

Schools of Magic

A school of magic is a group of related spells that work in similar ways. Almost every spell belongs to one of eight schools of magic. A small number of spells are universal (Univ.), and belong to no school. The eight schools of magic are;

Abjuration (Abjur.): Abjurations are protective spells. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the subject of the spell to another plane of existence.

Conjuration (Conj.): Conjurations bring manifestations of objects, creatures, or some form of energy to you. Conjurations can also transport creatures from another plane of existence, heal, transport creatures or objects over great distances or create objects or effects on the spot.

Divination (Div.): Divination spells enable you to learn secrets, to predict the future, and to find hidden things.

Enchantment (Ench.): Enchantment spells affect the minds of others, influencing or controlling their behaviour.

Evocation (Evoc.): Evocation spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing.

Illusion (Illus.): Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened.

Necromancy (Necro.): Necromancy spells manipulate the power of death, unlife, and the life force.

Transmutation (Trans.): Transmutation spells change the properties of some creature, thing, or condition.

Below is a list of all the S&W arcane spells along with the school of magic to which they belong.

Level 1

Charm Person	Ench.
Detect Magic	Div.
Hold Portal	Abjur.
Light	Evoc.

Magic Missile	Evoc.
Protection From Evil	Abjur.
Read Languages	Div.
Read Magic	Div.
Shield	Abjur.
Sleep	Ench.

Level 2

Continual Light	Evoc.
Darkness, 15 ft. Radius	Evoc.
Detect Evil	Div.
Detect Invisibility	Div.
ESP	Div.
Invisibility	Illus.
Knock	Trans.
Levitate	Trans.
Locate Object	Div.
Magic Mouth	Illus.
Mirror Image	Illus.
Phantasmal Force	Conj.
Pyrotechnics	Trans.
Stinking Cloud	Conj.
Strength	Trans.
Web	Conj.
Wizard Lock	Trans.

Level 3

Clairaudience	Div.
Clairvoyance	Div.
Darkvision	Trans.
Dispel Magic	Abjur.
Explosive Runes	Abjur.
Fireball	Evoc.
Fly	Trans.
Haste	Trans.
Hold Person	Ench.
Invisibility 10 ft. Radius	Illus.

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Lightning Bolt	Evoc.
Monster Summoning I	Conj.
Protection From Evil 10 ft. Radius	Abjur.
Protection From Normal Missiles	Abjur.
Rope Trick	Trans.
Slow	Trans.
Suggestion	Ench.
Water Breathing	Trans.

Level 4

Charm Monster	Ench.
Confusion	Ench.
Dimension Door	Conj.
Extension I	Trans.
Fear	Ench.
Hallucinatory Terrain	Illus.
Ice Storm	Evoc.
Massmorph	Trans.
Monster Summoning II	Conj.
Plant Growth	Trans.
Polymorph Other	Trans.
Polymorph Self	Trans.
Remove Curse	Abjur.
Wall of Fire	Evoc.
Wall of Ice	Evoc.
Wizard Eye	Conj.

Level 5

Animal Growth	Trans.
Animate Dead	Necro.
Cloudkill	Conj.
Conjure Elemental	Conj.
Contact Other Plane	Div.
Extension II	Trans.
Feeblemind	Ench.
Hold Monster	Ench.
Magic Jar	Necro.

Monster Summoning III	Conj.
Passwall	Trans.
Telekinesis	Trans.
Teleport	Conj.
Transmute Rock to Mud	Trans.
Wall of Iron	Conj.
Wall of Stone	Conj.

Level 6

Anti-Magic Shell	Abjur.
Control Weather	Trans.
Death Spell	Necro.
Disintegrate	Trans..
Enchant an Item	Trans.
Geas	Ench.
Invisible Stalker	Conj.
Legend Lore	Div.
Lower Water	Trans.
Monster Summoning IV	Conj.
Move Earth	Trans.
Part Water	Trans.
Project Image	Illus.
Reincarnation	Necro.
Repulsion	Abjur.
Stone to Flesh	Trans.

Level 7

Cacodemon	Conj.
Charm Plants	Ench.
Delayed Blast Fireball	Evoc.
Extension III	Trans.
Limited Wish	Univ.
Mass Invisibility	Illus.
Monster Summoning V	Conj.
Power Word Stun	Ench.
Reverse Gravity	Trans.
Simulacrum	Necro.

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Level 8

Clone	Necro.
Mass Charm	Ench.
Mind Blank	Abjur.
Monster Summoning VI	Conj.
Permanency	Trans.
Polymorph Object	Trans.
Power Word Blind	Ench.
Symbol	Ench.

Level 9

Astral Spell	Trans.
Gate	Conj.
Maze	Conj.
Meteor Swarm	Conj.
Monster Summoning VII	Conj.
Power Word Kill	Ench.
Prismatic Sphere	Abjur.
Shape Change	Trans.
Time Stop	Trans.
Wish	Univ.

What to do with Schools of Magic

What follows are a few suggestions on what can be done with Schools of Magic. These are simply suggestions and guidelines

Places or objects attuned to one school

The GM can have certain places or items attuned to a particular school of magic. For example, a certain amulet might add +1 to saving throws when resisting a spell from the school of enchantment, or a magical forest which produces effects similar to an Extension II spell on all abjuration spells cast within the forest. The GM could also have certain places/items nullify spells from certain schools, like a chamber that prevents spells from the school of divination.

School Specialization

The GM can use the schools of magic to add Specialized Wizards into his campaign. The Specialized Wizard chooses one school as his specialization and two other schools as his prohibited schools (unless the wizard chooses to specialize in Divination, in which case, he need only choose one prohibited school). Universal and Divination can never be chosen as prohibited schools. A specialist wizard can prepare one additional spell from his specialty school per spell level each day. Spells of the prohibited school or schools are not available to the wizard, and he can't even cast such spells from scrolls or fire them from wands. Specialization must be chosen at first level, and may not be changed later in the wizard's career.

Focused Magic-User NPCs

The GM may use the list above to help determine what spells a narrowly focused NPC mage might possess. For example, a GM needing a seer for his adventure can concentrate on giving the NPC mage spells from the school of Divination.