

Spells Through the Ages – Names (v.2)

Highlighting indicates name change from prior edition.

Spells in 3E system but removed from wizards: Detect evil, plant growth, reincarnate.

Spells changed from 3E to 3.5: Polymorph self, others (to polymorph, baleful polymorph; see this doc v.1).

1 st	Chainmail	OD&D	B/X	AD&D1	AD&D2	D&D3
-		Charm Person	Charm Person	Charm Person	Charm Person	Charm Person
-		Read Languages	Read Languages	Comprehend Languages	Comprehend Languages	Comprehend Languages
-		Detect Magic	Detect Magic	Detect Magic	Detect Magic	Detect Magic
-		Hold Portal	Hold Portal	Hold Portal	Hold Portal	Hold Portal
Wizard Light		Light	Light	Light	Light	Light
-		Magic Missile	Magic Missile	Magic Missile	Magic Missile	Magic Missile
-		Protection from Evil	Protection from Evil	Protection from Evil	Protection from Evil	Protection from Chaos, et. al.
-		Read Magic	Read Magic	Read Magic	Read Magic	Read Magic
-		Shield	Shield	Shield	Shield	Shield
-		Sleep	Sleep	Sleep	Sleep	Sleep
-		Ventriloquism	Ventriloquism	Ventriloquism	Ventriloquism	Ventriloquism
2 nd						
-		Continual Light	Continual Light	Continual Light	Continual Light	Continual Flame
Darkness		Darkness, 5' Radius	-	Darkness, 15' Radius	Darkness, 15' Radius	Darkness
-		Detect Evil	Detect Evil	Detect Evil	Detect Evil	Detect Evil
Detection		Detect Invisible	Detect Invisible	Detect Invisibility	Detect Invisibility	See Invisibility
-		ESP	ESP	ESP	ESP	Detect Thoughts
-		Invisibility	Invisibility	Invisibility	Invisibility	Invisibility
-		Knock	Knock	Knock	Knock	Knock
Levitate		Levitate	Levitate	Levitate	Levitate	Levitate
-		Locate Object	Locate Object	Locate Object	Locate Object	Locate Object
-		Magic Mouth	-	Magic Mouth	Magic Mouth	Magic Mouth
-		Mirror Image	Mirror Image	Mirror Image	Mirror Image	Mirror Image
Phantasmal Forces		Phantasmal Forces	Phantasmal Force	Phantasmal Force	Phantasmal Force	Silent Image
-		Pyrotechnics	-	Pyrotechnics	Pyrotechnics	Pyrotechnics
-		Rope Trick	-	Rope Trick	Rope Trick	Rope Trick
-		Strength	-	Strength	Strength	Bull's Strength
-		Web	Web	Web	Web	Web
-		Wizard Lock	Wizard Lock	Wizard Lock	Wizard Lock	Arcane Lock

3rd

-	Clairaudience	-	Clairaudience	Clairaudience	Clairaudience/Clairvoyance
-	Clairvoyance	Clairvoyance	Clairvoyance	Clairvoyance	-
-	Dispell Magic	Dispel Magic	Dispel Magic	Dispel Magic	Dispel Magic
-	Explosive Runes	-	Explosive Runes	Explosive Runes	Explosive Runes
Fire Ball	Fire Ball	Fire Ball	Fireball	Fireball	Fireball
-	Fly	Fly	Fly	Fly	Fly
Haste	Haste Spell	Haste	Haste	Haste	Haste
-	Hold Person	Hold Person	Hold Person	Hold Person	Hold Person
-	Infravision	Infravision	Infravision	Infravision	Darkvision
Concealment	Invisibility, 10' r.	Invisibility, 10' r.	Invisibility, 10' r.	Invisibility, 10' r.	Invisibility Sphere
Lightning Bolt	Lightning Bolt	Lightning Bolt	Lightning Bolt	Lightning Bolt	Lightning Bolt
-	Monster Summoning I	-	Monster Summoning I	Monster Summoning I	Summon Monster I
Protection from Evil	Protection/Evil, 10' r.	Protection/Evil, 10' r.	Protection/Evil, 10' r.	Protection/Evil, 10' r.	Magic Circle/Chaos, et. al.
-	Protection/Missiles	Protection/Missiles	Protection/Missiles	Protection/Missiles	Protection from Arrows
Slowness	Slow Spell	-	Slow	Slow	Slow
-	Suggestion	-	Suggestion	Suggestion	Suggestion
-	Water Breathing	Water Breathing	Water Breathing	Water Breathing	Water Breathing

4th

-	Charm Monster	Charm Monster	Charm Monster	Charm Monster	Charm Monster
Confusion	Confusion	Confusion	Confusion	Confusion	Confusion
-	Dimension Door	Dimension Door	Dimension Door	Dimension Door	Dimension Door
-	Extension I	-	Extension I	Extension I	-
-	Fear	-	Fear	Fear	Fear
Hallucinatory Terrain	Hallucinatory Terrain	Hallucinatory Terrain	Hallucinatory Terrain	Hallucinatory Terrain	Hallucinatory Terrain
-	Ice Storm	-	Ice Storm	Ice Storm	Ice Storm
-	Massmorph	Massmorph	Massmorph	Massmorph	-
-	Monster Summoning II	-	Monster Summoning II	Monster Summoning II	Summon Monster II
-	Growth of Plants	Growth of Plants	Plant Growth	Plant Growth	Plant Growth
-	Polymorph Others	Polymorph Others	Polymorph Other	Polymorph Other	Polymorph Other
Polymorph	Polymorph Self	Polymorph Self	Polymorph Self	Polymorph Self	Polymorph Self
-	Remove Curse	Remove Curse	Remove Curse	Remove Curse	Remove Curse
-	Wall of Fire	Wall of Fire	Wall of Fire	Wall of Fire	Wall of Fire
-	Wall of Ice	Wall of Ice	Wall of Ice	Wall of Ice	Wall of Ice
-	Wizard Eye	Wizard Eye	Wizard Eye	Wizard Eye	Arcane Eye

5th

-	Growth of Animals	-	Animal Growth	Animal Growth	Animal Growth
-	Animate Dead	Animate Dead	Animate Dead	Animate Dead	Animate Dead
Cloudkill	Cloudkill	Cloudkill	Cloudkill	Cloudkill	Cloudkill
Conjuration/Elemental	Conjure Elemental	Conjure Elemental	Conjure Elemental	Conjure Elemental	-
-	Contact Higher Plane	Contact Higher Plane	Contact Other Plane	Contact Other Plane	Contact Other Plane
-	Extension II	-	Extension II	Extension II	-
-	Feeblemind	Feeblemind	Feeblemind	Feeblemind	Feeblemind
-	Hold Monster	Hold Monster	Hold Monster	Hold Monster	Hold Monster
-	Magic Jar	Magic Jar	Magic Jar	Magic Jar	Magic Jar
-	Monster Summoning III	-	Monster Summoning III	Monster Summoning III	Summon Monster III
-	Pass-Wall	Pass-Wall	Passwall	Passwall	Passwall
-	Telekinesis	Telekinesis	Telekinesis	Telekinesis	Telekinesis
-	Teleport	Teleport	Teleport	Teleport	Teleport
-	Transmute Rock to Mud	Transmute Rock to Mud	Transmute Rock to Mud	Transmute Rock to Mud	Transmute Rock to Mud
-	Wall of Iron	-	Wall of Iron	Wall of Iron	Wall of Iron
-	Wall of Stone	Wall of Stone	Wall of Stone	Wall of Stone	Wall of Stone

6th

Anti-Magic Shell	Anti-Magic Shell	Anti-Magic Shell	Anti-Magic Shell	Antimagic Shell	Antimagic Field
-	Control Weather	Control Weather	Control Weather	Control Weather	Control Weather
-	Death Spell	Death Spell	Death Spell	Death Spell	Circle of Death
-	Disintegrate	Disintegrate	Disintegrate	Disintegrate	Disintegrate
-	Extension III	-	Extension III	Extension III	-
-	Geas	Geas	Geas	Geas	Geas/Quest
-	Invisible Stalker	Invisible Stalker	Invisible Stalker	Invisible Stalker	-
-	Legend Lore	-	Legend Lore	Legend Lore	Legend Lore
-	Lower Water	Lower Water	Lower Water	Lower Water	Control Water
-	Monster Summoning IV	-	Monster Summoning IV	Monster Summoning IV	Summon Monster IV
Moving Terrain	Move Earth	Move Earth	Move Earth	Move Earth	Move Earth
-	Part Water	Part Water	Part Water	Part Water	-
-	Projected Image	Projected Image	Project Image	Project Image	Project Image
-	Reincarnation	Reincarnation	Reincarnation	Reincarnation	Reincarnate
-	Repulsion	-	Repulsion	Repulsion	Repulsion
-	Stone to Flesh	Stone to Flesh	Stone to Flesh	Stone to Flesh	Stone to Flesh