

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

- Aerial Servant
Cleric Conjunction/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, Conjunction/Summoning; PH-1 100.
- Animal Friendship
Druid Enchantment/Charm, PH-1 54.
- Animal Growth
Magic-User Alteration, PH-1 79. Druid Alteration, PH-1 60.
- Animal Summoning I
Druid Conjunction/Summoning, PH-1 59.
- Animal Summoning II
Druid Conjunction/Summoning, PH-1 60.
- Animal Summoning III
Druid Conjunction/Summoning, PH-1 61.
- Animate Dead
Cleric Necromantic, PH-1 46. Magic-User Necromantic, PH-1 79.
- 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
Illusionist Alteration, PH-1 100. Magic-User Evocation, PH-1 92. Cleric Alteration, PH-1 52.
- Atonement
Cleric Abjuration, PH-1 49.
- Audible Glamer
Illusionist Illusion/Phantasm, PH-1 94. Magic-User Illusion/Phantasm, PH-1 69.
- 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 Conjunction/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 Conjunction/Summoning, PH-1 86.
- Call Lightning
Druid Alteration, PH-1 57.
- Call Woodland Beings
Druid Conjunction/Summoning, PH-1 59.
- Cause Critical Wounds
Rev. Cure Critical Wounds, Cleric Necromantic, PH-1 49. Rev. Cure Critical Wounds, Druid Necromantic, PH-1 62.

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

- Cause Disease
Rev. Cure Disease, Druid Necromantic, PH-1 57. Rev. Cure Disease, Cleric Abjuration, PH-1 46.
- 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.
- Chant
Cleric Conjuration/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
Magic-User Enchantment/Charm, PH-1 76.
Druid Enchantment/Charm, PH-1 63. Illusionist Enchantment/Charm, PH-1 97.
- Conjure Animals
Illusionist Conjuration/Summoning, PH-1 99.
Cleric Conjuration/Summoning, PH-1 51.
- Conjure Earth Elemental
Druid Conjuration/Summoning, PH-1 63.
- Conjure Elemental
Magic-User Conjuration/Summoning, PH-1 79.
- Conjure Fire Elemental
Druid Conjuration/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
Illusionist Alteration, PH-1 96. Rev. Continual Light, Cleric Alteration, PH-1 46.
- 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
Cleric Alteration, PH-1 52. Magic-User Alteration, PH-1 83. Druid Alteration, PH-1 63.
- Control Winds
Druid Alteration, PH-1 60.
- Create Food & Water
Cleric Alteration, PH-1 46.
- Create Water
Cleric Alteration, PH-1 43. Druid Alteration, PH-1 56.
- Creeping Doom
Druid Conjuration/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
Magic-User Alteration, PH-1 65. Illusionist Alteration, PH-1 94.
- Darkness
Rev. Light, Cleric Alteration, PH-1 44. Illusionist Alteration, PH-1 94.
- 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, Cleric Divination, PH-1 44.
Rev. Detect Evil, Magic-User Divination, PH-1 69.
- 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
Magic-User Divination, PH-1 65. Illusionist Divination, PH-1 95. Druid Divination, PH-1 54. Cleric Divination, PH-1 44.
- 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 Fire Elemental, Druid Conjunction/Summoning, PH-1 61. Rev. Conjure Earth Elemental, Druid Conjunction/Summoning, PH-1 63.
- 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
Magic-User Abjuration, PH-1 73. Druid Abjuration, PH-1 59. 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.
- Earthquake
Cleric Alteration, PH-1 52.

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

- 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
Magic-User Necromantic, PH-1 73. Druid Necromantic, PH-1 56. Cleric Necromantic, PH-1 47.
- 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
Magic-User Evocation, PH-1 77. Druid Evocation, PH-1 56.
- 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.
- Fumble
Magic-User Enchantment/Charm, PH-1 77.

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

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

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
Magic-User Alteration, PH-1 67. Illusionist Alteration, PH-1 95. Cleric Alteration, PH-1 44.
- 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
Illusionist Alteration, PH-1 96. Magic-User Alteration, PH-1 71.
- 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
Magic-User Illusion/Phantasm, PH-1 71. Illusionist Illusion/Phantasm, PH-1 96.
- 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.
- 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.

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

- 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 Irresistable Dance
Magic-User Enchantment/Charm, PH-1 90.
- Paralyzation
Illusionist Illusion/Phantasm, PH-1 97.
- Part Water
Cleric Alteration, PH-1 51. Magic-User Alteration, PH-1 85.
- 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
Magic-User Illusion/Phantasm, PH-1 75. Illusionist Illusion/Phantasm, PH-1 95.
- 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.
- 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, .

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

- Protection From Evil
Cleric Abjuration, PH-1 44.
- Protection From Evil, 10' Radius
Cleric Abjuration, . Magic-User Abjuration, PH-1 75.
- Protection From Fire
Druid Abjuration, PH-1 58.
- Protection From Good
Rev. Protection From Evil, 10' Radius, Magic-User Abjuration, PH-1 75. Rev. Protection From Evil, Cleric Abjuration, PH-1 44.
- 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
Druid Alteration, PH-1 58. Magic-User Alteration, PH-1 71.
- 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, Magic-User Alteration, PH-1 85. Rev. Lower Water, Cleric Alteration, PH-1 48.
- 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
Magic-User Abjuration, PH-1 78. Cleric Abjuration, PH-1 47.
- 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
Magic-User Alteration, PH-1 71. Illusionist Alteration, PH-1 97.
- 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.
- 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.

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

- 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
Druid Alteration, PH-1 55. Cleric Alteration, PH-1 46.
- 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
Magic-User Conjunction/Summoning, PH-1 91. Cleric Conjunction/Summoning, PH-1 53.
- 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.
- Tongues
Magic-User Alteration, PH-1 75. Cleric Alteration, PH-1 49.
- 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.

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

- Transmute Rock to Mud
Druid Alteration, PH-1 61. Magic-User PH-1 82.
- 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
Magic-User Illusion/Phantasm, PH-1 69. Illusionist Illusion/Phantasm, PH-1 96.
- 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.

Glossary:

DMG Dungeon Master's Guide

PH Player's Handbook

Pr Priest

Rev Reversible

Wiz Wizard

References:

PH-1 Advanced Dungeons & Dragons *Player's Handbook*, ISBN #0-935696-01-6.

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

Advanced Dungeons & Dragons is a registered trademark of TSR, Inc., a subsidiary of Wizards of the Coast, Inc.