

Second Edition priest spells in alphabetical order

- Abjure
Pr. 4 Abjuration, Spheres: Summoning, PH-2 215, PH-2a 273.
- Abundance
Pr. Quest Alteration, Spheres: Creation, Plant; Tome-2 112.
- Accelerate Healing
Pr. 3 Alteration, Spheres: Time, Tome-2 63.
- Adaptation
Pr. 3 Enchantment/Charm, Alteration; Spheres: War, Tome-2 63.
- Addition
Pr. 4 Alteration, Spheres: Numbers, Creation; Tome-2 74.
- Aerial Servant
Pr. 6 Conjunction/Summoning, Spheres: Summoning, PH-2 226, PH-2a 287.
- Age Creature
Pr. 6 Alteration, Spheres: Time, Tome-2 98.
- Age Dragon
Pr. 7 Alteration, Spheres: Time, Tome-2 105.
- Age Object
Pr. 5 Alteration, Spheres: Time, Tome-2 87.
- Age Plant
Pr. 4 Alteration, Spheres: Time, Tome-2 74.
- Aid
Pr. 2 Necromancy, Conjunction; Spheres: Necromantic, PH-2 202, PH-2a 257.
- Air Walk
Pr. 5 Alteration, Spheres: Elemental (Air), PH-2 221, PH-2a 280.
- Analyze Balance
Pr. 1 Divination, Spheres: Numbers, Divination; Tome-2 51.
- Animal Friendship
Pr. 1 Enchantment/Charm, Spheres: Animal, PH-2 198, PH-2a 252.
- Animal Growth
Pr. 5 Alteration, Spheres: Animal, PH-2 221, PH-2a 280.
- Animal Horde
Pr. Quest Conjunction/Summoning, Spheres: Animal, Summoning; Tome-2 112.
- Animal Spy
Pr. 2 Divination, Spheres: Animal, Druids-2 87.
- Animal Summoning I
Pr. 4 Conjunction/Summoning, Spheres: Animal, Summoning; PH-2 216, PH-2a 274.
- Animal Summoning II
Pr. 5 Conjunction/Summoning, Spheres: Animal, Summoning; PH-2 221, PH-2a 281.
- Animal Summoning III
Pr. 6 Conjunction, Summoning; Spheres: Animal, Summoning; PH-2 226, PH-2a 287.
- Animate Dead
Pr. 3 Necromancy, Spheres: Necromantic, PH-2 208, PH-2a 265.
- Animate Object
Pr. 6 Alteration, Spheres: Creation, Summoning; PH-2 226, PH-2a 287.
- Animate Rock
Pr. 7 Alteration, Spheres: Elemental (Earth), PH-2 230, PH-2a 292.
- Anti-Vermin Barrier
Pr. 1 Abjuration, Spheres: Wards, Tome-2 51.
- Antianimal Shell
Pr. 6 Abjuration, Spheres: Animal, Protection; PH-2 226, PH-2a 288.
- Antiplant Shell
Pr. 5 Abjuration, Spheres: Plant, Protection; PH-2 221, PH-2a 281.
- Astral Spell
Pr. 7 Alteration, Spheres: Astral, PH-2 231, PH-2a 293.
- Astral Window
Pr. 3 Divination, Spheres: Astral, Tome-2 63.
- Atonement
Pr. 5 Abjuration, Spheres: All, PH-2 221, PH-2a 281.
- Augury
Pr. 2 Divination, Spheres: Divination, PH-2 203, PH-2a 257.
- Aura of Comfort
Pr. 2 Evocation, Spheres: Travelers, Tome-2 56.
- Barkskin
Pr. 2 Alteration, Spheres: Protection, Plant; PH-2 203, PH-2a 258.
- Barrier of Protection
Pr. 5 Abjuration, Spheres: Wards, Tome-2 88.
- Beastmask
Pr. 1 Illusion/Phantasm, Spheres: Animal, Druids-2 86.

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- Beastspite**
Pr. 2 Enchantment/Charm, Spheres: Animal, Druids-2 88.
- Blade Barrier**
Pr. 6 Evocation, Spheres: Guardian, Creation; PH-2 227, PH-2a 288.
- Bless**
Pr. 1 Conjunction/Summoning, Spheres: All, PH-2 198, PH-2a 252.
- Blessed Abundance**
Pr. 5 Conjunction, Spheres: Creation, Tome-2 88.
- Blessed Warmth**
Pr. 4 Alteration, Spheres: Sun, Tome-2 75.
- Body Clock**
Pr. 4 Alteration, Spheres: Time, Tome-2 75.
- Breath of Life**
Pr. 7 Necromantic, Spheres: Necromantic, Tome-2 105.
- Call Lightning**
Pr. 3 Alteration, Spheres: Weather, PH-2 209, PH-2a 266.
- Call Upon Faith**
Pr. 1 Invocation, Spheres: Summoning, Tome-2 51.
- Call Woodland Beings**
Pr. 4 Conjunction/Summoning, Spheres: Summoning, PH-2 216, PH-2a 274.
- Calm Chaos**
Pr. 2 Enchantment/Charm, Spheres: Law, Tome-2 56.
- Caltrops**
Pr. 3 Evocation, Spheres: War, Tome-2 63.
- Champion's Strength**
Pr. 5 Alteration, Spheres: Law, Tome-2 88.
- Changestaff**
Pr. 7 Evocation, Enchantment; Spheres: Plant, Creation; PH-2 231, PH-2a 292.
- Chant**
Pr. 2 Conjunction/Summoning, Spheres: Combat, PH-2 203, PH-2a 258.
- Chaotic Combat**
Pr. 4 Invocation/Evocation, Spheres: Chaos, Tome-2 75.
- Chaotic Commands**
Pr. 5 Enchantment/Charm, Spheres: Chaos, Tome-2 89.
- Chaotic Sleep**
Pr. 4 Alteration, Spheres: Chaos, Tome-2 76.
- Chariot of Sustarre**
Pr. 7 Evocation, Spheres: Elemental (Fire), Creation; PH-2 231, PH-2a 294.
- Charm Person or Mammal**
Pr. 2 Enchantment/Charm, Spheres: Animal, PH-2 203, PH-2a 258.
- Choose Future**
Pr. 3 Divination, Spheres: Time, Tome-2 64.
- Circle of Privacy**
Pr. 4 Alteration, Spheres: Travelers, Tome-2 76.
- Circle of Sunmotes**
Pr. Quest Alteration, Invocation/Evocation, Necromancy; Spheres: Sun, Tome-2 112.
- Clear Path**
Pr. 5 Alteration, Spheres: Travelers, Tome-2 89.
- Cloak of Bravery**
Pr. 4 Conjunction/Summoning, Spheres: Charm, PH-2 216, PH-2a 274.
- Cloud of Purification**
Pr. 5 Evocation, Spheres: Elemental (Air), Elemental (Water); Tome-2 89.
- Cloudscape**
Pr. 5 Alteration, Spheres: Weather, Druids-2 93.
- Combine**
Pr. 1 Evocation, Spheres: All, PH-2 198, PH-2a 252.
- Command**
Pr. 1 Enchantment/Charm, Spheres: Charm, PH-2 199, PH-2a 252.
- Commune**
Pr. 5 Divination, Spheres: Divination, PH-2 222, PH-2a 281.
- Commune with Nature**
Pr. 5 Divination, Spheres: Divination, Elemental; PH-2 222, PH-2a 281.
- Compulsive Order**
Pr. 4 Enchantment/Charm, Spheres: Law, Tome-2 76.
- Conformance**
Pr. Quest Conjunction/Summoning, Invocation; Spheres: Law, Tome-2 113.

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- Confusion
Pr. 7 Enchantment/Charm, Spheres: Charm, PH-2 231, PH-2a 294.
- Conjure Animals
Pr. 6 Conjunction/Summoning, Spheres: Summoning, PH-2 227, PH-2a 288.
- Conjure Earth Elemental
Pr. 7 Conjunction/Summoning, Spheres: Elemental (Earth), Summoning; PH-2 232, PH-2a 294.
- Conjure Fire Elemental
Pr. 6 Conjunction/Summoning, Spheres: Elemental (Fire), PH-2 227, PH-2a 288.
- Consequence
Pr. 5 Divination, Spheres: Numbers, Divination; Tome-2 89.
- Continual Light
Pr. 3 Alteration, Spheres: Sun, PH-2 209, PH-2a 266.
- Control Temperature, 10 Foot Radius
Pr. 4 Alteration, Spheres: Weather, PH-2 216, PH-2a 275.
- Control Weather
Pr. 7 Alteration, Spheres: Weather, PH-2 232, PH-2a 294.
- Control Winds
Pr. 5 Alteration, Spheres: Weather, PH-2 222, PH-2a 282.
- Courage
Pr. 1 Enchantment/Charm, Spheres: War, Tome-2 52.
- Create Campsite
Pr. 3 Conjunction/Summoning, Spheres: Travelers, Tome-2 64.
- Create Food & Water
Pr. 3 Alteration, Spheres: Creation, PH-2 209, PH-2a 266.
- Create Holy Symbol
Pr. 2 Conjunction, Spheres: Creation, Tome-2 57.
- Create Water
Pr. 1 Alteration, Spheres: Elemental (water), PH-2 199, PH-2a 253.
- Creeping Doom
Pr. 7 Conjunction/Summoning, Spheres: Animal, Summoning; PH-2 232, PH-2a 295.
- Crushing Walls
Pr. 6 Enchantment, Spheres: Wards, Tome-2 98.
- Cure Blindness or Disease
Pr. 3 Abjuration, Spheres: Necromantic, PH-2 209, PH-2a 266.
- Cure Critical Wounds
Pr. 5 Necromancy, Spheres: Healing, PH-2 222, PH-2a 282.
- Cure Light Wounds
Pr. 1 Necromancy, Spheres: , PH-2 199, PH-2a 253.
- Cure Serious Wounds
Pr. 4 Necromancy, Spheres: Healing, PH-2 217, PH-2a 275.
- Defensive Harmony
Pr. 4 Enchantment/Charm, Spheres: Law, Tome-2 77.
- Detect Animal Attacker
Pr. 4 Divination, Spheres: Animal, Druids-2 90.
- Detect Charm
Pr. 2 Divination, Spheres: Divination, PH-2 , PH-2a 259.
- Detect Evil
Pr. 1 Divination, Spheres: All, PH-2 199, PH-2a 253.
- Detect Lie
Pr. 4 Divination, Spheres: Divination, PH-2 217, PH-2a 275.
- Detect Magic
Pr. 1 Divination, Spheres: Divination, PH-2 199, PH-2a 253.
- Detect Poison
Pr. 1 Divination, Spheres: Divination, PH-2 199, PH-2a 254.
- Detect Snares & Pits
Pr. 1 Divination, Spheres: Divination, PH-2 200, PH-2a 254.
- Dimensional Folding
Pr. 4 Alteration, Spheres: Numbers, Tome-2 77.
- Disbelief
Pr. 6 Enchantment/Charm, Spheres: Thought, Tome-2 99.
- Disguise
Pr. 5 Illusion/Phantasm, Spheres: War, Tome-2 90.
- Dispel Evil
Pr. 5 Abjuration, Spheres: Protection, Summoning; PH-2 222, PH-2a 282.

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- Dispelling Magic
Pr. 3 Abjuration, Spheres: Protection, PH-2 210, PH-2a 267.
- Dissension's Feast
Pr. 2 Enchantment/Charm, Spheres: , Tome-2 57.
- Divination
Pr. 4 Divination, Spheres: Divination, PH-2 217, PH-2a 275.
- Divine Inspiration
Pr. 7 Divination, Spheres: Thought, Divination; Tome-2 106.
- Dragonbane
Pr. 6 Abjuration, Spheres: Wards, Tome-2 99.
- Draw Upon Holy Might
Pr. 2 Invocation, Spheres: Summoning, Tome-2 58.
- Dust Devil
Pr. 2 Conjunction/Summoning, Spheres: Elemental (Air), PH-2 204, PH-2a 259.
- Earthmaw
Pr. 4 Alteration, Spheres: Elemental (earth), Druids-2 91.
- Earthquake
Pr. 7 Alteration, Spheres: Elemental, 295, PH-2 233, PH-2a 295.
- Earthwrack
Pr. 6 Alteration, Spheres: Necromantic, Plant; Druids-2 95.
- Easy March
Pr. 5 Invocation, Spheres: Travelers, Tome-2 90.
- Efficacious Monster Ward
Pr. 3 Abjuration, Spheres: Wards, Tome-2 65.
- Elemental Forbiddance
Pr. 5 Abjuration, Spheres: Wards, Elemental (Air), Elemental (Water), Elemental (Fire), Elemental (Earth); Tome-2 91.
- Elemental Swarm
Pr. Quest Conjunction/Summoning, Spheres: Elemental, Summoning; Tome-2 113.
- Emotion Control
Pr. 3 Alteration, Enchantment/Charm; Spheres: Thought, Charm; Tome-2 65.
- Emotion Perception
Pr. 2 Divination, Spheres: War, Tome-2 58.
- Emotion Read
Pr. 1 Divination, Spheres: Thought, Tome-2 52.
- Endure Cold
Pr. 1 Alteration, Spheres: Protection, PH-2 200, PH-2a 254.
- Entangle
Pr. 1 Alteration, Spheres: Plant, PH-2 200, PH-2a 254.
- Enthrall
Pr. 2 Enchantment/Charm, Spheres: Charm, PH-2 204, PH-2a 259.
- Etherwalk
Pr. Quest Alteration, Spheres: Astral, Travelers; Tome-2 113.
- Exaction
Pr. 7 Evocation, Alteration; Spheres: Charm, Summoning; PH-2 233, PH-2a 295.
- Extradimensional Detection
Pr. 3 Divination, Spheres: Numbers, Divination; Tome-2 66.
- Extradimensional Manipulation
Pr. 5 Alteration, Spheres: Numbers, Tome-2 91.
- Extradimensional Pocket
Pr. 5 Alteration, Spheres: Numbers, Tome-2 91.
- Faerie Fire
Pr. 1 Alteration, Spheres: Weather, PH-2 200, PH-2a 254.
- Fear Contagion
Pr. Quest Abjuration, Spheres: Charm, War; Tome-2 114.
- Feign Death
Pr. 3 Necromancy, Spheres: Necromantic, PH-2 210, PH-2a 267.
- Find the Path
Pr. 6 Divination, Spheres: Divination, PH-2 227, PH-2a 288.
- Find Traps
Pr. 2 Divination, Spheres: Divination, PH-2 204, PH-2a 260.
- Fire Purge
Pr. 4 Abjuration, Spheres: Wards, Tome-2 78.
- Fire Seeds
Pr. 6 Conjunction, Spheres: Elemental (Fire), PH-2 227, PH-2a 289.
- Fire Storm
Pr. 7 Evocation, Spheres: Elemental, Fire; PH-2 234, PH-2a 296.

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- Fire Trap
Pr. 2 Abjuration, Evocation; Spheres: Elemental (Fire), PH-2 204, PH-2a 260.
- Flame Blade
Pr. 2 Evocation, Spheres: Elemental (Fire), PH-2 205, PH-2a 260.
- Flame Strike
Pr. 5 Evocation, Spheres: Combat, PH-2 223, PH-2a 282.
- Flame Walk
Pr. 3 Alteration, Spheres: Elemental (Fire), PH-2 210, PH-2a 268.
- Focus
Pr. 4 Invocation, Spheres: All, Tome-2 79.
- Forbiddance
Pr. 6 Abjuration, Spheres: Protection, PH-2 228, PH-2a 289.
- Fortify
Pr. 4 Necromancy, Spheres: Healing, Tome-2 80.
- Fortifying Stew
Pr. 2 Necromancy, Spheres: Healing, Druids-2 88.
- Free Action
Pr. 4 Abjuration, Enchantment; Spheres: Charm, PH-2 217, PH-2a 275.
- Frisky Chest
Pr. 2 Enchantment/Charm, Spheres: Wards, Tome-2 58.
- Gate
Pr. 7 Conjunction/Summoning, Spheres: Summoning, PH-2 234, PH-2a 296.
- Genius
Pr. 4 Divination, Spheres: Thought, Tome-2 80.
- Giant Insect
Pr. 4 Alteration, Spheres: Animal, PH-2 217, PH-2a 276.
- Glyph of Warding
Pr. 3 Abjuration, Evocation; Spheres: Guardian, PH-2 210, PH-2a 268.
- Goodberry
Pr. 2 Alteration, Evocation; Spheres: Plant, PH-2 205, PH-2a 260.
- Gravity Variation
Pr. 6 Alteration, Spheres: War, Tome-2 100.
- Great Circle, The
Pr. 6 Abjuration, Spheres: Sun, Tome-2 101.
- Grounding
Pr. 5 Abjuration, Spheres: Wards, Tome-2 92.
- Group Mind
Pr. 6 Divination, Enchantment/Charm; Spheres: Thought, Tome-2 101.
- Hallucinatory Forest
Pr. 4 Illusion/Phantasm, Spheres: Plant, PH-2 218, PH-2a 276.
- Heal
Pr. 6 Necromancy, Spheres: Healing, PH-2 228, PH-2a 289.
- Health Blessing
Pr. Quest Necromancy, Spheres: Healing, Necromantic; Tome-2 114.
- Heat Metal
Pr. 2 Alteration, Spheres: Elemental (Fire), PH-2 205, PH-2a 261.
- Helping Hand
Pr. 3 Evocation, Spheres: Travelers, Tome-2 66.
- Heroes' Feast
Pr. 6 Evocation, Spheres: Creation, PH-2 228, PH-2a 289.
- Hesitation
Pr. 2 Enchantment/Charm, Spheres: Time, Tome-2 59.
- Highway
Pr. Quest Alteration, Evocation; Spheres: Travelers, Tome-2 114.
- Hold Animal
Pr. 3 Enchantment/Charm, Spheres: Animal, PH-2 211, PH-2a 268.
- Hold Person
Pr. 2 Enchantment/Charm, Spheres: Charm, PH-2 205, PH-2a 261.
- Hold Plant
Pr. 4 Enchantment/Charm, Spheres: Plant, PH-2 218, PH-2a 276.
- Holy Word
Pr. 7 Conjunction/Summoning, Spheres: Combat, PH-2 234, PH-2a 296.
- Hovering Road
Pr. 7 Conjunction/Summoning, Spheres: Travelers, Tome-2 106.
- Hunger
Pr. 4 Alteration, Spheres: Animal, Plant; Druids-2 92.

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- Idea
Pr. 2 Divination, Spheres: Thought, Tome-2 59.
- Illusory Artillery
Pr. 5 Enchantment/Charm, Spheres: War, Tome-2 92.
- Illusory Fortification
Pr. 7 Illusion/Phantasm, Spheres: War, Tome-2 107.
- Imago Interrogation
Pr. Quest Divination, Enchantment/Charm; Spheres: Astral, Divination, Time; Tome-2 116.
- Imbue With Spell Ability
Pr. 4 Enchantment, Spheres: Charm, PH-2 218, PH-2a 277.
- Impending Permission
Pr. 5 Enchantment/Charm, Spheres: Law, Tome-2 92.
- Implosion/Inversion
Pr. Quest Invocation, Spheres: Numbers, Combat; Tome-2 116.
- Insect Plague
Pr. 5 Conjunction/Summoning, Spheres: Combat, PH-2 223, PH-2a 282.
- Interdiction
Pr. Quest Abjuration, Spheres: Chaos, Law, Wards; Tome-2 116.
- Inverted Ethics
Pr. 4 Enchantment/Charm, Spheres: Chaos, Tome-2 80.
- Invisibility Purge
Pr. 3 Abjuration, Spheres: Wards, Tome-2 67.
- Invisibility to Animals
Pr. 1 Alteration, Spheres: Animal, PH-2 200, PH-2a 255.
- Invisibility to Undead
Pr. 1 Abjuration, Spheres: Necromantic, PH-2 200, PH-2a 255.
- Ivy Siege
Pr. 6 Enchantment, Spheres: Plant, Druids-2 95.
- Join With Astral Traveler
Pr. 4 Alteration, Spheres: Astral, Tome-2 81.
- Know Age
Pr. 1 Divination, Spheres: Time, Tome-2 52.
- Know Alignment
Pr. 2 Divination, Spheres: Divination, PH-2 206, PH-2a 261.
- Know Customs
Pr. 3 Divination, Spheres: Travelers, Tome-2 67.
- Know Direction
Pr. 1 Divination, Spheres: Travelers, Tome-2 52.
- Know Time
Pr. 1 Divination, Spheres: Time, Tome-2 53.
- Land of Stability
Pr. 6 Abjuration, Spheres: Wards, Tome-2 101.
- Leadership
Pr. 4 Enchantment/Charm, Alteration; Spheres: War, Tome-2 81.
- Legal Thoughts
Pr. 6 Enchantment/Charm, Spheres: Law, Tome-2 101.
- Light
Pr. 1 Alteration, Spheres: Sun, PH-2 201, PH-2a 255.
- Lighten Load
Pr. 2 Alteration, Spheres: Travelers, Tome-2 59.
- Line of Protection
Pr. 3 Abjuration, Spheres: Protection, Tome-2 68.
- Liveoak
Pr. 6 Enchantment, Spheres: Plant, PH-2 228, PH-2a 290.
- Locate Animals or Plants
Pr. 1 Divination, Spheres: Divination, PH-2 201, PH-2a 255.
- Locate Object
Pr. 3 Divination, Spheres: Divination, PH-2 211, PH-2a 268.
- Log of Everburning
Pr. 1 Enchantment, Spheres: Elemental (Fire), Plant; Tome-2 53.
- Lower Water
Pr. 4 Alteration, Spheres: Elemental (Water), PH-2 218, PH-2a 277.
- Magic Font
Pr. 5 Divination, Spheres: Divination, PH-2 223, PH-2a 283.
- Magical Stone
Pr. 1 Enchantment, Spheres: Combat, PH-2 201, PH-2a 256.

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- Magical Vestment
Pr. 3 Enchantment, Spheres: Protection, PH-2 211, PH-2a 269.
- Meld
Pr. 5 Enchantment, Spheres: Charm, Tome-2 93.
- Meld Into Stone
Pr. 3 Alteration, Spheres: Elemental (Earth), PH-2 211, PH-2a 269.
- Memory Wrack
Pr. 5 Alteration, Enchantment/Charm; Spheres: Thought, Tome-2 93.
- Mental Domination
Pr. 4 Enchantment/Charm, Spheres: Thought, Tome-2 81.
- Messenger
Pr. 2 Enchantment/Charm, Spheres: Animal, PH-2 206, PH-2a 262.
- Mind Read
Pr. 2 Divination, Spheres: Thought, Tome-2 59.
- Mind Tracker
Pr. 7 Divination, Spheres: Divination, Tome-2 107.
- Mindnet
Pr. Quest Divination, Enchantment/Charm; Spheres: Thought, Tome-2 117.
- Mindshatter
Pr. 5 Enchantment/Charm, Spheres: Thought, Tome-2 94.
- Miscast Magic
Pr. 3 Invocation/Evocation, Spheres: Chaos, Tome-2 69.
- Mistaken Missive
Pr. 1 Alteration, Spheres: Chaos, Tome-2 53.
- Modify Memory
Pr. 4 Enchantment/Charm, Spheres: Time, Tome-2 83.
- Moment
Pr. 2 Divination, Spheres: Numbers, Tome-2 60.
- Moment Reading
Pr. 3 Divination, Spheres: Numbers, Tome-2 69.
- Monster Mount
Pr. 6 Enchantment/Charm, Spheres: Travelers, Tome-2 102.
- Moonbeam
Pr. 5 Evocation, Alteration; Spheres: Sun, PH-2 223, PH-2a 283.
- Morale
Pr. 1 Enchantment/Charm, Spheres: War, Tome-2 53.
- Music of the Spheres
Pr. 2 Enchantment/Charm, Spheres: Numbers, Charm; Tome-2 60.
- Mystic Transfer
Pr. 2 Invocation, Spheres: Charm, Tome-2 61.
- Nap
Pr. 2 Alteration, Spheres: Time, Tome-2 61.
- Nature's Charm
Pr. 5 Enchantment/Charm, Spheres: Elemental (earth), Elemental (water); Druids-2 94.
- Needlestorm
Pr. 4 Alteration, Spheres: Plant, Druids-2 93.
- Negative Plane Protection
Pr. 3 Abjuration, Spheres: Protection, Necromantic; PH-2 212, PH-2a 269.
- Neutralize Poison
Pr. 4 Necromancy, Spheres: Healing, PH-2 219, PH-2a 277.
- Obscurement
Pr. 2 Alteration, Spheres: Weather, PH-2 206, PH-2a 262.
- Part Water
Pr. 6 Alteration, Spheres: Elemental (Water), PH-2 229, PH-2a 290.
- Pass Plant
Pr. 5 Alteration, Spheres: Plant, PH-2 223, PH-2a 283.
- Pass Without Trace
Pr. 1 Enchantment/Charm, Spheres: Plant, PH-2 201, PH-2a 256.
- Pass Without Trace, 10 Foot Radius
Pr. 3 Enchantment/Charm, Spheres: Plant, Druids-2 90.
- Personal Reading
Pr. 1 Divination, Spheres: Numbers, Tome-2 54.
- Physical Mirror
Pr. 6 Alteration, Spheres: Numbers, Tome-2 102.
- Planar Quest
Pr. Quest Alteration, Spheres: Astral, Tome-2

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- Plane Shift
Pr. 5 Alteration, Spheres: Astral, PH-2 224, PH-2a 283.
- Plant Door
Pr. 4 Alteration, Spheres: Plant, PH-2 219, PH-2a 277.
- Plant Growth
Pr. 3 Alteration, Spheres: Plant, PH-2 212, PH-2a 269.
- Prayer
Pr. 3 Conjuraction/Summoning, Spheres: Combat, PH-2 212, PH-2a 270.
- Preservation
Pr. Quest Abjuration, Spheres: Wards, Tome-2 118.
- Probability Control
Pr. 4 Alteration, Spheres: Numbers, Tome-2 83.
- Produce Fire
Pr. 4 Alteration, Spheres: Elemental (Fire), PH-2 219, PH-2a 278.
- Produce Flame
Pr. 2 Alteration, Spheres: Elemental (Fire), PH-2 206, PH-2a 262.
- Protection From Evil
Pr. 1 Abjuration, Spheres: Protection, PH-2 201, PH-2a 256.
- Protection From Evil, 10 Foot Radius
Pr. 4 Abjuration, Spheres: Protection, PH-2 219, PH-2a 278.
- Protection From Fire
Pr. 3 Abjuration, Spheres: Protection, Elemental (Fire); PH-2 212, PH-2a 270.
- Protection From Lightning
Pr. 4 Abjuration, Spheres: Protection, Weather; PH-2 219, PH-2a 278.
- Puffball
Pr. 1 Alteration, Spheres: Plant, Druids-2 87.
- Purify Food & Drink
Pr. 1 Alteration, Spheres: All, .
- Pyrotechnics
Pr. 3 Alteration, Spheres: Elemental (Fire), PH-2 212, PH-2a 270.
- Quest
Pr. 5 Enchantment/Charm, Spheres: Charm, PH-2 224, PH-2a 284.
- Rainbow
Pr. 5 Evocation, Alteration; Spheres: Weather, Sun; PH-2 224, PH-2a 284.
- Raise Dead
Pr. 5 Necromancy, Spheres: Necromantic, PH-2 224, PH-2a 284.
- Rally
Pr. 2 Enchantment/Charm, Spheres: War, Tome-2 62.
- Random Causality
Pr. 3 Alteration, Spheres: Chaos, Tome-2 69.
- Rapport
Pr. 4 Divination, Alteration; Spheres: Thought, Tome-2 84.
- Reflecting Pool
Pr. 4 Divination, Spheres: Divination, PH-2 219, PH-2a 278.
- Regenerate
Pr. 7 Necromancy, Spheres: Necromantic, PH-2 234, PH-2a 297.
- Reincarnate
Pr. 7 Necromancy, Spheres: Necromantic, PH-2 234, PH-2a 297.
- Remove Curse
Pr. 3 Abjuration, Spheres: Protection, PH-2 213, PH-2a 271.
- Remove Paralysis
Pr. 3 Abjuration, Spheres: Protection, PH-2 213, PH-2a 271.
- Repeat Action
Pr. 5 Enchantment/Charm, Spheres: Time, Tome-2 95.
- Repel Insects
Pr. 4 Abjuration, Alteration; Spheres: Animal, Protection; PH-2 220, PH-2a 279.
- Resist Fire
Pr. 2 Alteration, Spheres: Protection, PH-2 206, PH-2a 262.
- Restoration
Pr. 7 Necromancy, Spheres: Necromantic, PH-2 235, PH-2a 298.
- Resurrection
Pr. 7 Necromancy, Spheres: Necromantic, PH-2 235, PH-2a 298.
- Revelation
Pr. Quest Divination, Spheres: Divination, Tome-2 118.

Second Edition priest spells in alphabetical order

- Reverse Time
Pr. 6 Alteration, Spheres: Time, Tome-2 103.
- Reversion
Pr. Quest Alteration, Invocation; Spheres: Time, Tome-2 118.
- Rigid Thinking
Pr. 3 Enchantment/Charm, Spheres: Law, Tome-2 70.
- Ring of Hands
Pr. 1 Abjuration, Spheres: Protection, Tome-2 55.
- Robe of Healing
Pr. Quest Enchantment, Necromancy; Spheres: Healing, Tome-2 119.
- Rock
Pr. 5Spheres: Elemental (Earth), Elemental (Water); PH-2 225, PH-2a 285.
- Sacred Guardian
Pr. 1 Enchantment/Charm, Spheres: Guardian, Tome-2 55.
- Sanctify
Pr. 2 Conjunction/Summoning, Spheres: , Tome-2 62.
- Sanctuary
Pr. 1 Abjuration, Spheres: Protection, PH-2 202, PH-2a 257.
- Seclusion
Pr. 6 Alteration, Spheres: Numbers, Tome-2 103.
- Shadow Engines
Pr. 7 Illusion/Phantasm, Spheres: War, Tome-2 108.
- Shape Wood
Pr. 3 Alteration, Spheres: Plant, Druids-2 90.
- Shillelagh
Pr. 1 Alteration, Spheres: Combat, Plant; PH-2 202, PH-2a 257.
- Shooting Stars
Pr. Quest Conjunction, Invocation; Spheres: Combat, Sun, Weather; Tome-2 119.
- Shrieking Walls
Pr. 5 Enchantment, Spheres: Wards, Tome-2 95.
- Siege Wall
Pr. Quest Alteration, Invocation; Spheres: Creation, Guardian; Tome-2 119.
- Silence, 15' Radius
Pr. 2 Alteration, Spheres: Guardian, PH-2 206, PH-2a 263.
- Skip Day
Pr. 6 Invocation/Evocation, Spheres: Time, Tome-2 104.
- Slow Poison
Pr. 2 Necromancy, Spheres: Healing, PH-2 207, PH-2a 263.
- Slow Rot
Pr. 3 Abjuration, Spheres: Plant, Tome-2 70.
- Snake Charm
Pr. 2 Enchantment/Charm, Spheres: Animal, PH-2 207, PH-2a 263.
- Sol's Searing Club
Pr. 6 Invokation, Spheres: Sun, Tome-2 104.
- Solipsism
Pr. 4 Alteration, Spheres: Thought, Tome-2 84.
- Spacewarp
Pr. 7 Alteration, Spheres: Numbers, Tome-2 109.
- Speak With Animals
Pr. 2 Alteration, Spheres: Animal, Divination; PH-2 207, PH-2a 263.
- Speak With Astral Traveler
Pr. 1 Alteration, Spheres: Astral, Tome-2 55.
- Speak With Dead
Pr. 3 Necromancy, Spheres: Divination, PH-2 214, PH-2a 271.
- Speak With Monsters
Pr. 6 Alteration, Spheres: Divination, PH-2 229, PH-2a 290.
- Speak With Plants
Pr. 4 Alteration, Spheres: Plant, PH-2 220, PH-2a 279.
- Spell Immunity
Pr. 4 Abjuration, Spheres: Protection, PH-2 220, PH-2a 279.
- Sphere of Security
Pr. Quest Abjuration, Spheres: Protection, Tome-2 119.
- Spike Growth
Pr. 3 Alteration, Enchantment; Spheres: Plant, PH-2 214, PH-2a 271.
- Spike Stones
Pr. 5 Alteration, Enchantment; Spheres: Elemental (Earth), PH-2 225, PH-2a 285.

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- Spiral of Degeneration
Pr. Quest Enchantment/Charm, Invocation;
Spheres: Chaos, Thought; Tome-2 120.
- Spirit of Power
Pr. 7 Summoning, Invocation; Spheres: Summoning, Tome-2 109.
- Spiritual Hammer
Pr. 2 Invocation, Spheres: Combat, PH-2 207, PH-2a 263.
- Spiritual Wrath
Pr. 6 Invocation, Spheres: Combat, Tome-2 105.
- Squeaking Floors
Pr. 3 Evocation, Spheres: Wards, Tome-2 70.
- Stalker
Pr. Quest Conjunction/Summoning, Spheres: Creation, Guardian, Plant; Tome-2 120.
- Starshine
Pr. 3 Evocation, Illusion/Phantasm; Spheres: Sun, PH-2 214, PH-2a 272.
- Sticks to Snakes
Pr. 4 Alteration, Spheres: Plant, PH-2 220, PH-2a 280.
- Stone Shape
Pr. 3 Alteration, Spheres: Elemental (Earth), PH-2 214, PH-2a 272.
- Stone Tell
Pr. 6 Divination, Spheres: Elemental (Earth), Divination; PH-2 229, PH-2a 290.
- Storm of Vengeance
Pr. Quest Evocation, Spheres: Elemental, War, Weather; Tome-2 121.
- Strength of One
Pr. 3 Alteration, Spheres: Law, Tome-2 71.
- Strengthen Stone
Pr. 5 Alteration, Spheres: , Druids-2 94.
- Succor
Pr. 7 Alteration, Enchantment; Spheres: Summoning, PH-2 235, PH-2a 299.
- Summon Insects
Pr. 3 Conjunction/Summoning, Spheres: Animal, PH-2 214, PH-2a 272.
- Sunray
Pr. 7 Evocation, Alteration; Spheres: Sun, PH-2 235, PH-2a 299.
- Symbol
Pr. 7 Conjunction/Summoning, Spheres: Guardian, PH-2 236, PH-2a 299.
- Tanglefoot
Pr. 4 Alteration, Abjuration; Spheres: War, Tome-2 85.
- Telepathy
Pr. 3 Divination, Alteration; Spheres: Thought, Tome-2 71.
- Telethaumaturgy
Pr. 3 Enchantment/Charm, Spheres: Numbers, Tome-2 72.
- Tentacle Walls
Pr. 7 Enchantment, Spheres: Wards, Tome-2 110.
- Thief's Lament
Pr. 3 Alteration, Spheres: Wards, Tome-2 72.
- Thornwrack
Pr. 5 Alteration, Spheres: Plant, Druids-2 94.
- Thought Broadcast
Pr. 4 Alteration, Spheres: Thought, Tome-2 85.
- Thought Capture
Pr. 1 Divination, Spheres: Thought, Tome-2 55.
- Thoughtwave
Pr. 5 Divination, Spheres: Divination, Tome-2 96.
- Time Pool
Pr. 5 Divination, Spheres: Time, Tome-2 96.
- Timelessness
Pr. 7 Alteration, Spheres: Numbers, Tome-2 110.
- Tongues
Pr. 4 Alteration, Spheres: Divination, PH-2 220, PH-2a 280.
- Transformation
Pr. Quest Alteration, Enchantment, Illusion; Spheres: Numbers, Tome-2 121.
- Transmute Metal to Wood
Pr. 7 Alteration, Spheres: Elemental (Earth), PH-2 236, PH-2a 299.
- Transmute Rock to Mud (Alteration)
Pr. 5 Spheres: , .
- Transmute Water to Dust
Pr. 6 Alteration, Spheres: Elemental (Water), Elemental (Earth); PH-2 229, PH-2a 291.
- Transport Via Plants
Pr. 6 Alteration, Spheres: Plants, PH-2 229, PH-2a 291.

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- Tree
Pr. 3 Alteration, Spheres: Plant, PH-2 215, PH-2a 273.
- Tree Spirit
Pr. 7 Necromancy, Spheres: Plant, Druids-2 96.
- Tree Steed
Pr. 4 Alteration, Enchantment/Charm; Spheres: Travelers, Tome-2 86.
- Trip
Pr. 2 Enchantment/Charm, Spheres: Plant, PH-2 207, PH-2a 264.
- True Seeing
Pr. 5 Divination, Spheres: Divination, PH-2 225, PH-2a 285.
- Turn Wood
Pr. 6 Alteration, Spheres: Plant, PH-2 229, PH-2a 291.
- Unceasing Vigilance of the Holy Sentinel
Pr. 5 Alteration, Spheres: Guardian, Tome-2 97.
- Uncontrolled Weather
Pr. 7 Conjunction/Summoning, Spheres: Chaos, Tome-2 111.
- Undead Plague
Pr. Quest Necromancy, Spheres: Necromantic, Tome-2 121.
- Undead Ward
Pr. 5 Abjuration, Necromancy; Spheres: Wards, Tome-2 97.
- Unearthly Choir
Pr. 3 Invocation, Spheres: Combat, Tome-2 73.
- Unwilling Wood
Pr. 7 Enchantment/Charm, Spheres: Plant, Druids-2 97.
- Uplift
Pr. 4 Alteration, Spheres: All, Tome-2 86.
- Wall of Fire
Pr. 5 Conjunction/Summoning, Spheres: Elemental (Fire), PH-2 225, PH-2a 286.
- Wall of Thorns
Pr. 6 Conjunction/Summoning, Spheres: Plant, Creation; PH-2 230, PH-2a 291.
- Warband Quest
Pr. Quest Enchantment/Charm, Spheres: Charm, War; Tome-2 122.
- Ward Matrix
Pr. Quest Invocation/Evocation, Spheres: Wards, Tome-2 122.
- Warp Wood
Pr. 2 Alteration, Spheres: Plant, PH-2 208, PH-2a 264.
- Water Breathing
Pr. 3 Alteration, Spheres: Elemental (Water), Elemental (Air); PH-2 215, PH-2a 273.
- Water Walk
Pr. 3 Alteration, Spheres: Elemental (Water), PH-2 215, PH-2a 273.
- Weather Stasis
Pr. 4 Abjuration, Spheres: Wards, Weather; Tome-2 87.
- Weather Summoning
Pr. 6 Conjunction/Summoning, Spheres: Weather, PH-2 230, PH-2a 292.
- Weighty Chest
Pr. 1 Alteration, Spheres: Wards, Tome-2 56.
- Whisperward
Pr. 1 Alteration, Spheres: Guardian, Weather; Druids-2 87.
- Wind Walk
Pr. 7 Alteration, Spheres: Elemental (Air), PH-2 236, PH-2a 299.
- Withdraw
Pr. 2 Alteration, Spheres: Protection, PH-2 208, PH-2a 264.
- Wolf Spirits
Pr. Quest Conjunction/Summoning, Invocation; Spheres: Animal, Guardian, Summoning; Tome-2 122.
- Word of Recall
Pr. 6 Alteration, Spheres: Summoning, PH-2 230, PH-2a 292.
- Wyvern Watch
Pr. 2 Evocation, Spheres: Guardian, PH-2 208, PH-2a 264.
- Zone of Sweet Air
Pr. 3 Abjuration, Spheres: Wards, Tome-2 73.
- Zone of Truth
Pr. 2 Enchantment/Charm, Spheres: Wards, Tome-2 62.
- Glossary:**
- DMG Dungeon Master's Guide

Second Edition priest spells in alphabetical order

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