plant
Bind: EC / --
Blindness: ILL / Necromantic
Blur: ILL / Protection
Chant: CS / Combat
Charm Person or Mammal: EC / Animal
Continual Light*: ALT / Sun
Darkness - 15' Radius: ALT / Sun
Deafness: ILL / Necromantic
Deppockets: ALT, EC / Astral
Detect Charm*: DIV / Divination
Detect Evil*: DIV / All
Detect Invisibility: DIV / Divination
Dust Devil: CS / Elemental
Enthrall: EC / Charm
ESP: DIV / Divination
Find Traps: DIV / Divination
Flame Blade: IE / Elemental
Flaming Sphere: IE / Elemental
Fog Cloud: ALT / Weather
Fools' Gold: ALT, ILL / --
Forget: EC / Animal, Charm
Glitterdust: CS / Sun
Goodberry*: ALT, IE / Plant
Heat Metal*: ALT / Elemental
Hypnotic Pattern: ILL / Animal, Charm, Sun
Improved Phantasmal Force: ILL / Summoning
Invisibility: ILL / Sun
Irritation: ALT / --
Knock*: ALT / --
Know Alignment*: DIV / Divination
Leomund's Trap: ILL / --
Levitate: ALT / --
Locate Object*: DIV / Divination
Magic Lock: ALT / Guardian
Magic Mouth: ALT / --
Melf's Acid Arrow: CS / Combat
Messenger: EC / Animal
Mirror Image: ILL / Protection
Misdirection: ILL / --
Obscurement: ALT / Weather
Produce Flame: ALT / Elemental
Protection From Cantrips: ABJ / Protection
Pyrotechnics: ALT / Elemental
Ray of Enfeeblement: EC / Animal, Charm
Resist Fire/Resist Cold: ALT / Protection
Rope Trick: ALT / Astral
Scare: EC / Animal, Charm
Shatter: ALT / --
Silence - 15' Radius: ALT / Guardian
Slow Poison: NCR / Healing
Snake Charm: EC / Animal
Speak With Animals: ALT / Animal, Divination
Spectral Hand: NCR / Necromantic
Spiritual Hammer: IE / Combat
Stinking Cloud: IE / Elemental, Weather

Strength: ALT / Combat
Summon Swarm: CS / Animal, Combat, Guardian, Summoning
Tasha's Uncontrollable Hideous Laughter: EC / Animal, Charm
Trip: EC / Plant
Warp Wood*: ALT / Plant
Web: IE / Protection
Whispering Wind: ALT, ILL / Elemental
Withdraw: ALT / Protection
Wyvern Watch: IE / Guardian

Third Level

Blink: ALT / Astral
Call Lightning: ALT / Weather
Clairaudience: DIV / Divination
Clairvoyance: DIV / Divination
Create Food and Water: ALT / Creation
Cure Blindness or Deafness*: ABJ / Necromantic
Cure Disease*: ABJ / Necromantic
Delude: ALT / --
Dispel Magic: ABJ / Protection
Enhanced Continual Light*: ALT / Sun
Explosive Runes: ALT / Creation, Guardian
Feign Death: NCR / Necromantic
Fireball: IE / Combat, Elemental
Fire Trap: ABJ, IE / Elemental, Protection
Flame Arrow: CS / Combat, Elemental
Flame Walk: ALT / Elemental
Fly: ALT / Elemental
Glyph of Warding: ABJ, IE / Guardian
Gust of Wind: ALT / Elemental
Haste: ALT / Animal, Charm
Hold Animal: EC / Animal
Hold Person: EC / Charm
Hold Undead: NCR / Necromantic
Illusionary Script: ILL / --
Improved Locate Object*: DIV / Divination
Infravision: ALT / --
Invisibility - 10' Radius: ILL / Sun
Item: ALT / --
Leomund's Tiny Hut: ALT / Protection
Lightning Bolt: IE / Combat
Magical Vestment: EC / Protection
Meld Into Stone: ALT / Elemental
Melf's Minute Meteors: ALT, IE / Combat
Monster Summoning I: CS / Animal, Guardian, Summoning
Negative Plane Protection: ABJ / Protection, Necromantic
Non-Detection: ABJ / --
Phantom Steed: CS, ILL / Summoning
Plant Growth I: ALT / Plant
Prayer: CS / Combat
Protection From Fire: ABJ / Protection, Elemental
Protection From Normal Missiles: ABJ / Protection
Pyrotechnics: ALT / Elemental
Remove Curse*: ABJ / Protection
Remove Paralysis: ABJ / Protection
Secret Page: ALT / --
Sepia Snake Sigil: CS / Creation
Slow: ALT / Animal, Charm

Snare: EC / Plant
Speak With Dead: NCR / Divination
Spectral Forces: ILL / --
Spike Growth: ALT, IE / Plant
Starshine: IE, ILL / Sun
Suggestion: EC / Animal, Charm
Summon Insects: CS / Animal
Tree: ALT / Plant
Vampiric Touch: NCR / Necromantic
Water Breathing*: ALT / Elemental
Water Breathing*: ALT / Elemental
Water Walk: ALT / Elemental
Wind Wall: ALT / Elemental, Protection
Wraithform: ALT, ILL / Astral

Fourth Level

Abjure: ABJ / Summoning
Animal Summoning I: CS / Animal, Summoning
Animate Dead: NCR / Necromantic
Call Woodland Beings: CS / Summoning
Charm Monster: EC / Animal
Cloak of Bravery*: CS / Charm
Contagion: NCR / Necromantic
Control Temperature - 10' Radius*: ALT / Weather
Cure Serious Wounds*: NCR / Healing
Detect Lie*: DIV / Divination
Detect Scrying: DIV / Divination
Dig: IE / Elemental
Dimension Door: ALT / Astral
Divination: DIV / Divination
Emotion: EC / Animal, Charm
Enchanted Weapon: EC / Combat
Energization: NCR / Necromantic
Evard's Black Tentacles: CS / Combat, Summoning
Extension I: ALT / --
Fear: ILL / Animal, Charm
Fire Charm: EC / Animal, Charm, Elemental
Fire Shield: ALT, IE / Protection, Elemental
Free Action: ABJ, EC / Charm
Fumble: EC / Animal, Charm
Giant Insect*: ALT / Animal
Hallucinatory Forest*: ILL / Plant
Hallucinatory Terrain: ILL / Plant
Hold Plant: EC / Plant
Ice Storm: IE / Combat, Elemental, Weather
Illusionary Wall: ILL / --
Imbue With Spell Ability: EC / Charm
Improved Invisibility: ILL / Sun
Leomund's Secure Shelter: ALT, EC / Creation
Magic Eye: ALT / --
Magic Mirror: DIV, EC / Divination
Massmorph: ALT / Animal, Charm, Plant
Minor Confusion: EC / Animal, Charm
Minor Creation: ILL / Creation, Summoning
Minor Globe of Invulnerability: ABJ / Protection
Monster Summoning II: CS / Animal, Guardian, Summoning
Neutralize Poison*: NCR / Healing
Otiluke's Resilient Sphere: ALT, IE / Protection

Phantasmal Killer: ILL / Guardian, Summoning
Plant Door: ALT / Plant
Plant Growth II: ALT / Plant
Polymorph Other: ALT / --
Polymorph Self: ALT / --
Produce Fire*: ALT / Elemental
Protection From Evil - 10' Radius*: ABJ / Protection
Protection From Lightning: ABJ / Protection, Weather
Rainbow Pattern: ALT, ILL / Animal, Charm, Sun
Rary's Mnemonic Enhancer: ALT / --
Reflecting Pool: DIV / Divination
Repel Insects: ABJ, ALT / Animal, Protection
Shadow Monsters: ILL / Animal, Creation, Guardian, Summoning
Shout: IE / --
Solid Fog: ALT / Elemental
Speak With Plants: ALT / Plants
Spell Immunity: ABJ / Protection
Sticks to Snakes*: ALT / Plant
Stone Shape: ALT / Elemental
Stoneskin: ALT / Protection
Tongues*: ALT / Divination
Vacancy: ALT, ILL / --
Wall of Fire: IE / Elemental, Protection
Wall of Ice: IE / Elemental, Protection

Fifth Level

Advanced Illusion: ILL / --
Air Walk: ALT / Elemental
Airy Water: ALT / Elemental
Animal Growth*: ALT / Animal, Creation
Animal Summoning II: CS / Animal, Summoning
Anti-Plant Shell: ABJ / Plant, Protection
Atonement: ABJ / All
Avoidance*: ABJ, ALT / --
Bigby's Interposing Hand: IE / Creation, Protection
Chaos: EC / Animal, Charm
Cloudkill: IE / Combat, Elemental
Commune: DIV / Divination
Commune With Nature: DIV / Divination
Cone of Cold: IE / Combat
Conjure Elemental: CS / Elemental, Summoning
Contact Other Plane: DIV / Astral, Divination
Control Winds: ALT / Weather
Cure Critical Wounds*: NCR / Healing
Demi-Shadow Monsters: ILL / Creation, Summoning
Dismissal: ABJ / Astral
Dispel Evil*: ABJ / Protection, Summoning
Distance Distortion: ALT / Elemental
Domination: EC / Animal, Charm
Dream*: IE, ILL / --
Extension II: ALT / --
Fabricate: ALT, EC / Creation
False Vision: DIV / Divination
Feeblemind: EC / Animal, Charm
Flame Strike: IE / Combat
Hold Monster: EC / Animal, Charm
Insect Plague: CS / Combat
Leomund's Lamentable Belaborment: EC, IE / Charm

Leomund's Secret Chest: ALT, CS / Astral
Lower Water*: ALT / Elemental
Magic Font: DIV / Divination
Magic Jar: NCR / Necromantic
Major Creation: ILL / Creation, Summoning
Monster Summoning III: CS / Animal, Guardian, Summoning
Moonbeam: ALT, IE / Sun
Mordenkainen's Faithful Hound: CS / Animal, Guardian, Summoning
Pass Plant: ALT / Plant
Passwall: ALT / Elemental
Plane Shift: ALT / Astral
Quest: EC / Charm
Rainbow: ALT, IE / Sun, Weather
Raise Dead*: NCR / Necromantic
Seeming: ILL / --
Sending: IE / --
Shadow Door: ILL / Creation
Shadow Magic: ILL / Creation
Spike Stones: ALT, EC / Elemental
Summon Shadow: CS, EC / Animal, Creation, Summoning
Telekinesis: ALT / --
Teleport: ALT / --
Transmute Rock to Mud*: ALT / Elemental
Wall of Fire: CS / Elemental
Wall of Force: IE / Protection
Wall of Iron: IE / Protection, Elemental
Wall of Stone: IE / Protection, Elemental

Sixth Level

Aerial Servant: CS / Summoning
Animal Summoning III: CS / Animal, Summoning
Animate Object: ALT / Creation, Summoning
Anti-Animal Shell: ABJ / Animal, Protection
Anti-Magic Shell: ABJ / Protection
Bigby's Forceful Hand: IE / Creation, Protection
Blade Barrier: IE / Creation, Guardian
Chain Lightning: IE / Combat, Weather
Conjure Animals: CS / Animal, Guardian, Summoning
Conjure Fire Elemental*: CS / Elemental
Contingency: IE / --
Death Fog: ALT, IE / Combat, Elemental, Weather
Death Spell: NCR / Necromantic
Demi-Shadow Magic: ILL / Creation
Disintegrate: ALT / Combat
Enchant an Item: EC, IE / All
Ensnarement: CS / Summoning
Extension III: ALT / --
Eyebite: EC, ILL / Animal, Charm
Find the Path*: DIV / Divination
Fire Seeds: CS / Elemental
Forbiddance: ABJ / Protection
Geas: EC / Animal, Charm
Glasse: ALT / Elemental
Globe of Invulnerability: ABJ / Protection
Guards and Wards: ALT, EC, IE / Protection
Heal*: NCR / Healing
Heroes' Feast: IE / Creation
Invisible Stalker: CS / Elemental

Legend Lore: DIV / Divination
Liveoak: EC / Plant
Mass Suggestion: EC / Animal, Charm
Mirage Arcana: ALT, ILL / --
Mislead: ILL / Sun
Monster Summoning IV: CS / Animal, Guardian, Summoning
Mordenkainen's Lucubration: ALT / --
Move Earth: ALT / Elemental
Otiluke's Freezing Sphere: ALT, IE / Combat, Elemental
Part Water: ALT / Elemental
Permanent Illusion: ILL / --
Programmed Illusion: ILL / --
Project Image: ALT, ILL / Sun
Reincarnation: NCR / Necromantic
Repulsion: ABJ / --
Shades: ILL / Creation
Speak With Monsters: ALT / Divination
Stone Tell: DIV / Divination, Elemental
Stone to Flesh*: ALT / Elemental, Necromantic
Tenser's Transformation: ALT, IE / Combat
Transmute Water to Dust*: ALT / Elemental
Transmute Water to Dust*: ALT / Elemental
Transport Via Plants: ALT / Plant
True Seeing: DIV / Divination, Sun
Turn Wood: ALT / Plant
Veil: ILL / Sun
Wall of Thorns: CS / Creation, Plant
Weather Summoning: CS / Weather
Word of Recall: ALT / Summoning

Seventh Level

Animate Rock: ALT / Elemental
Astral Spell I: ALT, IE / Astral
Banishment: ABJ / Astral, Summoning
Bigby's Grasping Hand: IE / Creation, Protection
Changestaff: EC, IE / Creation, Plant
Chariot of Sustarre: IE / Creation, Elemental
Charm Plants: EC / Plant
Conjure Earth Elemental*: CS / Elemental, Summoning
Control Undead: NCR / Necromantic
Control Weather: ALT / Weather
Creeping Doom: CS / Animal, Summoning
Delayed Blast Fireball: IE / Combat, Elemental
Drawmij's Instant Summons: CS / Astral, Summoning
Duo-Dimension: ALT / Astral
Earthquake: ALT / Elemental
Exaction: IE, ALT / Charm, Summoning
Finger of Death: NCR / Combat, Necromantic
Fire Storm*: IE / Elemental
Forcecage: IE / Protection
Holy Word*: CS / Combat
Limited Wish: CS, IE / --
Major Confusion: EC / Charm
Mass Invisibility: ILL / Sun
Monster Summoning V: CS / Animal, Guardian, Summoning
Mordenkainen's Magnificent Mansion: ALT, CS / Protection
Mordenkainen's Sword: IE / Combat
Phase Door: ALT / Elemental

Power Word - Stun: CS / Combat, Necromantic
Prismatic Spray: CS / Combat, Sun
Regenerate*: NCR / Necromantic
Restoration*: NCR / Necromantic
Resurrection*: NCR / Necromantic
Reverse Gravity: ALT / --
Sequester: ABJ, ILL / Animal, Charm, Protection
Shadow Walk: ILL, IE / Sun
Simulacrum: ILL / Creation
Spell Turning: ABJ / Protection
Statue: ALT / Animal, Creation
Superior Reincarnation: NCR / Necromantic
Succor*: ALT, EC / Summoning
Sunray: ALT, IE / Sun
Teleport Without Error: ALT / Astral
Transmute Metal to Wood: ALT / Elemental
Vanish: ALT / Protection
Vision: DIV / Divination
Wind Walk: ALT / Elemental

Eighth Level

Antipathy-Sympathy: EC / Animal, Charm
Bigby's Clenched Fist: IE / Combat
Binding: EC, IE / Astral, Protection, Summoning
Clone: NCR / Creation, Necromantic
Demand: EC, IE / Animal, Charm
Gate: CS / Summoning
Glassteel: ALT / Creation, Elemental, Protection
Incendiary Cloud: ALT, IE / Combat, Elemental
Mass Charm: EC / Animal, Charm
Maze: CS / Astral
Mind Blank: ABJ / Protection
Monster Summoning VI: CS / Animal, Guardian, Summoning
Otiluke's Telekinetic Sphere: ALT, IE / Protection
Otto's Irresistible Dance: EC / Animal, Charm
Permanency: ALT / All
Polymorph Any Object: ALT / --
Power Word - Blind: CS / Combat, Necromantic
Prismatic Wall: CS / Sun, Protection
Screen: DIV, ILL / Sun, Protection
Serten's Spell Immunity: ABJ / Protection
Sink: EC, ALT / Elemental
Symbol: CS / Charm, Guardian
Trap the Soul: CS / Summoning

Ninth Level

Astral Spell II: ALT, IE / Astral
Bigby's Crushing Hand: IE / Combat
Crystalbrittle: ALT / Elemental
Energy Drain: IE, NCR / Necromantic
Foresight: DIV / Divination
Imprisonment*: ABJ / --
Enhanced Succor*: ALT, EC / Summoning
Meteor Swarm: IE / Combat, Elemental
Monster Summoning VII: CS / Animal, Guardian, Summoning
Mordenkainen's Disjunction: ALT, EC / Protection

Power Word - Kill: CS / Combat, Necromantic
Prismatic Sphere: ABJ, CS / Combat, Protection, Sun
Shape Change: ALT / --
Temporal Stasis*: ALT / Animal, Charm
Time Stop: ALT / --
Weird: ILL / Animal, Charm
Wish: CS / --

Section III: Spells in Alphabetical Order.

Starred spells (*) are reversible.
Spells are listed with both wizard school and priest sphere.

A

Abjure: ABJ / Summoning
Advanced Illusion: ILL / --
Aerial Servant: CS / Summoning
Affect Normal Fires: ALT / Elemental
Aid: CS, NCR / Necromantic
Air Walk: ALT / Elemental
Airy Water: ALT / Elemental
Alarm: ALT, IE / Elemental
Alter Self: ALT / --
Animal Friendship: EC / Animal
Animal Growth*: ALT / Animal, Creation
Animal Summoning I: CS / Animal, Summoning
Animal Summoning II: CS / Animal, Summoning
Animal Summoning III: CS / Animal, Summoning
Animate Dead: NCR / Necromantic
Animate Object: ALT / Creation, Summoning
Animate Rock: ALT / Elemental
Anti-Animal Shell: ABJ / Animal, Protection
Anti-Magic Shell: ABJ / Protection
Anti-Plant Shell: ABJ / Plant, Protection
Antipathy-Sympathy: EC / Animal, Charm
Armor: CS / Protection
Astral Spell I: ALT, IE / Astral
Astral Spell II: ALT, IE / Astral
Atonement: ABJ / All
Audible Glamer: ILL / Elemental
Augury: DIV / Divination
Avoidance*: ABJ, ALT / --

B

Banishment: ABJ / Astral, Summoning
Barkskin: ALT / Protection, Plant
Bigby's Clenched Fist: IE / Combat
Bigby's Crushing Hand: IE / Combat
Bigby's Forceful Hand: IE / Creation, Protection
Bigby's Grasping Hand: IE / Creation, Protection
Bigby's Interposing Hand: IE / Creation, Protection
Bind: EC / --
Binding: EC, IE / Astral, Protection, Summoning

Blade Barrier: IE / Creation, Guardian
Bless: CS / All
Blindness: ILL / Necromantic
Blink: ALT / Astral
Blur: ILL / Protection
Burning Hands: ALT / Combat, Elemental

C

Call Lightning: ALT / Weather
Call Woodland Beings: CS / Summoning
Cantrip: ALL / All
Chain Lightning: IE / Combat, Weather
Change Self: ILL / --
Changestaff: EC, IE / Creation, Plant
Chant: CS / Combat
Chaos: EC / Animal, Charm
Chariot of Sustarre: IE / Creation, Elemental
Charm Monster: EC / Animal
Charm Person: EC / Charm
Charm Person or Mammal: EC / Animal
Charm Plants: EC / Plant
Chill Touch: NCR / Necromantic
Clairaudience: DIV / Divination
Clairvoyance: DIV / Divination
Cloak of Bravery*: CS / Charm
Clone: NCR / Creation, Necromantic
Cloudkill: IE / Combat, Elemental
Color Spray: ALT / Sun
Combine: IE / All
Command: EC / Charm
Commune: DIV / Divination
Commune With Nature: DIV / Divination
Comprehend Languages*: ALT / Divination
Cone of Cold: IE / Combat
Conjure Animals: CS / Animal, Guardian, Summoning
Conjure Earth Elemental*: CS / Elemental, Summoning
Conjure Elemental: CS / Elemental, Summoning
Conjure Fire Elemental*: CS / Elemental
Contact Other Plane: DIV / Astral, Divination
Contagion: NCR / Necromantic
Contingency: IE / --
Continual Light*: ALT / Sun
Control Temperature - 10' Radius*: ALT / Weather
Control Undead: NCR / Necromantic
Control Weather: ALT / Weather
Control Winds: ALT / Weather
Create Food and Water: ALT / Creation
Create Water*: ALT / Elemental
Creeping Doom: CS / Animal, Summoning
Crystalbrittle: ALT / Elemental
Cure Blindness or Deafness*: ABJ / Necromantic
Cure Critical Wounds*: NCR / Healing
Cure Disease*: ABJ / Necromantic
Cure Light Wounds*: NCR / Healing
Cure Serious Wounds*: NCR / Healing

D

Dancing Lights: ALT / Sun
Darkness - 15' Radius: ALT / Sun
Deafness: ILL / Necromantic
Death Fog: ALT, IE / Combat, Elemental, Weather
Death Spell: NCR / Necromantic
Deepockets: ALT, EC / Astral
Delayed Blast Fireball: IE / Combat, Elemental
Delude: ALT / --
Demand: EC, IE / Animal, Charm
Demi-Shadow Magic: ILL / Creation
Demi-Shadow Monsters: ILL / Creation, Summoning
Detect Charm*: DIV / Divination
Detect Evil*: DIV / All
Detect Invisibility: DIV / Divination
Detect Lie*: DIV / Divination
Detect Magic: DIV / Divination
Detect Poison: DIV / Divination
Detect Scrying: DIV / Divination
Detect Snares and Pits: DIV / Divination
Detect Undead: DIV, NCR / Divination, Necromantic
Dig: IE / Elemental
Dimension Door: ALT / Astral
Disintegrate: ALT / Combat
Dismissal: ABJ / Astral
Dispel Evil*: ABJ / Protection, Summoning
Dispel Magic: ABJ / Protection
Distance Distortion: ALT / Elemental
Divination: DIV / Divination
Domination: EC / Animal, Charm
Drawmij's Instant Summons: CS / Astral, Summoning
Dream*: IE, ILL / --
Duo-Dimension: ALT / Astral
Dust Devil: CS / Elemental

E

Earthquake: ALT / Elemental
Emotion: EC / Animal, Charm
Enchant an Item: EC, IE / All
Enchanted Weapon: EC / Combat
Endure Heat-Endure Cold: ALT / Protection
Energy Drain: IE, NCR / Necromantic
Energization: NCR / Necromantic
Enhanced Continual Light*: ALT / Sun
Enhanced Succor*: ALT, EC / Summoning
Enlarge*: ALT / Creation
Ensnarement: CS / Summoning
Entangle: ALT / Plant
Enthrall: EC / Charm
Erase: ALT / --
ESP: DIV / Divination
Evard's Black Tentacles: CS / Combat, Summoning
Exaction: IE, ALT / Charm, Summoning
Explosive Runes: ALT / Creation, Guardian
Extension I: ALT / --
Extension II: ALT / --
Extension III: ALT / --
Eyebite: EC, ILL / Animal, Charm

F

Fabricate: ALT, EC / Creation
 Faerie Fire: ALT / Weather
 False Vision: DIV / Divination
 Fear: ILL / Animal, Charm
 Feather Fall: ALT / --
 Feeblemind: EC / Animal, Charm
 Feign Death: NCR / Necromantic
 Find Familiar: CS / Animal, Summoning
 Find the Path*: DIV / Divination
 Find Traps: DIV / Divination
 Finger of Death: NCR / Combat, Necromantic
 Fire Charm: EC / Animal, Charm, Elemental
 Fire Seeds: CS / Elemental
 Fire Shield: ALT, IE / Protection, Elemental
 Fire Storm*: IE / Elemental
 Fire Trap: ABJ, IE / Elemental, Protection
 Fireball: IE / Combat, Elemental
 Flame Arrow: CS / Combat, Elemental
 Flame Blade: IE / Elemental
 Flame Strike: IE / Combat
 Flame Walk: ALT / Elemental
 Flaming Sphere: IE / Elemental
 Fly: ALT / Elemental
 Fog Cloud: ALT / Weather
 Fools' Gold: ALT, ILL / --
 Forbiddance: ABJ / Protection
 Forcecage: IE / Protection
 Foresight: DIV / Divination
 Forget: EC / Animal, Charm
 Free Action: ABJ, EC / Charm
 Friends: EC / Charm
 Fumble: EC / Animal, Charm

G

Gate: CS / Summoning
 Gaze Reflection: ALT / Protection
 Geas: EC / Animal, Charm
 Giant Insect*: ALT / Animal
 Glassee: ALT / Elemental
 Glassteel: ALT / Creation, Elemental, Protection
 Glitterdust: CS / Sun
 Globe of Invulnerability: ABJ / Protection
 Glyph of Warding: ABJ, IE / Guardian
 Goodberry*: ALT, IE / Plant
 Grease: CS / --
 Guards and Wards: ALT, EC, IE / Protection
 Gust of Wind: ALT / Elemental

H

Hallucinatory Forest*: ILL / Plant
 Hallucinatory Terrain: ILL / Plant
 Haste: ALT / Animal, Charm

Heal*: NCR / Healing
Heat Metal*: ALT / Elemental
Heroes' Feast: IE / Creation
Hold Animal: EC / Animal
Hold Monster: EC / Animal, Charm
Hold Person: EC / Charm
Hold Plant: EC / Plant
Hold Portal: ALT / --
Hold Undead: NCR / Necromantic
Holy Word*: CS / Combat
Hypnotic Pattern: ILL / Animal, Charm, Sun
Hypnotism: EC / Animal, Charm

I

Ice Storm: IE / Combat, Elemental, Weather
Identify: DIV / Divination
Illusionary Script: ILL / --
Illusionary Wall: ILL / --
Imbue With Spell Ability: EC / Charm
Imprisonment*: ABJ / --
Improved Invisibility: ILL / Sun
Improved Locate Object*: DIV / Divination
Improved Phantasmal Force: ILL / Summoning
Incendiary Cloud: ALT, IE / Combat, Elemental
Infravision: ALT / --
Insect Plague: CS / Combat
Invisibility - 10' Radius: ILL / Sun
Invisibility: ILL / Sun
Invisibility to Animals: ALT / Animal
Invisibility to Undead: ABJ / Necromantic
Invisible Stalker: CS / Elemental
Irritation: ALT / --
Item: ALT / --

J

Jump: ALT / Animal, Charm

K

Knock*: ALT / --
Know Alignment*: DIV / Divination

L

Legend Lore: DIV / Divination
Leomund's Lamentable Belaborment: EC, IE / Charm
Leomund's Secret Chest: ALT, CS / Astral
Leomund's Secure Shelter: ALT, EC / Creation
Leomund's Tiny Hut: ALT / Protection
Leomund's Trap: ILL / --
Levitate: ALT / --
Light*: ALT / Sun
Lightning Bolt: IE / Combat
Limited Wish: CS, IE / --

Liveoak: EC / Plant
Locate Animals or Plants: DIV / Divination
Locate Object*: DIV / Divination
Lower Water*: ALT / Elemental

M

Magic Eye: ALT / --
Magic Font: DIV / Divination
Magic Jar: NCR / Necromantic
Magic Lock: ALT / Guardian
Magic Mark: ALT / --
Magic Mirror: DIV, EC / Divination
Magic Missile: IE / Combat
Magic Mouth: ALT / --
Magical Stone: EC / Combat
Magical Vestment: EC / Protection
Major Confusion: EC / Animal, Charm
Major Creation: ILL / Creation, Summoning
Mass Charm: EC / Animal, Charm
Mass Invisibility: ILL / Sun
Mass Suggestion: EC / Animal, Charm
Massmorph: ALT / Animal, Charm, Plant
Maze: CS / Astral
Meld Into Stone: ALT / Elemental
Melf's Acid Arrow: CS / Combat
Melf's Minute Meteors: ALT, IE / Combat
Mending: ALT / --
Message: ALT / Elemental
Messenger: EC / Animal
Meteor Swarm: IE / Combat, Elemental
Mind Blank: ABJ / Protection
Minor Confusion: EC / Animal, Charm
Minor Creation: ILL / Creation, Summoning
Minor Globe of Invulnerability: ABJ / Protection
Mirage Arcana: ALT, ILL / --
Mirror Image: ILL / Protection
Misdirection: ILL / --
Mislead: ILL / Sun
Monster Summoning I: CS / Animal, Guardian, Summoning
Monster Summoning II: CS / Animal, Guardian, Summoning
Monster Summoning III: CS / Animal, Guardian, Summoning
Monster Summoning IV: CS / Animal, Guardian, Summoning
Monster Summoning V: CS / Animal, Guardian, Summoning
Monster Summoning VI: CS / Animal, Guardian, Summoning
Monster Summoning VII: CS / Animal, Guardian, Summoning
Moonbeam: ALT, IE / Sun
Mordenkainen's Disjunction: ALT, EC / Protection
Mordenkainen's Faithful Hound: CS / Animal, Guardian, Summoning
Mordenkainen's Lucubration: ALT / --
Mordenkainen's Magnificent Mansion: ALT, CS / Protection
Mordenkainen's Sword: IE / Combat
Mount: CS / Animal, Summoning
Move Earth: ALT / Elemental

N

Negative Plane Protection: ABJ / Protection, Necromantic

Neutralize Poison*: NCR / Healing
Non-Detection: ABJ / --
Nystul's Magical Aura: ILL / --

O

Obscurement: ALT / Weather
Otiluke's Freezing Sphere: ALT, IE / Combat, Elemental
Otiluke's Resilient Sphere: ALT, IE / Protection
Otiluke's Telekinetic Sphere: ALT, IE / Protection
Otto's Irresistible Dance: EC / Animal, Charm

P

Part Water: ALT / Elemental
Pass Plant: ALT / Plant
Pass Without Trace: EC / Plant
Passwall: ALT / Elemental
Permanency: ALT / All
Permanent Illusion: ILL / --
Phantasmal Force: ILL / Summoning
Phantasmal Killer: ILL / Guardian, Summoning
Phantom Steed: CS, ILL / Summoning
Phase Door: ALT / Elemental
Plane Shift: ALT / Astral
Plant Door: ALT / Plant
Plant Growth I: ALT / Plant
Plant Growth II: ALT / Plant
Polymorph Any Object: ALT / --
Polymorph Other: ALT / --
Polymorph Self: ALT / --
Power Word - Blind: CS / Combat, Necromantic
Power Word - Kill: CS / Combat, Necromantic
Power Word - Stun: CS / Combat, Necromantic
Prayer: CS / Combat
Prismatic Sphere: ABJ, CS / Combat, Protection, Sun
Prismatic Spray: CS / Combat, Sun
Prismatic Wall: CS / Sun, Protection
Produce Fire*: ALT / Elemental
Produce Flame: ALT / Elemental
Programmed Illusion: ILL / --
Project Image: ALT, ILL / Sun
Protection From Cantrips: ABJ / Protection
Protection From Evil*: ABJ / Protection
Protection From Evil - 10' Radius*: ABJ / Protection
Protection From Fire: ABJ / Protection, Elemental
Protection From Lightning: ABJ / Protection, Weather
Protection From Normal Missiles: ABJ / Protection
Purify Food and Drink*: ALT / All
Pyrotechnics: ALT / Elemental
Pyrotechnics: ALT / Elemental

Q

Quest: EC / Charm

R

Rainbow: ALT, IE / Sun, Weather
 Rainbow Pattern: ALT, ILL / Animal, Charm, Sun
 Raise Dead*: NCR / Necromantic
 Rary's Mnemonic Enhancer: ALT / --
 Ray of Enfeeblement: EC / Animal, Charm
 Read Magic: DIV / Divination
 Reflecting Pool: DIV / Divination
 Regenerate*: NCR / Necromantic
 Reincarnation: NCR / Necromantic
 Remove Curse*: ABJ / Protection
 Remove Fear*: ABJ / Charm
 Remove Paralysis: ABJ / Protection
 Repel Insects: ABJ, ALT / Animal, Protection
 Repulsion: ABJ / --
 Resist Fire/Resist Cold: ALT / Protection
 Restoration*: NCR / Necromantic
 Resurrection*: NCR / Necromantic
 Reverse Gravity: ALT / --
 Rope Trick: ALT / Astral

S

Sanctuary: ABJ / Protection
 Scare: EC / Animal, Charm
 Screen: DIV, ILL / Sun, Protection
 Secret Page: ALT / --
 Seeming: ILL / --
 Sending: IE / --
 Sepia Snake Sigil: CS / Creation
 Sequester: ABJ, ILL / Animal, Charm, Protection
 Serten's Spell Immunity: ABJ / Protection
 Shades: ILL / Creation
 Shadow Door: ILL / Creation
 Shadow Magic: ILL / Creation
 Shadow Monsters: ILL / Animal, Creation, Guardian, Summoning
 Shadow Walk: ILL, IE / Sun
 Shape Change: ALT / --
 Shatter: ALT / --
 Shield: IE / Protection
 Shillelagh: ALT / Combat, Plant
 Shocking Grasp: ALT / Combat
 Shout: IE / --
 Silence - 15' Radius: ALT / Guardian
 Simulacrum: ILL / Creation
 Sink: EC, ALT / Elemental
 Sleep: EC / Animal, Charm
 Slow: ALT / Animal, Charm
 Slow Poison: NCR / Healing
 Snake Charm: EC / Animal
 Snare: EC / Plant
 Solid Fog: ALT / Elemental
 Speak With Animals: ALT / Animal, Divination
 Speak With Dead: NCR / Divination
 Speak With Monsters: ALT / Divination
 Speak With Plants: ALT / Plants
 Spectral Forces: ILL / --
 Spectral Hand: NCR / Necromantic

Spell Immunity: ABJ / Protection
Spell Turning: ABJ / Protection
Spider Climb: ALT / --
Spike Growth: ALT, IE / Plant
Spike Stones: ALT, EC / Elemental
Spiritual Hammer: IE / Combat
Spook: ILL / Animal, Charm
Starshine: IE, ILL / Sun
Statue: ALT / Animal, Creation
Sticks to Snakes*: ALT / Plant
Stinking Cloud: IE / Elemental, Weather
Stone Shape: ALT / Elemental
Stone Tell: DIV / Divination, Elemental
Stone to Flesh*: ALT / Elemental, Necromantic
Stoneskin: ALT / Protection
Strength: ALT / Combat
Succor*: ALT, EC / Summoning
Suggestion: EC / Animal, Charm
Summon Insects: CS / Animal
Summon Shadow: CS, EC / Animal, Creation, Summoning
Summon Swarm: CS / Animal, Combat, Guardian, Summoning
Superior Reincarnation: NCR / Necromantic
Sunray: ALT, IE / Sun
Symbol: CS / Charm, Guardian

T

Tasha's Uncontrollable Hideous Laughter: EC / Animal, Charm
Taunt: EC / Animal, Charm
Telekinesis: ALT / --
Teleport: ALT / --
Teleport Without Error: ALT / Astral
Temporal Stasis*: ALT / Animal, Charm
Tenser's Floating Disc: IE / Creation
Tenser's Transformation: ALT, IE / Combat
Time Stop: ALT / --
Tongues*: ALT / Divination
Transmute Metal to Wood: ALT / Elemental
Transmute Rock to Mud*: ALT / Elemental
Transmute Water to Dust*: ALT / Elemental
Transmute Water to Dust*: ALT / Elemental
Transport Via Plants: ALT / Plant
Trap the Soul: CS / Summoning
Tree: ALT / Plant
Trip: EC / Plant
True Seeing*: DIV / Divination, Sun
Turn Wood: ALT / Plant

U

Unseen Servant: CS / --

V

Vacancy: ALT, ILL / --
Vampiric Touch: NCR / Necromantic
Vanish: ALT / Protection

Veil: ILL / Sun
Ventriloquism: ILL / Elemental
Vision: DIV / Divination

W

Wall of Fire: CS / Elemental
Wall of Fire: IE / Elemental, Protection
Wall of Fog: IE / Elemental, Weather
Wall of Force: IE / Protection
Wall of Ice: IE / Elemental, Protection
Wall of Iron: IE / Protection, Elemental
Wall of Stone: IE / Protection, Elemental
Wall of Thorns: CS / Creation, Plant
Warp Wood*: ALT / Plant
Water Breathing*: ALT / Elemental
Water Breathing*: ALT / Elemental
Water Walk: ALT / Elemental
Weather Summoning: CS / Weather
Web: IE / Protection
Weird: ILL / Animal, Charm
Whispering Wind: ALT, ILL / Elemental
Wind Walk: ALT / Elemental
Wind Wall: ALT / Elemental, Protection
Wish: CS / --
Withdraw: ALT / Protection
Word of Recall: ALT / Summoning
Wraithform: ALT, ILL / Astral
Wyvern Watch: IE / Guardian

Section IV: Spells by Wizard School

Spells are listed with priest sphere, if any; those without are not assigned to any of the standard spheres given in the Player's Handbook. Starred spells (*) are reversible.

All Schools

Cantrip: All

Abjuration

Abjure: Summoning
Anti-Animal Shell: Animal, Protection
Anti-Magic Shell: Protection
Anti-Plant Shell: Plant, Protection
Atonement: All
Avoidance*: --
Banishment: Astral, Summoning
Cure Blindness or Deafness*: Necromantic
Cure Disease*: Necromantic
Dismissal: Astral
Dispel Evil*: Protection, Summoning
Dispel Magic: Protection

Fire Trap: Elemental, Protection
Forbiddance: Protection
Free Action: Charm
Globe of Invulnerability: Protection
Glyph of Warding: Guardian
Imprisonment*: --
Invisibility to Undead: Necromantic
Mind Blank: Protection
Minor Globe of Invulnerability: Protection
Negative Plane Protection: Protection, Necromantic
Non-Detection: --
Prismatic Sphere: Combat, Protection, Sun
Protection From Cantrips: Protection
Protection From Normal Missiles: Protection
Protection From Evil*: Protection
Protection From Evil - 10' Radius*: Protection
Protection From Lightning: Protection, Weather
Protection From Fire: Protection, Elemental
Remove Curse*: Protection
Remove Fear*: Charm
Remove Paralysis: Protection
Repel Insects: Animal, Protection
Repulsion: --
Sanctuary: Protection
Sequester: Animal, Charm, Protection
Serten's Spell Immunity: Protection
Spell Immunity: Protection
Spell Turning: Protection

Alteration

Affect Normal Fires: Elemental
Air Walk: Elemental
Airy Water: Elemental
Alarm: Elemental
Alter Self: --
Animal Growth*: Animal, Creation
Animate Object: Creation, Summoning
Animate Rock: Elemental
Astral Spell I: Astral
Astral Spell II: Astral
Avoidance*: --
Barkskin: Protection, Plant
Blink: Astral
Burning Hands: Combat, Elemental
Call Lightning: Weather
Color Spray: Sun
Comprehend Languages*: Divination
Continual Light*: Sun
Control Temperature - 10' Radius*: Weather
Control Weather: Weather
Control Winds: Weather
Create Food and Water: Creation
Create Water*: Elemental
Crystalbrittle: Elemental
Dancing Lights: Sun
Darkness - 15' Radius: Sun
Death Fog: Combat, Elemental, Weather
Deeppockets: Astral

Delude: --
Dimension Door: Astral
Disintegrate: Combat
Distance Distortion: Elemental
Duo-Dimension: Astral
Earthquake: Elemental
Endure Heat-Endure Cold: Protection
Enhanced Continual Light*: Sun
Enhanced Succor*: Summoning
Enlarge*: Creation
Entangle: Plant
Erase: --
Exaction: Charm, Summoning
Explosive Runes: Creation, Guardian
Extension I: --
Extension II: --
Extension III: --
Fabricate: Creation
Faerie Fire: Weather
Feather Fall: --
Fire Shield: Protection, Elemental
Flame Walk: Elemental
Fly: Elemental
Fog Cloud: Weather
Fools' Gold: --
Gaze Reflection: Protection
Giant Insect*: Animal
Glasse: Elemental
Glassteel: Creation, Elemental, Protection
Goodberry*: Plant
Guards and Wards: Protection
Gust of Wind: Elemental
Haste: Animal, Charm
Heat Metal*: Elemental
Hold Portal: --
Incendiary Cloud: Combat, Elemental
Infravision: --
Invisibility to Animals: Animal
Irritation: --
Item: --
Jump: Animal, Charm
Knock*: --
Leomund's Secret Chest: Astral
Leomund's Secure Shelter: Creation
Leomund's Tiny Hut: Protection
Levitate: --
Light*: Sun
Lower Water*: Elemental
Magic Eye: --
Magic Lock: Guardian
Magic Mark: --
Magic Mouth: --
Massmorph: Animal, Charm, Plant
Meld Into Stone: Elemental
Melf's Minute Meteors: Combat
Mending: --
Message: Elemental
Mirage Arcana: --
Moonbeam: Sun
Mordenkainen's Disjunction: Protection

Mordenkainen's Lucubration: --
Mordenkainen's Magnificent Mansion: Protection
Move Earth: Elemental
Obscurement: Weather
Otiluke's Freezing Sphere: Combat, Elemental
Otiluke's Resilient Sphere: Protection
Otiluke's Telekinetic Sphere: Protection
Part Water: Elemental
Pass Plant: Plant
Passwall: Elemental
Permanency: All
Phase Door: Elemental
Plane Shift: Astral
Plant Door: Plant
Plant Growth I: Plant
Plant Growth II: Plant
Polymorph Any Object: --
Polymorph Other: --
Polymorph Self: --
Produce Fire*: Elemental
Produce Flame: Elemental
Project Image: Sun
Purify Food and Drink*: All
Pyrotechnics: Elemental
Pyrotechnics: Elemental
Rainbow Pattern: Animal, Charm, Sun
Rainbow: Sun, Weather
Rary's Mnemonic Enhancer: --
Repel Insects: Animal, Protection
Resist Fire/Resist Cold: Protection
Reverse Gravity: --
Rope Trick: Astral
Secret Page: --
Shape Change: --
Shatter: --
Shillelagh: Combat, Plant
Shocking Grasp: Combat
Silence - 15' Radius: Guardian
Sink: Elemental
Slow: Animal, Charm
Solid Fog: Elemental
Speak With Monsters: Divination
Speak With Plants: Plants
Speak With Animals: Animal, Divination
Spider Climb: --
Spike Growth: Plant
Spike Stones: Elemental
Statue: Animal, Creation
Sticks to Snakes*: Plant
Stone Shape: Elemental
Stone to Flesh*: Elemental, Necromantic
Stoneskin: Protection
Strength: Combat
Succor*: Summoning
Sunray: Sun
Telekinesis: --
Teleport: --
Teleport Without Error: Astral
Temporal Stasis*: Animal, Charm
Tenser's Transformation: Combat

Time Stop: --
Tongues*: Divination
Transmute Metal to Wood: Elemental
Transmute Rock to Mud*: Elemental
Transmute Water to Dust*: Elemental
Transmute Water to Dust*: Elemental
Transport Via Plants: Plant
Tree: Plant
Turn Wood: Plant
Vacancy: --
Vanish: Protection
Warp Wood*: Plant
Water Breathing*: Elemental
Water Breathing*: Elemental
Water Walk: Elemental
Whispering Wind: Elemental
Wind Walk: Elemental
Wind Wall: Elemental, Protection
Withdraw: Protection
Word of Recall: Summoning
Wraithform: Astral

Conjuration-Summoning

Aerial Servant: Summoning
Aid: Necromantic
Animal Summoning I: Animal, Summoning
Animal Summoning II: Animal, Summoning
Animal Summoning III: Animal, Summoning
Armor: Protection
Bless: All
Call Woodland Beings: Summoning
Chant: Combat
Cloak of Bravery*: Charm
Conjure Animals: Animal, Guardian, Summoning
Conjure Earth Elemental*: Elemental, Summoning
Conjure Elemental: Elemental, Summoning
Conjure Fire Elemental*: Elemental
Creeping Doom: Animal, Summoning
Drawmij's Instant Summons: Astral, Summoning
Dust Devil: Elemental
Ensnarement: Summoning
Evard's Black Tentacles: Combat, Summoning
Find Familiar: Animal, Summoning
Fire Seeds: Elemental
Flame Arrow: Combat, Elemental
Gate: Summoning
Glitterdust: Sun
Grease: --
Holy Word*: Combat
Insect Plague: Combat
Invisible Stalker: Elemental
Leomund's Secret Chest: Astral
Limited Wish: --
Maze: Astral
Melf's Acid Arrow: Combat
Monster Summoning I: Animal, Guardian, Summoning
Monster Summoning II: Animal, Guardian, Summoning
Monster Summoning III: Animal, Guardian, Summoning

Monster Summoning IV: Animal, Guardian, Summoning
Monster Summoning V: Animal, Guardian, Summoning
Monster Summoning VI: Animal, Guardian, Summoning
Monster Summoning VII: Animal, Guardian, Summoning
Mordenkainen's Faithful Hound: Animal, Guardian, Summoning
Mordenkainen's Magnificent Mansion: Protection
Mount: Animal, Summoning
Phantom Steed: Summoning
Power Word - Stun: Combat, Necromantic
Power Word - Blind: Combat, Necromantic
Power Word - Kill: Combat, Necromantic
Prayer: Combat
Prismatic Sphere: Combat, Protection, Sun
Prismatic Spray: Combat, Sun
Prismatic Wall: Sun, Protection
Sepia Snake Sigil: Creation
Summon Insects: Animal
Summon Shadow: Animal, Creation, Summoning
Summon Swarm: Animal, Combat, Guardian, Summoning
Symbol: Charm, Guardian
Trap the Soul: Summoning
Unseen Servant: --
Wall of Thorns: Creation, Plant
Wall of Fire: Elemental
Weather Summoning: Weather
Wish: --

Divination

Augury: Divination
Clairaudience: Divination
Clairvoyance: Divination
Commune: Divination
Commune With Nature: Divination
Contact Other Plane: Astral, Divination
Detect Charm*: Divination
Detect Evil*: All
Detect Invisibility: Divination
Detect Lie*: Divination
Detect Poison: Divination
Detect Scrying: Divination
Detect Snares and Pits: Divination
Detect Undead: Divination, Necromantic
Divination: Divination
ESP: Divination
False Vision: Divination
Find the Path*: Divination
Find Traps: Divination
Foresight: Divination
Identify: Divination
Improved Locate Object*: Divination
Know Alignment*: Divination
Legend Lore: Divination
Locate Animals or Plants: Divination
Locate Object*: Divination
Magic Font: Divination
Magic Mirror: Divination
Reflecting Pool: Divination
Screen: Sun, Protection

Stone Tell: Divination, Elemental
True Seeing*: Divination, Sun
Vision: Divination

Enchantment-Charm

Animal Friendship: Animal
Antipathy-Sympathy: Animal, Charm
Bind: --
Binding: Astral, Protection, Summoning
Changestaff: Creation, Plant
Chaos: Animal, Charm
Charm Monster: Animal
Charm Person: Charm
Charm Person or Mammal: Animal
Charm Plants: Plant
Command: Charm
Deeppockets: Astral
Demand: Animal, Charm
Domination: Animal, Charm
Emotion: Animal, Charm
Enchant an Item: All
Enchanted Weapon: Combat
Enhanced Succor*: Summoning
Enthrall: Charm
Eyebite: Animal, Charm
Fabricate: Creation
Feeblemind: Animal, Charm
Fire Charm: Animal, Charm, Elemental
Forget: Animal, Charm
Free Action: Charm
Friends: Charm
Fumble: Animal, Charm
Geas: Animal, Charm
Guards and Wards: Protection
Hold Animal: Animal
Hold Monster: Animal, Charm
Hold Person: Charm
Hold Plant: Plant
Hypnotism: Animal, Charm
Imbue With Spell Ability: Charm
Leomund's Lamentable Belaborment: Charm
Leomund's Secure Shelter: Creation
Liveoak: Plant
Magic Mirror: Divination
Magical Stone: Combat
Magical Vestment: Protection
Major Confusion: Animal, Charm
Mass Charm: Animal, Charm
Mass Suggestion: Animal, Charm
Messenger: Animal
Minor Confusion: Animal, Charm
Mordenkainen's Disjunction: Protection
Otto's Irresistible Dance: Animal, Charm
Pass Without Trace: Plant
Quest: Charm
Ray of Enfeeblement: Animal, Charm
Scare: Animal, Charm
Sink: Elemental

Sleep: Animal, Charm
Snake Charm: Animal
Snare: Plant
Spike Stones: Elemental
Succor*: Summoning
Suggestion: Animal, Charm
Summon Shadow: Animal, Creation, Summoning
Tasha's Uncontrollable Hideous Laughter: Animal, Charm
Taunt: Animal, Charm
Trip: Plant

Illusion-Phantasm

Advanced Illusion: --
Audible Glamer: Elemental
Blindness: Necromantic
Blur: Protection
Change Self: --
Deafness: Necromantic
Demi-Shadow Magic: Creation
Demi-Shadow Monsters: Creation, Summoning
Dream*: --
Eyebite: Animal, Charm
Fear: Animal, Charm
Fools' Gold: --
Hallucinatory Forest*: Plant
Hallucinatory Terrain: Plant
Hypnotic Pattern: Animal, Charm, Sun
Illusionary Script: --
Illusionary Wall: --
Improved Invisibility: Sun
Improved Phantasmal Force: Summoning
Invisibility - 10' Radius: Sun
Invisibility: Sun
Leomund's Trap: --
Major Creation: Creation, Summoning
Mass Invisibility: Sun
Minor Creation: Creation, Summoning
Mirage Arcana: --
Mirror Image: Protection
Misdirection: --
Mislead: Sun
Nystul's Magical Aura: --
Permanent Illusion: --
Phantasmal Force: Summoning
Phantasmal Killer: Guardian, Summoning
Phantom Steed: Summoning
Programmed Illusion: --
Project Image: Sun
Rainbow Pattern: Animal, Charm, Sun
Screen: Sun, Protection
Seeming: --
Sequester: Animal, Charm, Protection
Shades: Creation
Shadow Door: Creation
Shadow Magic: Creation
Shadow Monsters: Animal, Creation, Guardian, Summoning
Shadow Walk: Sun
Simulacrum: Creation

Spectral Forces: --
Spook: Animal, Charm
Starshine: Sun
Vacancy: --
Veil: Sun
Ventriloquism: Elemental
Weird: Animal, Charm
Whispering Wind: Elemental
Wraithform: Astral

Invocation-Evocation

Alarm: Elemental
Astral Spell I: Astral
Astral Spell II: Astral
Bigby's Clenched Fist: Combat
Bigby's Crushing Hand: Combat
Bigby's Forceful Hand: Creation, Protection
Bigby's Grasping Hand: Creation, Protection
Bigby's Interposing Hand: Creation, Protection
Binding: Astral, Protection, Summoning
Blade Barrier: Creation, Guardian
Chain Lightning: Combat, Weather
Changestaff: Creation, Plant
Chariot of Sustarre: Creation, Elemental
Cloudkill: Combat, Elemental
Combine: All
Cone of Cold: Combat
Contingency: --
Death Fog: Combat, Elemental, Weather
Delayed Blast Fireball: Combat, Elemental
Demand: Animal, Charm
Dig: Elemental
Dream*: --
Enchant an Item: All
Energy Drain: Necromantic
Exaction: Charm, Summoning
Fire Shield: Protection, Elemental
Fire Storm*: Elemental
Fire Trap: Elemental, Protection
Fireball: Combat, Elemental
Flame Blade: Elemental
Flame Strike: Combat
Flaming Sphere: Elemental
Forcecage: Protection
Glyph of Warding: Guardian
Goodberry*: Plant
Guards and Wards: Protection
Heroes' Feast: Creation
Ice Storm: Combat, Elemental, Weather
Incendiary Cloud: Combat, Elemental
Leomund's Lamentable Belaborment: Charm
Lightning Bolt: Combat
Limited Wish: --
Magic Missile: Combat
Melf's Minute Meteors: Combat
Meteor Swarm: Combat, Elemental
Moonbeam: Sun
Mordenkainen's Sword: Combat

Otiluke's Freezing Sphere: Combat, Elemental
Otiluke's Resilient Sphere: Protection
Otiluke's Telekinetic Sphere: Protection
Rainbow: Sun, Weather
Sending: --
Shadow Walk: Sun
Shield: Protection
Shout: --
Spike Growth: Plant
Spiritual Hammer: Combat
Starshine: Sun
Stinking Cloud: Elemental, Weather
Sunray: Sun
Tenser's Floating Disc: Creation
Tenser's Transformation: Combat
Wall of Force: Protection
Wall of Ice: Elemental, Protection
Wall of Fog: Elemental, Weather
Wall of Stone: Protection, Elemental
Wall of Iron: Protection, Elemental
Wall of Fire: Elemental, Protection
Web: Protection
Wyvern Watch: Guardian

Necromancy

Aid: Necromantic
Animate Dead: Necromantic
Chill Touch: Necromantic
Clone: Creation, Necromantic
Contagion: Necromantic
Control Undead: Necromantic
Cure Critical Wounds*: Healing
Cure Light Wounds*: Healing
Cure Serious Wounds*: Healing
Death Spell: Necromantic
Detect Undead: Divination, Necromantic
Energy Drain: Necromantic
Energvation: Necromantic
Feign Death: Necromantic
Finger of Death: Combat, Necromantic
Heal*: Healing
Hold Undead: Necromantic
Magic Jar: Necromantic
Neutralize Poison*: Healing
Raise Dead*: Necromantic
Regenerate*: Necromantic
Reincarnate: Necromantic
Reincarnation: Necromantic
Restoration*: Necromantic
Resurrection*: Necromantic
Slow Poison: Healing
Speak With Dead: Divination
Spectral Hand: Necromantic
Vampiric Touch: Necromantic

Spells are listed with wizard school. Starred spells (*) are reversible.

All

Atonement: ABJ
Bless: CS
Cantrip: ALL
Combine: IE
Detect Evil*: DIV
Enchant an Item: EC, IE
Permanency: ALT
Purify Food and Drink*: ALT

Animal

Animal Friendship: EC
Animal Growth*: ALT
Animal Summoning I: CS
Animal Summoning II: CS
Animal Summoning III: CS
Anti-Animal Shell: ABJ
Antipathy-Sympathy: EC
Chaos: EC
Charm Monster: EC
Charm Person or Mammal: EC
Conjure Animals: CS
Creeping Doom: CS
Demand: EC, IE
Domination: EC
Emotion: EC
Eyebite: EC, ILL
Fear: ILL
Feeblemind: EC
Find Familiar: CS
Fire Charm: EC
Forget: EC
Fumble: EC
Geas: EC
Giant Insect*: ALT
Haste: ALT
Hold EC
Hold Monster: EC
Hypnotic Pattern: ILL
Hypnotism: EC
Invisibility to Animals: ALT
Jump: ALT
Major Confusion: EC
Mass Charm: EC
Mass Suggestion: EC
Massmorph: ALT
Messenger: EC
Minor Confusion: EC
Monster Summoning I: CS
Monster Summoning II: CS
Monster Summoning III: CS
Monster Summoning IV: CS

Monster Summoning V: CS
Monster Summoning VI: CS
Monster Summoning VII: CS
Mordenkainen's Faithful Hound: CS
Mount: CS
Otto's Irresistible Dance: EC
Rainbow Pattern: ALT, ILL
Ray of Enfeeblement: EC
Repel Insects: ABJ, ALT
Scare: EC
Sequester: ABJ, ILL
Shadow Monsters: ILL
Sleep: EC
Slow: ALT
Snake Charm: EC
Speak With Animals: ALT
Spook: ILL
Statue: ALT
Suggestion: EC
Summon Insects: CS
Summon Shadow: CS, EC
Summon Swarm: CS
Tasha's Uncontrollable Hideous Laughter: EC
Taunt: EC
Temporal Stasis*: ALT
Weird: ILL

Astral

Astral Spell I: ALT, IE
Astral Spell II: ALT, IE
Banishment: ABJ
Binding: EC, IE
Blink: ALT
Contact Other Plane: DIV
Deeppockets: ALT, EC
Dimension Door: ALT
Dismissal: ABJ
Drawmij's Instant Summons: CS
Duo-Dimension: ALT
Leomund's Secret Chest: ALT, CS
Maze: CS
Plane Shift: ALT
Rope Trick: ALT
Teleport Without Error: ALT
Wraithform: ALT, ILL

Charm

Antipathy-Sympathy: EC
Chaos: EC
Charm Person: EC
Cloak of Bravery*: CS
Command: EC
Demand: EC, IE
Domination: EC
Emotion: EC
Enthrall: EC

Exaction: IE, ALT
Eyebite: EC, ILL
Fear: ILL
Feeblemind: EC
Fire Charm: EC
Forget: EC
Free Action: ABJ, EC
Friends: EC
Fumble: EC
Geas: EC
Haste: ALT
Hold Monster: EC
Hold Person: EC
Hypnotic Pattern: ILL
Hypnotism: EC
Imbue With Spell Ability: EC
Jump: ALT
Leomund's Lamentable Belaborment: EC, IE
Major Confusion: EC
Mass Charm: EC
Mass Suggestion: EC
Massmorph: ALT
Minor Confusion: EC
Otto's Irresistible Dance: EC
Quest: EC
Rainbow Pattern: ALT, ILL
Ray of Enfeeblement: EC
Remove Fear*: ABJ
Scare: EC
Sequester: ABJ, ILL
Sleep: EC
Slow: ALT
Spook: ILL
Suggestion: EC
Symbol: CS
Tasha's Uncontrollable Hideous Laughter: EC
Taunt: EC
Temporal Stasis*: ALT
Weird: ILL

Combat

Bigby's Clenched Fist: IE
Bigby's Crushing Hand: IE
Burning Hands: ALT
Chain Lightning: IE
Chant: CS
Cloudkill: IE
Cone of Cold: IE
Death Fog: ALT, IE
Delayed Blast Fireball: IE
Disintegrate: ALT
Enchanted Weapon: EC
Evard's Black Tentacles: CS
Finger of Death: NCR
Fireball: IE
Flame Arrow: CS
Flame Strike: IE
Holy Word*: CS

Ice Storm: IE
Incendiary Cloud: ALT, IE
Insect Plague: CS
Lightning Bolt: IE
Magic Missile: IE
Magical Stone: EC
Melf's Acid Arrow: CS
Melf's Minute Meteors: ALT, IE
Meteor Swarm: IE
Mordenkainen's Sword: IE
Otiluke's Freezing Sphere: ALT, IE
Power Word - Blind: CS
Power Word - Kill: CS
Power Word - Stun: CS
Prayer: CS
Prismatic Sphere: ABJ, CS
Prismatic Spray: CS
Shillelagh: ALT
Shocking Grasp: ALT
Spiritual Hammer: IE
Strength: ALT
Summon Swarm: CS
Tenser's Transformation: ALT, IE

Creation

Animal Growth*: ALT
Animate Object: ALT
Bigby's Forceful Hand: IE
Bigby's Grasping Hand: IE
Bigby's Interposing Hand: IE
Blade Barrier: IE
Changestaff: EC, IE
Chariot of Sustarre: IE
Clone: NCR
Create Food and Water: ALT
Demi-Shadow Magic: ILL
Demi-Shadow Monsters: ILL
Enlarge*: ALT
Explosive Runes: ALT
Fabricate: ALT, EC
Glassteel: ALT
Heroes' Feast: IE
Leomund's Secure Shelter: ALT, EC
Major Creation ILL
Minor Creation ILL
Sepia Snake Sigil: CS
Shades: ILL
Shadow Door: ILL
Shadow Magic: ILL
Shadow Monsters: ILL
Simulacrum: ILL
Statue: ALT
Summon Shadow: CS, EC
Tenser's Floating Disc: IE
Wall of Thorns: CS

Divination

Augury: DIV
Clairaudience: DIV
Clairvoyance: DIV
Commune: DIV
Commune With Nature: DIV
Comprehend Languages*: ALT
Contact Other Plane: DIV
Detect Charm*: DIV
Detect Invisibility: DIV
Detect Lie*: DIV
Detect Magic: DIV
Detect Poison: DIV
Detect Scrying: DIV
Detect Snares and Pits: DIV
Detect Undead: DIV, NCR
Divination: DIV
ESP: DIV
False Vision: DIV
Find the Path*: DIV
Find Traps: DIV
Foresight: DIV
Identify: DIV
Improved Locate Object*: DIV
Know Alignment*: DIV
Legend Lore: DIV
Locate Animals or Plants: DIV
Locate Object*: DIV
Magic Font: DIV
Magic Mirror: DIV, EC
Read Magic: DIV
Reflecting Pool: DIV
Speak With Animals: ALT
Speak With Dead: NCR
Speak With Monsters: ALT
Stone Tell: DIV
Tongues*: ALT
True Seeing*: DIV
Vision: DIV

Elemental

Affect Normal Fires: ALT
Air Walk: ALT
Airy Water: ALT
Alarm: ALT, IE
Animate Rock: ALT
Audible Glamer: ILL
Burning Hands: ALT
Chariot of Sustarre: IE
Cloudkill: IE
Conjure Earth Elemental*: CS
Conjure Elemental: CS
Conjure Fire Elemental*: CS
Create Water*: ALT
Crystalbrittle: ALT
Death Fog: ALT, IE
Delayed Blast Fireball: IE
Dig: IE

Distance Distortion: ALT
Dust Devil: CS
Earthquake: ALT
Fire Charm: EC
Fire Seeds: CS
Fire Shield: ALT, IE
Fire Storm*: IE
Fire Trap: ABJ, IE
Fireball: IE
Flame Arrow: CS
Flame Blade: IE
Flame Walk: ALT
Flaming Sphere: IE
Fly: ALT
Glasse: ALT
Glassteel: ALT
Gust of Wind: ALT
Heat Metal*: ALT
Ice Storm: IE
Incendiary Cloud: ALT, IE
Invisible Stalker: CS
Lower Water*: ALT
Meld Into Stone: ALT
Message: ALT
Meteor Swarm: IE
Move Earth: ALT
Otiluke's Freezing Sphere: ALT, IE
Part Water: ALT
Passwall: ALT
Phase Door: ALT
Produce Fire*: ALT
Produce Flame: ALT
Protection From Cantrips: ABJ
Protection From Fire: ABJ
Pyrotechnics: ALT
Pyrotechnics: ALT
Sink: EC, ALT
Solid Fog: ALT
Spike Stones: ALT, EC
Stinking Cloud: IE
Stone Shape: ALT
Stone Tell: DIV
Stone to Flesh*: ALT
Transmute Metal to Wood: ALT
Transmute Rock to Mud*: ALT
Transmute Water to Dust*: ALT
Transmute Water to Dust*: ALT
Ventriloquism: ILL
Wall of Fire: IE
Wall of Fire: CS
Wall of Fog: IE
Wall of Ice: IE
Wall of Iron: IE
Wall of Stone: IE
Water Breathing*: ALT
Water Breathing*: ALT
Water Walk: ALT
Whispering Wind: ALT, ILL
Wind Walk: ALT
Wind Wall: ALT

Guardian

Blade Barrier: IE
Conjure Animals: CS
Explosive Runes: ALT
Glyph of Warding: ABJ, IE
Magic Lock: ALT
Monster Summoning I: CS
Monster Summoning II: CS
Monster Summoning III: CS
Monster Summoning IV: CS
Monster Summoning V: CS
Monster Summoning VI: CS
Monster Summoning VII: CS
Mordenkainen's Faithful Hound: CS
Phantasmal Killer: ILL
Shadow Monsters: ILL
Silence - 15' Radius: ALT
Summon Swarm: CS
Symbol: CS
Wyvern Watch: IE

Healing

Cure Critical Wounds*: NCR
Cure Light Wounds*: NCR
Cure Serious Wounds*: NCR
Heal*: NCR
Neutralize Poison*: NCR
Slow Poison: NCR

Necromantic

Aid: CS, NCR
Animate Dead: NCR
Blindness: ILL
Chill Touch: NCR
Clone: NCR
Contagion: NCR
Control Undead: NCR
Cure Blindness or Deafness*: ABJ
Cure Disease*: ABJ
Deafness: ILL
Death Spell: NCR
Detect Undead: DIV, NCR
Energy Drain: IE, NCR
Energization: NCR
Feign Death: NCR
Finger of Death: NCR
Hold Undead: NCR
Invisibility to Undead: ABJ
Magic Jar: NCR
Negative Plane Protection: ABJ
Power Word - Blind: CS
Power Word - Kill: CS
Power Word - Stun: CS

Raise Dead*: NCR
Regenerate*: NCR
Reincarnate: NCR
Reincarnation: NCR
Restoration*: NCR
Resurrection*: NCR
Spectral Hand: NCR
Stone to Flesh*: ALT
Vampiric Touch: NCR

Plant

Anti-Plant Shell: ABJ
Barkskin: ALT
Changestaff: EC, IE
Charm Plants: EC
Entangle: ALT
Goodberry*: ALT, IE
Hallucinatory Forest*: ILL
Hallucinatory Terrain: ILL
Hold Plant: EC
Liveoak: EC
Massmorph: ALT
Pass Plant: ALT
Pass Without Trace: EC
Plant Door: ALT
Plant Growth I: ALT
Plant Growth II: ALT
Shillelagh: ALT
Snare: EC
Speak With Plants: ALT
Spike Growth: ALT, IE
Sticks to Snakes*: ALT
Transport Via Plants: ALT
Tree: ALT
Trip: EC
Turn Wood: ALT
Wall of Thorns: CS
Warp Wood*: ALT

Protection

Anti-Animal Shell: ABJ
Anti-Magic Shell: ABJ
Anti-Plant Shell: ABJ
Armor: CS
Barkskin: ALT
Bigby's Forceful Hand: IE
Bigby's Grasping Hand: IE
Bigby's Interposing Hand: IE
Binding: EC, IE
Blur: ILL
Dispel Evil*: ABJ
Dispel Magic: ABJ
Endure Heat-Endure Cold: ALT
Fire Shield: ALT, IE
Fire Trap: ABJ, IE
Forbiddance: ABJ

Forcecage: IE
Gaze Reflection: ALT
Glassteel: ALT
Globe of Invulnerability: ABJ
Guards and Wards: ALT, EC, IE
Leomund's Tiny Hut: ALT
Magical Vestment: EC
Mind Blank: ABJ
Minor Globe of Invulnerability: ABJ
Mirror Image: ILL
Mordenkainen's Disjunction: ALT, EC
Mordenkainen's Magnificent Mansion: ALT, CS
Negative Plane Protection: ABJ
Otiluke's Resilient Sphere: ALT, IE
Otiluke's Telekinetic Sphere: ALT, IE
Prismatic Sphere: ABJ, CS
Prismatic Wall: CS
Protection From Evil*: ABJ
Protection From Evil - 10' Radius*: ABJ
Protection From Fire: ABJ
Protection From Lightning: ABJ
Protection From Normal Missiles: ABJ
Remove Curse*: ABJ
Remove Paralysis: ABJ
Repel Insects: ABJ, ALT
Resist Fire/Resist Cold: ALT
Sanctuary: ABJ
Screen: DIV, ILL
Sequester: ABJ, ILL
Serten's Spell Immunity: ABJ
Shield: IE
Spell Immunity: ABJ
Spell Turning: ABJ
Stoneskin: ALT
Vanish: ALT
Wall of Fire: IE
Wall of Force: IE
Wall of Ice: IE
Wall of Iron: IE
Wall of Stone: IE
Web: IE
Wind Wall: ALT
Withdraw: ALT

Summoning

Abjure: ABJ
Aerial Servant: CS
Animal Summoning I: CS
Animal Summoning II: CS
Animal Summoning III: CS
Animate Object: ALT
Banishment: ABJ
Binding: EC, IE
Call Woodland Beings: CS
Conjure Animals: CS
Conjure Earth Elemental*: CS
Conjure Elemental: CS
Creeping Doom: CS

Demi-Shadow Monsters: ILL
Dispel Evil*: ABJ
Drawmij's Instant Summons: CS
Enhanced Succor*: ALT, EC
Ensnarement: CS
Evard's Black Tentacles: CS
Exaction: IE, ALT
Find Familiar: CS
Gate: CS
Improved Phantasmal Force: ILL
Major Creation: ILL
Minor Creation: ILL
Monster Summoning I: CS
Monster Summoning II: CS
Monster Summoning III: CS
Monster Summoning IV: CS
Monster Summoning V: CS
Monster Summoning VI: CS
Monster Summoning VII: CS
Mordenkainen's Faithful Hound: CS
Mount: CS
Phantasmal Force: ILL
Phantasmal Killer: ILL
Phantom Steed: CS, ILL
Shadow Monsters: ILL
Succor*: ALT, EC
Summon Shadow: CS, EC
Summon Swarm: CS
Trap the Soul: CS
Word of Recall: ALT

Sun

Color Spray: ALT
Continual Light*: ALT
Dancing Lights: ALT
Darkness - 15' Radius: ALT
Enhanced Continual Light*: ALT
Glitterdust: CS
Hypnotic Pattern: ILL
Improved Invisibility: ILL
Invisibility: ILL
Invisibility - 10' Radius: ILL
Light*: ALT
Mass Invisibility: ILL
Mislead: ILL
Moonbeam: ALT, IE
Prismatic Sphere: ABJ, CS
Prismatic Spray: CS
Prismatic Wall: CS
Project Image: ALT, ILL
Rainbow: ALT, IE
Rainbow Pattern: ALT, ILL
Screen: DIV, ILL
Shadow Walk: ILL, IE
Starshine: IE, ILL
Sunray: ALT, IE
True Seeing*: DIV
Veil: ILL

Weather

Call Lightning: ALT
Chain Lightning: IE
Control Temperature - 10' Radius*: ALT
Control Weather: ALT
Control Winds: ALT
Death Fog: ALT, IE
Faerie Fire: ALT
Fog Cloud: ALT
Ice Storm: IE
Obscurement: ALT
Protection From Lightning: ABJ
Rainbow: ALT, IE
Stinking Cloud: IE
Wall of Fog: IE
Weather Summoning: CS

Spells Not Assigned to Any Sphere

Advanced Illusion: ILL
Alter Self: ALT
Avoidance*: ABJ, ALT
Bind: EC
Change Self: ILL
Contingency: IE
Delude: ALT
Dream*: IE, ILL
Erase: ALT
Extension I: ALT
Extension II: ALT
Extension III: ALT
Feather Fall: ALT
Fools' Gold: ALT, ILL
Grease: CS
Hold Portal: ALT
Illusionary Script: ILL
Illusionary Wall: ILL
Imprisonment*: ABJ
Infravision: ALT
Irritation: ALT
Item: ALT
Knock*: ALT
Leomund's Trap: ILL
Levitate: ALT
Limited Wish: CS, IE
Magic Eye: ALT
Magic Mark: ALT
Magic Mouth: ALT
Mending: ALT
Mirage Arcana: ALT, ILL
Misdirection: ILL
Mordenkainen's Lucubration: ALT
Non-Detection: ABJ
Nystul's Magical Aura: ILL
Permanent Illusion: ILL
Polymorph Any Object: ALT

Polymorph Other: ALT
Polymorph Self: ALT
Programmed Illusion: ILL
Rary's Mnemonic Enhancer: ALT
Repulsion: ABJ
Reverse Gravity: ALT
Secret Page: ALT
Seeming: ILL
Sending: IE
Shape Change: ALT
Shatter: ALT
Shout: IE
Spectral Forces: ILL
Spider Climb: ALT
Telekinesis: ALT
Teleport: ALT
Time Stop: ALT
Unseen Servant: CS
Vacancy: ALT, ILL
Wish: CS

Section VI: Revised Spells

There are several wizard and priest spells that have identical or similar counterparts of the opposite type. Some of these are equal in level (such as Dispel Magic [1st] and Transmute Rock to Mud [6th]), while others are different in level (such as Remove Curse [Wizard: 4th, Priest: 3th] and Tongues [Wizard: 3rd, Priest: 4th]), and a few are different in name (Reincarnation [Wizard: 7th] / Reincarnate [Priest: 7th]). In lieu of this phenomenon, some of these spells, on a case-by-case basis, have been edited, combined, or renamed as a "series" (such as Astral Spell I /Astral Spell II and Locate Object / Improved Locate Object). In the cases of those edited, such modifications are optional and may be subject to a DM's discretion.

As a side note, three wizard spells have been renamed. The spells Wizard Eye, Wizard Lock, and Wizard Mark, are now Magic Eye, Magic Lock, and Magic Mark, respectively. Since these spells would no longer be under the purview of wizard spellcasters, their original names would become obsolete.

List of Identical or Similar Spells

This list shows the spell pairs with one member from each type. Those which are underlined are the same level for both, while the rest are listed with the level for the spell belonging to either type (the wizard's level is always shown first). In the cases of spells which have been renamed in some way, the alternate names have been given here.

Animal Growth (5th)
Animate Dead (5th, 3rd)
Astral Spell (9th, 7th): Astral Spell I, Astral Spell II
Confusion (4th, 7th): Minor Confusion, Major Confusion
Conjure Animals (6th)
Continual Light (2nd, 3rd): Continual Light, Enhanced Continual Light
Control Weather (6th, 7th)
Detect Evil (2nd, 1st)
Detect Magic (1st)
Dispel Magic (3rd)
Feign Death (3rd)

Fire Trap (4th, 2nd)
Gate (9th, 7th)
Hold Person (3rd, 2nd)
Know Alignment (2nd)
Light (1st)
Locate Object (2nd, 3rd): Locate Object, Improved Locate Object
Lower Water (6th, 4th)
Message/Messenger (1st, 2nd)
Part Water (6th)
Plant Growth (4th, 3rd): Plant Growth I, Plant Growth II
Protection From Evil (1st)
Protection From Evil - 10' Radius (3rd, 4th)
Reincarnate/Reincarnation (7th, 4th): Reincarnation, Superior Reincarnation
Remove Curse (4th, 3rd)
Stone Shape (5th, 3rd)
Succor (9th, 7th): Succor, Enhanced Succor
Symbol (8th, 7th)
Tongues (3rd, 4th)
Transmute Rock to Mud (5th)
Transmute Water to Dust (6th)
True Seeing (6th, 5th)

Statistics, effects, and material components not listed are identical to the appropriate spell as described in the Player's Handbook. Casting times are given in segments unless otherwise specified; for example, "Casting Time: 9" means a casting time of nine segments, while "Casting Time: 3 (1 round)" means three segments for the first variation of a spell, and one round for the second variation.

Note that many spells of this category have two variations, one variation usually being more powerful in some way than the other, but requiring more specialized material components or some other special consideration.

Animal Growth -- combined (YNY)

Range: 60 yards

Components: VSM

Duration: 1 round per level

Casting Time: 8

Material Components: a pinch of powdered bone or a scrap of food (reverse: ditto).

Animate Dead -- combined (NYY)

Level: 4th

Components: VSM

Duration: perm

Casting Time: 5 rounds

Material Components: a drop of blood and any one of the following: a pinch of bone powder, a bone shard, or a piece of flesh of the type of creature being animated.

Astral Spell -- series (NNY)

Astral Spell I

Level: 7th

Range: touch

Components: VS

Casting Time: 9

Effects: The caster and his companions, if any, are prevented from taking any equipment with them, magical or not.

Astral Spell II

Level: 9th

Range: touch

Components: VS

Casting Time: 1/2 hour (3 turns)

Effects: The caster and his companions, if any, can take along equipment if it is magical (nonmagical equipment remains behind).

Confusion -- series (NNY)

Minor Confusion

Level: 4th

Range: 80 yards

Duration: 1 round per level

Casting Time: 4

Area of Effect: within a 40' cube

Effects: This spell will affect 1d4 creatures plus one creature per two levels of the caster.

Major Confusion

Level: 7th

Range: 120 yards

Duration: 2 rounds + 1 round per level

Casting Time: 1 round

Area of Effect: up to a 60' cube

Effects: This spell affects 1d4 creatures plus one creature per level of the caster.

Conjure Animals -- combined (YNN)

Range: 30 yards

Duration: 1 round per level

Casting Time: 9

Effects: This spell conjures mammals of as many total HD as twice the caster's level if the animal type to be conjured is left to chance, or as many total HD as the caster's level if the animal type is specified by the caster.

Continual Light -- series (NNY)

Continual Light

Level: 2nd

Range: 60 yards

Duration: perm

Casting Time: 2

Effects: This spell is reversible.

Enhanced Continual Light

Level: 3rd

Range: 120 yards

Duration: perm

Casting Time: 6

Effects: This spell is reversible.

Control Weather -- combined (YNY)

Level: 7th

Components: VSM

Duration: 4d8 hrs

Casting Time: 1 turn

Detect Evil -- special: variation (NNY)

Level: 2nd

Range: 60 yards (120 yards)

Components: VS (VSM)

Duration: 5 rounds per level (1 turn + 5 rounds per level)

Casting Time: 2 (1 round)

Effects: This spell has two variations -- the generic variation, and the more powerful clerical variation. If the caster (usually a priest) makes use of a sacred object (see Section I, Holy Symbols) while casting this spell (using the object to scan the area), and concentrates for a full round instead of the normal two segments, the spell's range will be doubled and the duration will increase to one turn plus five rounds per level; the caster will also have a 10% chance per level of detecting

the lawfulness or chaos if the evil (or good) is very strong. Wizards may also cast this stronger variation, although it is up to them to procure a sacred object for the casting of this variation.

Detect Magic -- special: variation (YNY)

Range: 60' (90')

Components: VS (VSM)

Duration: 2 rounds per level (1 turn)

Casting Time: 1 (1 round)

Area of Effect: 10' path, 60' long (10' path, 90' long)

Effects: This spell has two variations -- the generic variation, and the more powerful clerical variation. If the caster makes use of a sacred object (see Detect Evil) while casting this spell (using the object to scan the area), and concentrates for a full round instead of the normal one segment, the duration of the spell changes to one full turn without regard to level, the range increases to 90 feet. Wizards may also cast this stronger variation, although it is up to them to procure a (un)holy object for the casting of this variation.

When casting this spell, wizards have a 10% per level of discerning the school or schools to which the magic sources belongs, while priests have a 10% per level of discerning the sphere or spheres to which the magic source belongs (both regardless of variation). Regardless of variation, wizards will not discern the sphere(s) of a given magic source, nor will priests be able to divine its school(s).

Dispel Magic -- combined (YNY)

Range: 60 yards

Casting Time: 6

Feign Death -- variation (YNN)

Components: V (VS)

Duration: 1 turn + 1 round per level (1 hour + 1 turn per level)

Casting Time: 1/2 (1)

Effects: This spell normally requires 1/2 segment of time and only a verbal component to cast the spell, yielding a duration of one turn plus one round per level of the caster. A variation of this spell exists using somatic gestures, but requires at least one segment of time, the duration of the spell is improved to one hour plus one turn per caster level. This alternate variation cannot affect a being of greater HD or level than the caster (but can effect non - humanoids), while the normal variation can only affect humanoids and will affect any level or HD. Note that both variations will only work on willing subjects.

Fire Trap -- combined (NYY)

Level: 3rd

Material Components: the caster must trace the outline of the closure with a bit of sulphur, a bit of saltpeter, or a stick of charcoal (the latter with crushed holly berries) and touch the center of the effect. Attunement to another individual requires a hair or similar object from that person.

Gate -- combined (NYY)

Level: 8th

Casting Time: 7

Hold Person -- combined (NYY)

Level: 3rd

Casting Time: 4

Know Alignment -- special: variation (YNY)

Duration: 1 round per level (1 turn)

Area of Effect: 1 creature or object per 2 rounds (1 creature or object)

Effects: There are two variations of this spell. The first will yield a longer duration at higher levels (one round per level) and will scan more slowly

(one creature or object per two rounds) but will scan more than one creature or object for the duration, while the second variation will last a specific duration of one turn but is limited to scanning only one creature or object per casting of the spell.

The reverse of this spell is the same as in both original versions of Know Alignment in the Player's Handbook.

Light -- special: variation (YNY)

Range: 60 yards (120 yards)

Components: VS (VSM)

Duration: 1 turn per level (1 hour + 1 turn per level)

Casting Time: 1 (4)

Effects: This spell normally requires some verbal and somatic components. If at least four segments are used to cast the spell while using a firefly or a piece of phosphorescent moss for material components, the range and duration are increased to 120 yards and one hour plus one turn per level, respectively.

This spell is reversible; the reverse is identical to the reverse of the priest's version of Light.

Locate Object -- series (NNY)

Locate Object

Level: 2nd

Range: 20 yards per level

Duration: 1 round per level

Casting Time: 2

Effects: The reverse of this spell, Obscure Object, hides an object for one round per level of the caster.

Material Components: a forked twig (reverse: a chameleon skin)

Improved Locate Object

Level: 3rd

Range: 60 yards + 10 yards per level

Duration: 8 hours

Casting Time: 1 turn

Effects: The reverse of this spell, Improved Obscure Object, hides an object for eight hours. The caster must touch the object being concealed.

Lower Water -- special: variation (NYY)

Level: 5th

Range: 80 yards (120 yards)

duration: 5 rounds per level (1 turn per level)

Casting Time: 1 turn

Effects: The spell normally requires a pinch of dust as a material component. If a sacred object (see Section I, Holy Symbols) is used with a full vial of dust (instead of a mere pinch) in the casting of the spell, the range and duration are increased to 120 yards and one turn per level, respectively.

Message/Messenger -- no change (NNN)

There is no change with either of these spells.

Part Water -- special: variation (YNY)

Range: 30 ft per level (60 ft per level)

Duration: 5 rounds per level (1 turn per level)

Area of Effect: 30 ft x 20 ft x 3 ft (60 ft x 30 ft x 3 ft)

Effects: This spell normally affects a space of thirty feet long by twenty feet wide by three feet deep per level, and a duration of five rounds per level. Thus for every level of the caster, 1800 cubic feet of water (66 2/3 cubic yards) are affected. This more common variation uses two small sheets of crystal or glass as material components.

If a sacred object (see Section I, Holy Symbols) is used in addition to the other material components, the duration is increased to one turn per level and the

area of effect is increased to sixty feet long by thirty feet wide by three feet deep, per level, or 5400 cubic feet (200 cubic yards) per level of the caster.

Plant Growth -- series (NNY)

Plant Growth I

Level: 3rd

Range: 10 yards per level

Components: VSM

Casting Time: 4

Area of Effect: a 10' x 10' area per level

Effects: The effects are the same as those of the wizard's version of this spell.

Plant Growth II

Level: 4th

Range: 160 yards

Components: VSM

Duration: perm

Casting Time: 1 round

Area of Effect: a 20' x 20' area per level

Effects: The effects are the same as those of the priest's version of this spell.

Protection From Evil -- special: variation (YNY)

Duration: 2 rounds per level (3 rounds per level)

Casting Time: 1 (4)

Effects: The common variation of this spell requires the creation of a circle of powdered silver or a circle of powdered iron (in the case of the spell's reverse), and has a duration of 2 rounds per level of the caster.

There is a more powerful variation of this spell, usually cast by clerics (though not limited to them), having a greater duration, and requiring a sacred object (see Section I, Holy Symbols), and requiring as a material component a circle of holy water or burning incense (or a circle of unholy water or smoldering dung in the case of this spell's reverse).

Protection From Evil - 10' Radius -- special: variation (NNY)

Level: 4th

Duration: 2 rounds per level (1 turn per level)

Casting Time: 3 (7)

Area of Effect: 10' radius around creature touched

Effects: This spell has two variations. The first variation is as the wizard's version of this spell. With the second, if the caster (usually a priest) uses holy (or unholy) water or burning incense (or smoldering dung) in addition to the normal material components of this spell (or its reverse), the second variation is cast which increases the duration of Protection From Evil - 10' Radius by five times. The caster must concentrate for seven segments instead of three for this to work.

Material Components: A 10'-radius circle made of powdered silver, or powdered iron (for the reverse of the spell).

Reincarnate/Reincarnation -- series (NYN)

Reincarnation

Level: 6th

Components: VSM

Effects: The effects are the same as those of the priest's version of this spell, using the incarnation table given there as default.

Material Components: A small drum and a drop of blood.

Superior Reincarnation

Level: 7th

Components: VSM

Effects: The effects are the same as those of wizard's version of this spell, using the incarnation table given there as default.

Material Components: A small drum and a drop of blood.

Remove Curse -- special: combined (NNY)

Level: 3rd

Casting Time: 5

Stone Shape -- special: combined (NNY)

Level: 4th

Area of Effect: 1' cube per level

Succor -- series (NNY)

Succor

Level: 7th

Casting Time: 1 day

Effects: The effects are the same as that of the wizard's version of this spell (caster cannot choose not to be transported if the reverse of the spell is cast and he is called via the breaking or the rending of the material component).

Enhanced Succor

Level: 9th

Casting Time: 1 to 4 days

Effects: The effects are the same as that of the priest's version of this spell (caster has the choice of being transported if the reverse of the spell is cast and he is called via the breaking or rending of the material component).

Symbol -- special: variation (NYY)

Level: 8th

Duration: special

Casting Time: special

Saving Throw: special

Effects: This spell contains Symbols from both versions. In the case of Hopelessness and Pain, which exist in both versions, the wizard's version of them are used.

A caster may either place a Symbol on a solid surface ('solid Symbols') or trace it in midair as a floating, glowing, ghostly object ('airy Symbols'). Solid Symbols remain there until dispelled, while airy Symbols will persist for one turn per level of the caster.

Symbols are powerful enough so that they cannot be recognized without being read and so causing it to affect anyone who looks upon it.

Casting times for solid Symbols and airy Symbols are eight segments and three segments, respectively.

Material Components: For inscribing a solid Symbol, the required material components are powdered black opal and diamond dust worth not less than 5,000 gp each; airy Symbols require the material components mercury and phosphorous.

Tongues -- special: combined (NNY)

Level: 4th

Components: VS

Duration: 1 round per level

Casting Time: 5

Transmute Rock to Mud -- combined (YNY)

Range: 10 yards per level

Casting Time: 6

Effects: The depth of the mud can never exceed half its length or breadth or ten feet, whichever is greater. Creatures unable to escape from falling into the mud will fall into it at either a rate of one third their height or ten feet per round, whichever is slower.

All other effects listed in both versions also apply to this spell (throwing brush atop the mud to allow movement over it, movement rate over the mud, and immunity of magical or enchanted stone to this spell, and so on).

Transmute Water to Dust -- special: variation (YNY)

Level: 6th

Area of Effect: 1 cubic yard per level (10 cubic feet per level)

Saving Throw: special

Effects: This spell has two variations.

The common variation will affect one cubic yard per level of the caster, and will inflict 1d6 points of damage upon a creature of the elemental plane of Water if the creature fails a saving throw vs. spell (half damage if successful). Casting time is five segments for this variation.

If a sacred object (see Section I, Holy Symbols) is used in the casting of this spell, a stronger variation will be cast (though requiring eight segments of time to cast it). The area of effect increases to ten cubic feet per caster level, and will slay a creature from the elemental plane of Water outright, if the creature fails to save vs. death (1d6 damage per caster level if successful, no save allowed).

Material Components: The material components for this spell and its reverse are the same as those of the wizard's version of Transmute Water to Dust and Transmute Dust to Water (500 gms' worth of diamond dust and a bit of seashell; the reverse requires a pinch of normal dust in addition to the diamond dust and bit of seashell).

True Seeing -- special: variation (NNY)

Level: 6th

Casting Time: 1 round

Area of Effect: Creature touched

Effects: All effects are the same as that of either version of True Seeing, which has two variations with the following modifications.

Normally, the range of True Seeing into the Ethereal plane or bordering areas of adjacent planes is 120 feet. This variation is much more common but does not allow auras to be detected.

The rarer alternate variation of True Seeing will allow the recipient to read the auras of living creatures visible, enabling him to detect their alignments, but with the cost of the range of vision into the Ethereal and border areas of other planes being reduced to 60 feet.

The reverse of this spell operates identically to the reverse of the priest's version, along with preventing the recipient from seeing into the Ethereal plane or border areas of other planes or detecting other creatures' alignments.

Material Components: The material components are the same as that of either version, as is the material components for the reverse.

Conclusion

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Supplements to this net.guide incorporating spells from other sources besides the Player's Handbook (Tome of Magic, Complete Wizard's Handbook, Player's Option: Spells & Magic, Complete Priest's Handbook) may be forthcoming at a later date.