



Aid

Advanced
Dungeons & Dragons
2nd Edition

Necromancy, Conjuration

Notes and Tables:

Sphere: Combat, Necromantic
Level: 2
Range: Touch
Components: V, S, M
Duration: 1 rd. + 1 rd./level
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: None

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

The recipient of this spell gains the benefit of a bless spell (+1 to attack rolls and saving throws) and a special bonus of 1d8 additional hit points for the duration of the spell. The aid spell enables the recipient to actually have more hit points than his full normal total. The bonus hit points are lost first when the recipient takes damage; they cannot be regained by curative magic.

For example, a 1st-level fighter has 8 hit points, suffers 2 points of damage ($8 - 2 = 6$), and then receives an aid spell that gives 5 additional hit points. The fighter now has 11 hit points, 5 of which are temporary. If he is then hit for 7 points of damage, 2 normal hit points and all 5 temporary hit points are lost. He then receives a cure light wounds spell that heals 4 points of damage, restoring him to his original 8 hit points.

Note that the operation of the spell is unaffected by permanent hit point losses due to energy drain, Hit Die losses, the loss of a familiar, or the operation of certain artifacts; the temporary hit point gain is figured from the new, lower total.

The material components of this spell are a tiny strip of white cloth with a sticky substance (such as tree sap) on the ends, plus the priest's holy symbol.

Notes: Common for clerics (PHB).



Augury



Divination

Notes and Tables:

Augury - Shukenja Version

This spell is identical to the normal augury spell except that it is 1st level, and the material component is a set of straight willow sticks or carved bones.

Sphere: Divination

Level: 2

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 2 rds.

Area of Effect: Special

Saving Throw: None

The priest casting an augury spell seeks to divine whether an action in the immediate future (within one-half hour) will benefit or harm the party. For example, if a party is considering the destruction of a weird seal that closes a portal, an augury spell can be used to find if weal or woe will be the immediate result. If the spell is successful, the DM yields some indication of the probable outcome: "weal," "woe," or possibly a cryptic puzzle or rhyme. The base chance for receiving a meaningful reply is 70%, plus 1% for each level of the priest casting the spell; for example, 71% at 1st level, 72% at 2nd, etc.

Your DM determines any adjustments for the particular conditions of each augury.

For example, if the question is "Will we do well if we venture to the third level?" and a terrible troll guarding 10,000 sp and a shield +1 lurks near the entrance to the level (which the DM estimates the party could beat after a hard fight), the augury might be: "Great risk brings great reward." If the troll is too strong for the party, the augury might be: "Woe and destruction await!" Likewise, a party casting several auguries about the same action in quick succession might receive identical answers, regardless of the dice rolls.

The material component for an augury spell is a set of gem-inlaid sticks, dragon bones, or similar tokens of at least 1,000 gp value (which are not expended in casting).

Notes: Common for clerics (PHB)



Barkskin

Advanced
Dungeons & Dragons
2nd Edition

Alteration

Notes and Tables:

Sphere: Protection, Plant
Level: 2
Range: Touch
Components: V, S, M
Duration: 4 rds. + 1 rd./level
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: None

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

When a priest casts the barkskin spell upon a creature, its skin becomes as tough as bark, increasing its base Armor Class to AC 6, plus 1 AC for every four levels of the priest: Armor Class 5 at 4th level, Armor Class 4 at 8th, and so on. This spell does not function in combination with normal armor or any magical protection. In addition, saving throw rolls vs. all attack forms except magic gain a +1 bonus. This spell can be placed on the caster or on any other creature he touches.

In addition to his holy symbol, the caster must have a handful of bark from an oak as the material component for the spell.

Notes: Common for druids (PHB).



Chant

Advanced
Dungeons & Dragons
2nd Edition

Conjuration/Summoning

Notes and Tables:

Sphere: All
Level: 2
Range: 0
Components: V, S
Duration: Time of chanting
Casting Time: 2 rds.
Area of Effect: 30-ft. radius
Saving Throw: None

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

By means of the chant spell, the priest brings special favor upon himself and his party, and causes harm to his enemies. When the chant spell is completed, all attack and damage rolls and saving throws made by those in the area of effect who are friendly to the priest gain +1 bonuses, while those of the priest's enemies suffer -1 penalties. This bonus/penalty continues as long as the caster continues to chant the mystic syllables and is stationary. However, an interruption (such as an attack that succeeds and causes damage, grappling with the chanter, or a silence spell) breaks the spell. Multiple chants are not cumulative; however, if the 3rd-level prayer spell is spoken while a priest of the same religious persuasion (not merely alignment) is chanting, the effect is increased to +2 and -2.

Notes: Common for clerics (PHB).



Charm Person or Mammal

Advanced
Dungeons & Dragons
2nd Edition

Enchantment/Charm

Notes and Tables:

Intelligence Score	Period Between Checks
3 or less	3 months
4-6	2 months
7-9	1 month
10-12	3 weeks
13-14	2 weeks
15-16	1 week
17	3 days
18	2 days
19 or more	1 day

Sphere: Animal

Level: 2

Range: 80 yds.

Components: V, S

Duration: Special

Casting Time: 5

Area of Effect: 1 person or mammal

Saving Throw: Neg.

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

This spell affects any single person or mammal it is cast upon. The creature then regards the caster as a trusted friend and ally to be heeded and protected. The term person includes any bipedal human, demi-human or humanoid of man size or smaller, including brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter is included, while an ogre is not.

The spell does not enable the caster to control the charmed creature as if it were an automaton, but any word or action of the caster is viewed in the most favorable way.

Thus, a charmed creature would not obey a suicide command, but might believe the caster if assured that the only chance to save the caster's life is for the creature to hold back an onrushing red dragon for "just a minute or two" and if the charmed creature's view of the situation suggests that this course of action still allows a reasonable chance of survival.

The subject's attitudes and priorities are changed with respect to the caster, but basic personality and alignment are not. A request that a victim make itself defenseless, give up a valued item, or even use a charge from a valued item (especially against former associates or allies) might allow an immediate saving throw to see if the charm is thrown off. Likewise, a charmed creature does not necessarily reveal everything it knows or draw maps of entire areas. Any request may be refused, if such refusal is in character and does not directly harm the caster. The victim's regard for the caster does not necessarily extend to the caster's friends or allies. The victim does not react well to the charmer's allies making suggestions such as, "Ask him this question. . .," nor does the charmed creature put up with verbal or physical abuse from the charmer's associates, if this is out of character.

Note also that the spell does not empower the caster with linguistic capabilities beyond those he normally has. The duration of the spell is a function of the charmed creature's Intelligence, and it is tied to the saving throw. A successful saving throw breaks the spell.

This saving throw is checked on a periodic basis according to the creature's Intelligence, even if the caster has not overly strained the relationship.

If the caster harms, or attempts to harm, the charmed creature by some overt action, or if a dispel magic spell is successfully cast upon the charmed creature, the charm is broken automatically.

If the subject of the charm person/charm mammal spell successfully rolls its saving throw vs. the spell, the effect is negated.

This spell, if used in conjunction with the animal friendship spell, can keep the animal near the caster's home base, if the caster must leave for an extended period.

Notes: Common for druids (PHB).



Detect Charm

Advanced
Dungeons & Dragons
2nd Edition

Divination, Reversible

Notes and Tables:

Sphere: Charm, Divination

Level: 2

Range: 30 yds.

Components: V, S

Duration: 1 turn

Casting Time: 1 rd.

Area of Effect: 1 creature/rd.

Saving Throw: Neg.

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

When used by a priest, this spell can detect if a person or monster is under the influence of a charm spell, or similar control such as hypnosis, suggestion, beguiling, possession, etc. The creature rolls a saving throw vs. spell and, if successful, the caster learns nothing about that particular creature from the casting. A caster who learns that a creature is being influenced has a 5% chance per level to determine the exact type of influence. Up to 10 different creatures can be checked before the spell wanes. If the creature is under more than one such effect, only the information that the charms exist is gained. The type (since there are conflicting emanations) is impossible to determine.

The reverse of the spell, undetectable charm, completely masks all charms on a single creature for 24 hours.

Notes: Common for clerics and druids (PHB).



Dust Devil

Advanced
Dungeons & Dragons
2nd Edition

Conjuration/Summoning

Notes and Tables:

**Sphere: Elemental (Air),
Summoning**

Level: 2

Range: 30 yds.

Components: V, S

Duration: 2 rds./level

Casting Time: 2 rds.

Area of Effect: 5 x 4 ft. cone

Saving Throw: None

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

This spell enables a priest to conjure up a weak air elemental--a dust devil of AC 4, 2 HD, MV 180 feet per round, one attack for 1d4 points of damage--which can be hit by normal weapons. The dust devil appears as a small whirlwind 1 foot in diameter at its base, 5 feet tall, and 3 to 4 feet across at the top. It moves as directed by the priest, but dissipates if it is ever separated from the caster by more than 30 yards. Its winds are sufficient to put out torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin. The dust devil can hold a gas cloud or a creature in gaseous form at bay or push it away from the caster (though it cannot damage or disperse such a cloud). If skimming along the ground in an area of loose dust, sand, or ash, the dust devil picks up those particles and disperses them in a 10-foot-diameter cloud centered on itself. The cloud obscures normal vision, and creatures caught within are blinded while inside and for one round after they emerge. A spellcaster caught in the dust devil or its cloud while casting must make a saving throw vs. spell to keep his concentration, or the spell is ruined. Any creature native to the Elemental Plane of Air--even another dust devil--can disperse a dust devil with a single hit.

Notes: Common for clerics and druids (PHB).



Enthrall

Advanced
Dungeons & Dragons
2nd Edition

Enchantment/Charm

Notes and Tables:

Enthrall - Shukenja

This oriental spell is in all ways similar to its western counterpart, except that any discussion of politics, religion, or alignment grants a new saving throw at +5.

Sphere: Charm, Law

Level: 2

Range: 0

Components: V, S

Duration: Special

Casting Time: 1 rd.

Area of Effect: 90-ft. radius

Saving Throw: Neg.

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

A priest using this spell can enthrall an audience that can fully understand his language. Those in the area of effect must successfully save vs. spell or give the caster their undivided attention, totally ignoring their surroundings. Those of a race or religion unfriendly to the caster's have a +4 bonus to the roll. Any Wisdom adjustment also applies. Creatures with 4 or more levels or Hit Dice, or with a Wisdom of 16 or better, are unaffected.

To cast the spell, the caster must speak without interruption for a full round. Thereafter, the enchantment lasts as long as the priest speaks, to a maximum of one hour. Those enthralled take no action while the priest speaks, and for 1d3 rounds thereafter while they discuss the matter. Those entering the area of effect must also successfully save vs. spell or become enthralled. Those not enthralled are 50% likely every turn to hoot and jeer in unison. If there is excessive jeering, the rest are allowed a new saving throw. The speech ends (but the 1d3 round delay still applies) if the priest is successfully attacked or performs any action other than speaking.

If the audience is attacked, the spell ends and the audience reacts immediately, rolling a reaction check with respect to the source of the interruption, at a penalty of -10.

Note: When handling a large number of saving throws for similar creatures, the DM can assume an average to save time; for example, a crowd of 20 men with a base saving throw of 16 (25% success chance) will have 15 men enthralled and five not.

Notes: Common for clerics (PHB).



Find Traps

Advanced
Dungeons & Dragons
2nd Edition

Divination

Notes and Tables:

Sphere: Divination
Level: 2
Range: 0
Components: V, S
Duration: 3 turns
Casting Time: 5
Area of Effect: 10 ft. x 30 yds.
Saving Throw: None

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

When a priest casts a find traps spell, all traps--concealed normally or magically--of magical or mechanical nature become apparent to him. Note that this spell is directional, and the caster must face the desired direction in order to determine if a trap is laid in that particular direction.

A trap is any device or magical ward that meets three criteria: it can inflict a sudden or unexpected result, the spellcaster would view the result as undesirable or harmful, and the harmful or undesirable result was specifically intended as such by the creator. Thus, traps include alarms, glyphs, and similar spells or devices.

The caster learns the general nature of the trap (magical or mechanical) but not its exact effect, nor how to disarm it. Close examination will, however, enable the caster to sense what intended actions might trigger it. Note that the caster's divination is limited to his knowledge of what might be unexpected and harmful. The spell cannot predict actions of creatures (hence, a concealed murder hole or ambush is not a trap), nor are natural hazards considered traps (a cavern that floods during a rain, a wall weakened by age, a naturally poisonous plant, etc.). If the DM is using specific glyphs or sigils to identify magical wards (see the 3rd-level spell glyph of warding), this spell shows the form of the glyph or mark. The spell does not detect traps that have been disarmed or are otherwise inactive.

Notes: Common for clerics (PHB).



Fire Trap

Advanced
Dungeons & Dragons
2nd Edition

Abjuration, Evocation

Notes and Tables:

Sphere: Elemental (Fire)
Level: 2
Range: Touch
Components: V, S, M
Duration: Permanent until discharged
Casting Time: 1 turn
Area of Effect: Object touched
Saving Throw: ½

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

Any closeable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) can be warded by a fire trap spell. The spell is centered on a point selected by the spellcaster. The item so trapped cannot have a second closure or warding spell placed upon it. A knock spell cannot affect a fire trap in any way--as soon as the offending party opens the item, the trap discharges. As with most magical traps, a thief has only half his normal find traps score to detect a fire trap. Failure to remove it successfully detonates it immediately. An unsuccessful dispel magic spell will not detonate the spell. When the trap is discharged, there will be an explosion of 5-foot radius from the spell's center. All creatures within this area must roll saving throws vs. spell. Damage is 1d4 points plus 1 point per level of the caster, and half that total amount for creatures successfully saving. (Under water, this ward inflicts half damage and creates a large cloud of steam.) The item trapped is not harmed by this explosion.

The caster can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast (the method usually involves a key word).

To place this spell, the caster must trace the outline of the closure with a stick of charcoal and touch the center of the effect. Attunement to another individual requires a hair or similar object from the individual.

The material components are holly berries.

Note: Common for druids (PHB).



Flame Blade

Advanced
Dungeons & Dragons
2nd Edition

Evocation

Notes and Tables:

Sphere: Elemental (Fire)
Level: 2
Range: 0
Components: V, S, M
Duration: 4 rds. + 1 rd./2 levels
Casting Time: 4
Area of Effect: 3-ft. long blade
Saving Throw: None

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

With this spell, the caster causes a blazing ray of red-hot fire to spring forth from his hand. This blade-like ray is wielded as if it were a scimitar. If the caster successfully hits with the flame blade in melee combat, the creature struck suffers 1d4+4 points of damage, with a damage bonus of +2 (i. e., 7-10 points) if the creature is undead or is especially vulnerable to fire. If the creature is protected from fire, the damage inflicted is reduced by 2 (i.e., 1d4+2 points). Fire dwellers and those using fire as an innate attack form suffer no damage from the spell. The flame blade can ignite combustible materials such as parchment, straw, dry sticks, cloth, etc. However, it is not a magical weapon in the normal sense of the term, so creatures (other than undead) struck only by magical weapons are not harmed by it. This spell does not function under water.

In addition to the caster's holy symbol, the spell requires a leaf of sumac as a material component.

Notes: Common for druids (PHB).



Goodberry

Advanced
Dungeons & Dragons
2nd Edition

Alteration, Evocation, Reversible

Notes and Tables:

Sphere: Plant
Level: 2
Range: Touch
Components: V, S, M
Duration: 1 day + 1 day/level
Casting Time: 1 rd.
Area of Effect: 2d4 fresh berries
Saving Throw: None

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

Casting a goodberry spell upon a handful of freshly picked berries makes 2d4 of them magical. The caster (as well as any other caster of the same faith and 3rd or higher level) can immediately discern which berries are affected. A detect magic spell discovers this also. Berries with the magic either enable a hungry creature of approximately man size to eat one and be as well-nourished as if a full normal meal were eaten, or else cure 1 point of physical damage from wounds or other similar causes, subject to a maximum of 8 points of such curing in any 24-hour period.

The reverse of the spell, badberry, causes 2d4 rotten berries to appear wholesome, but each actually delivers 1 point of poison damage (no saving throw) if ingested.

The material component of the spell is the caster's holy symbol passed over the freshly picked, edible berries to be enspelled (blueberries, blackberries, raspberries, currants, gooseberries, etc.).

Notes: Common for druids (PHB).



heat Metal



Alteration, Reversible

Notes and Tables:

Heat Metal	Damage per Round
Temperature very warm	none
hot	1d4 points
searing*	2d4 points

Chill Metal	Damage per Round
Temperature cold	none
icy	1-2 points
freezing*	1d4 points

Sphere: Elemental (Fire)

Level: 2

Range: 40 yds.

Components: V, S, M

Duration: 7 rds.

Casting Time: 5

Area of Effect: Special

Saving Throw: Special

By means of the heat metal spell, the caster is able to make ferrous metal (iron, iron alloys, steel) extremely hot. Elven chain mail is not affected, and magical metal armor receives an item saving throw vs. magical fire to avoid being heated. The material component is a holy symbol.

On the first round of the spell, the metal merely becomes very warm and uncomfortable to touch (this is also the effect on the last melee round of the spell's duration). During the second and sixth (next to the last) rounds, heat causes blisters and damage; in the third, fourth, and fifth rounds, the metal becomes searing hot, causing damage to exposed flesh, as shown on table:

* On the final round of searing, the afflicted creature must roll a successful saving throw vs. spell or suffer one of the following disabilities: hand or foot--becomes unusable for 2d4 days; body--becomes disabled for 1d4 days; head--fall unconscious for 1d4 turns.

This effect can be completely removed by the 6th-level priest spell heal spell or by normal rest.

Note also that materials such as wood, leather, or flammable cloth smolder and burn if exposed to searing hot metal. Such materials cause searing damage to exposed flesh on the next round. Fire resistance (spell, potion, or ring) or a protection from fire spell totally negates the effects of a heat metal spell, as does immersion in water or snow, or exposure to a cold or ice storm spell. This version of the spell does not function under water. For every two experience levels of the caster, the metal of one man-sized creature can be affected (i.e., arms and armor, or a single mass of metal equal to 50 pounds of weight). Thus, a 3rd-level caster would affect one such creature, a 4th- or 5th-level caster two, etc.

The reverse of the spell, chill metal, counters a heat metal spell or else causes metal to act as on table:

* On the final round of freezing, the afflicted creature must roll a successful saving throw vs. spell or suffer from the numbing effects of the cold. This causes the loss of all feeling in a hand (or hands, if the DM rules the saving throw was failed badly) for 1d4 days. During this time, the character's grip is extremely weak and he cannot use that hand for fighting or any other activity requiring a firm grasp.

The chill metal spell is countered by a resist cold spell, or by any great heat--proximity to a blazing fire (not a mere torch), a magical flaming sword, a wall of fire spell, etc. Under water, this version of the spell inflicts no damage, but ice immediately forms around the affected metal, exerting an upward buoyancy.

Notes: Common for clerics (PHB).



hold Person

Advanced
Dungeons & Dragons
2nd Edition

Enchantment/Charm

Notes and Tables:

Sphere: Charm, Law

Level: 2

Range: 120 yds.

Components: V, S, M

Duration: 2 rds./level

Casting Time: 5

**Area of Effect: 1d4 persons in
20-ft. cube**

Saving Throw: Neg.

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

This spell holds 1d4 humans, demihumans, or humanoid creatures rigidly immobile and in place for a minimum of six rounds (the spell lasts 2 rounds per caster level, and the priest must be of at least 3rd level to cast the spell).

The hold person spell affects any bipedal human, demi-human, or humanoid of man size or smaller, including brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter could be held, while an ogre could not.

The effect is centered on a point selected by the caster, and it affects persons selected by the caster within the area of effect. If the spell is cast at three persons, each gets a normal saving throw; if only two persons are being en-spelled, each rolls his saving throw with a -1 penalty; if the spell is cast at only one person, the saving throw die roll suffers a -2 penalty. Saving throws are adjusted for Wisdom. Those who succeed on their saving throws are totally unaffected by the spell. Undead creatures cannot be held.

Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison. The priest casting the hold person spell can end the spell with a single utterance at any time; otherwise, the duration is six rounds at 3rd level, eight rounds at 4th level, etc.

The spellcaster needs a small, straight piece of iron as the material component of this spell.

Notes: Common for clerics (PHB).



Know Alignment

Advanced
Dungeons & Dragons
2nd Edition

Divination, Reversible

Notes and Tables:

Sphere: Divination
Level: 2
Range: 10 yds.
Components: V, S
Duration: 1 turn
Casting time: 1 rd.
Area of Effect: 1 creature or object
Saving Throw: Neg.

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

A know alignment spell enables the priest to exactly read the aura of a creature or an aligned object (unaligned objects reveal nothing). The caster must remain stationary and concentrate on the subject for a full round. If the creature rolls a successful saving throw vs. spell, the caster learns nothing about that particular creature from the casting. Certain magical devices negate the power of the know alignment spell.

The reverse, undetectable alignment, conceals the alignment of an object or creature for 24 hours.

Notes: Common for clerics and druids [PHB].



Messenger



Enchantment/Charm

Notes and Tables:

Sphere: Animal, Summoning
Level: 2
Range: 20 yds./level
Components: V, S
Duration: 1 day/level
Casting Time: 1 rd.
Area of Effect: 1 creature
Saving Throw: Neg.

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

This spell enables the priest to call upon a tiny (size T) creature of at least animal intelligence to act as his messenger. The spell does not affect giant animals and it does not work on creatures of low (i.e., 5) Intelligence or higher. If the creature is within range, the priest, using some type of food desirable to the animal as a lure, can call the animal to come. The animal is allowed a saving throw vs. spell. If the saving throw is failed, the animal advances toward the priest and awaits his bidding. The priest can communicate with the animal in a crude fashion, telling it to go to a certain place, but directions must be simple. The spellcaster can attach some small item or note to the animal. If so instructed, the animal will then wait at that location until the duration of the spell expires. (Note that unless the intended recipient of a message is expecting a messenger in the form of a small animal or bird, the carrier may be ignored.) When the spell's duration expires, the animal or bird returns to its normal activities. The intended recipient of a message gains no communication ability.

Notes: Common for druids (PHB).



Obscurement

Advanced
Dungeons & Dragons
2nd Edition

Alteration

Notes and Tables:

Sphere: Weather

Level: 2

Range: 0

Components: V, S

Duration: 4 rds./level

Casting Time: 5

Area of Effect: (level x 10)-ft.-sq.

Saving Throw: None

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

This spell causes a misty vapor to arise around the caster. It persists in this locale for four rounds per caster level and reduces the visibility ranges of all types of vision (including infravision) to 2d4 feet. The ground area affected by the spell is a square progression based on the caster's level: a 10-foot x 10-foot area at 1st level, a 20-foot x 20-foot area at 2nd level, a 30-foot x 30-foot area at 3rd level, and so on. The height of the vapor is restricted to 10 feet, although the cloud will otherwise expand to fill confined spaces. A strong wind (such as from the 3rd-level wizard spell gust of wind) can cut the duration of an obscurement spell by 75%. This spell does not function under water.

Notes: Common for druids (PHB).



Produce Flame

Advanced
Dungeons & Dragons
2nd Edition

Alteration

Notes and Tables:

Sphere: Elemental (Fire)

Level: 2

Range: 0

Components: V, S

Duration: 1 rd./level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

A bright flame, equal in brightness to a torch, springs forth from the caster's palm when he casts a produce flame spell. The flame does not harm the caster, but it is hot and it causes the combustion of flammable materials (paper, cloth, dry wood, oil, etc.). The caster is capable of hurling the magical flame as a missile, with a range of 40 yards (considered short range). The flame flashes on impact, igniting combustibles within a 3- foot diameter of its center of impact, and then it goes out. A creature struck by the flame suffers 1d4+1 points of damage and, if combustion occurs, must spend a round extinguishing the fire or suffer additional damage assigned by the DM until the fire is extinguished. A miss is resolved as a grenade-like missile. If any duration remains to the spell, another flame immediately appears in the caster's hand. The caster can hurl a maximum of one flame per level, but no more than one flame per round.

The caster can snuff out magical flame any time he desires, but fire caused by the flame cannot be so extinguished. This spell does not function under water.

Notes: Common for druids (PHB).



Resist Fire/Resist Cold

Advanced
Dungeons & Dragons
2nd Edition

Alteration

Notes and Tables:

Sphere: Protection
Level: 2
Range: Touch
Components: V, S, M
Duration: 1 rd./level
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: None

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

When this spell is placed upon a creature by a priest, the creature's body is toughened to withstand heat or cold, as chosen by the caster. The spell grants the creature complete immunity to mild conditions (standing naked in the snow or reaching into an ordinary fire to pluck out a note). The recipient can somewhat resist intense heat or cold (whether natural or magical in origin), such as red-hot charcoal, a large amount of burning oil, flaming swords, fire storms, fireballs, meteor swarms, red dragon's breath, frostbrand swords, ice storms, wands of frost, or white dragon's breath. In all of these cases, the temperature affects the creature to some extent. The recipient of the spell gains a bonus of +3 to saving throws against such attack forms and all damage sustained is reduced by 50%; therefore, if the saving throw is failed, the creature sustains one-half damage, and if the saving throw is successful, the creature sustains only one-quarter damage. Resistance to fire lasts for one round for each experience level of the priest placing the spell.

The caster needs a drop of mercury as the material component of this spell.

Notes: Common for clerics (PHB).



Silence, 15' Radius

Advanced
Dungeons & Dragons
2nd Edition

Alteration

Notes and Tables:

Sphere: Guardian
Level: 2
Range: 120 yds.
Components: V, S
Duration: 2 rds./level
Casting Time: 5
Area of Effect: 15-ft.-radius
Saving Throw: None

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

Upon casting this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells cannot be cast (or at least not those with verbal components, if the optional component rule is used), and no noise whatsoever issues from or enters the area. The spell can be cast into the air or upon an object, but the effect is stationary unless cast on a mobile object or creature. The spell lasts two rounds for each level of experience of the priest. The spell can be centered upon a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature receives a saving throw against the spell. If the saving throw is successful, the spell effect is centered about 1 foot behind the position of the subject creature at the instant of casting. This spell provides a defense against sound-based attacks, such as harpy singing, horn of blasting, etc.

Notes: Common for clerics (PHB).



Slow Poison

Advanced
Dungeons & Dragons
2nd Edition

Necromancy

Notes and Tables:

Sphere: Healing
Level: 2
Range: Touch
Components: V, S, M
Duration: 1 hr./level
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

When this spell is placed upon a poisoned individual, it greatly slows the effects of venom, if cast upon the victim before the poison takes full effect. (This period, known as the onset time, is known to the DM.) While this spell does not neutralize the venom, it does prevent it from substantially harming the individual for the duration of its magic in the hope that, during that spell period, the poison can be fully cured.

The material components of the slow poison spell are the priest's holy symbol and a bud of garlic that must be crushed and smeared on the wound (or eaten if poison was ingested).

Notes: Common for clerics and druids {PHB}.



Snake Charm

Advanced
Dungeons & Dragons
2nd Edition

Enchantment/Charm

Notes and Tables:

Sphere: Animal, Charm

Level: 2

Range: 30 yds.

Components: V, S

Duration: Special

Casting Time: 5

Area of Effect: 30-ft. cube

Saving Throw: None

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

When this spell is cast, a hypnotic pattern is set up that causes one or more snakes to cease all activity except a semi-erect, swaying movement. If the snakes are charmed while in a torpor, the duration of the spell is $1d4+2$ turns; if the snakes are not torpid, but are not aroused and angry, the charm lasts $1d3$ turns; if the snakes are angry or attacking, the spell lasts $1d4+4$ rounds. The priest casting the spell can charm snakes whose total hit points are less than or equal to those of the priest. On the average, a 1st-level priest could charm snakes with a total of 4 or 5 hit points; a 2nd-level priest could charm 9 hit points, etc. The hit points can be those of a single snake or those of several of the reptiles, but the total hit points cannot exceed those of the priest casting the spell. A 23-hit point caster charming a dozen 2-hit point snakes would charm 11 of them. This spell is also effective against any ophidian or ophidianoid monster, such as naga, couatl, etc., subject to magic resistance, hit points, and so forth.

Variations of this spell may exist, allowing other creatures significant to a particular mythos to be affected. Your DM will inform you if such spells exist.

Notes: Common for clerics and druids (PHB).



Speak With Animals

Advanced
Dungeons & Dragons
2nd Edition

Alteration

Notes and Tables:

Sphere: Animal, Divination
Level: 2
Range: 0
Components: V, S
Duration: 2 rds./level
Casting Time: 5
**Area of Effect: 1 animal within
30 ft.**
Saving Throw: None

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

This spell empowers the priest to comprehend and communicate with any warm- or cold-blooded normal or giant animal that is not mindless. The priest is able to ask questions of and receive answers from the creature, although friendliness and cooperation are by no means assured. Furthermore, terseness and evasiveness are likely in basically wary and cunning creatures (the more stupid ones will instead make inane comments). If the animal is friendly or of the same general alignment as the priest, it may do some favor or service for the priest (as determined by the DM). Note that this spell differs from the speak with monsters spell, for this spell allows conversation only with normal or giant non-fantastic creatures such as apes, bears, cats, dogs, elephants, and so on.

Notes: Common for clerics and druids (PHB).



Spiritual hammer

Advanced
Dungeons & Dragons
2nd Edition

Invocation

Notes and Tables:

Sphere: Combat

Level: 2

Range: 10 yds./level

Components: V, S, M

Duration: 3 rds. + 1 rd./level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

By calling upon his deity, the caster of a spiritual hammer spell brings into existence a field of force shaped vaguely like a hammer. As long as the caster concentrates upon the hammer, it strikes at any opponent within its range, as desired. Each round the caster can choose to attack the same target as the previous round or switch to a new target that he can see anywhere within his maximum range. The spiritual hammer's chance to successfully hit is equal to that of the caster, without any Strength bonuses. In addition, it strikes as a magical weapon with a bonus of +1 for every six experience levels (or fraction) of the spellcaster, up to a total of +3 to the attack roll and +3 to the damage roll for a 13th-level caster. The base damage inflicted when it scores a hit is exactly the same as a normal war hammer (1d4+1 points on opponents of man size or smaller, or 1d4 points on larger opponents, plus the magical bonus). The hammer strikes in the same direction as the caster is facing, so if he is behind the target, all bonuses for rear attack are gained along with the loss of any modifications to the target's AC for shield and Dexterity.

As soon as the caster ceases concentration, the spiritual hammer spell ends. A dispel magic spell that includes either the caster or the force in its area of effect has a chance to dispel the spiritual hammer. If an attacked creature has magic resistance, the resistance is checked the first time the spiritual hammer strikes. If the hammer is successfully resisted, the spell is lost. If not, the hammer has its normal full effect for the duration of the spell.

The material component of this spell is a normal war hammer that the priest must hurl toward opponents while uttering a plea to his deity. The hammer disappears when the spell is cast.

Notes: Common for clerics (PHB).



Trip

Advanced
Dungeons & Dragons
2nd Edition

Enchantment/Charm

Notes and Tables:

Sphere: Plant
Level: 2
Range: Touch
Components: V, S
Duration: 1 turn/level
Casting Time: 5
Area of Effect: 1 object up to 10
ft. long
Saving Throw: Neg.

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

This magic must be cast upon a normal object--a length of vine, a stick, a pole, a rope, or a similar object. The spell causes the object to rise slightly off the ground or floor it is resting on to trip most creatures crossing it, if they fail their saving throws vs. spell. Note that only as many creatures can be tripped as are actually stepping across the enchanted object. Thus, a 3-foot-long piece of rope could trip only one man-sized creature. Creatures moving at a very rapid pace (running) when tripped suffer 1 point of damage and are stunned for 1d4+1 rounds if the surface they fall upon is very hard (if it is turf or other soft material, they are merely stunned for the rest of that round). Very large creatures, such as elephants, are not affected at all by a trip spell. The object continues to trip all creatures passing over it, including the spellcaster, for as long as the spell duration lasts. A creature aware of the object and its potential adds a +4 bonus to its saving throw roll when crossing the object. The enchanted object is 80% undetectable unless a means that detects magical traps is employed or the operation of the spell is observed. This spell does not function under water.

Notes: Common for druids (PHB).



Warp Wood

Advanced
Dungeons & Dragons
2nd Edition

Alteration, Reversible

Notes and Tables:

Sphere: Plant
Level: 2
Range: 10 yds./level
Components: V, S
Duration: Permanent
Casting Time: 5
Area of Effect: Special
Saving Throw: Special

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

When this spell is cast, the priest causes a volume of wood to bend and warp, permanently destroying its straightness, form, and strength. The range of a warp wood spell is 10 yards for each level of experience of the caster. It affects approximately a 15-inch shaft of wood of up to 1-inch diameter per level of the caster. Thus, at 1st level, a caster might be able to warp a hand axe handle or four crossbow bolts; at 5th level, he could warp the shaft of a typical spear. Note that boards or planks can also be affected, causing a door to be sprung or a boat or ship to leak. Warped missile weapons are useless; warped melee weapons suffer a -4 penalty to their attack rolls.

Enchanted wood is affected only if the spellcaster is of higher level than the caster of the prior enchantment. The spellcaster has a 20% cumulative chance of success per level of difference (20% if one level higher, 40% if two levels higher, etc.). Thus, a door magically held or wizard locked by a 5th-level wizard is 40% likely to be affected by a warp wood spell cast by a 7th-level priest. Wooden magical items are considered enchanted at 12th level (or better). Extremely powerful items, such as artifacts, are unaffected by this spell.

The reversed spell, straighten wood, straightens bent or crooked wood, or reverses the effects of a warp wood spell, subject to the same restrictions.

Notes: Common for druids (PHB).



Withdraw



Alteration

Notes and Tables:

Sphere: Protection
Level: 2
Range: 0
Components: V, S
Duration: Special
Casting Time: 5
Area of Effect: The caster
Saving Throw: None

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

By means of a withdraw spell, the priest in effect alters the flow of time with regard to himself. While but one round of time passes for those not affected by the spell, the priest is able to spend two rounds, plus one round per level, in contemplation. Thus, a 5th-level priest can withdraw for seven rounds to cogitate on some matter while one round passes for all others. (The DM should allow the player one minute of real time per round withdrawn to ponder some problem or question. No discussion with other players is permitted.) Note that while affected by the withdraw spell, the caster can use only the following spells: any divination spell or any curing or healing spell, the latter on himself only. The casting of any of these spells in different fashion (for example, a cure light wounds spell bestowed upon a companion) negates the withdraw spell. Similarly, the withdrawn caster cannot walk or run, become invisible, or engage in actions other than thinking, reading, and the like. He can be affected by the actions of others, losing any Dexterity or shield bonus. Any successful attack upon the caster breaks the spell.

Notes: Common for clerics (PHB).



Wyvern Watch

Advanced
Dungeons & Dragons
2nd Edition

Evocation

Notes and Tables:

Sphere: Guardian
Level: 2
Range: 30 yds.
Components: V, S, M
Duration: up to 8 hrs.
Casting Time: 5
Area of Effect: 10-ft. radius
Saving Throw: Neg.

— Cards by Dennis Bratcher
Advanced Dungeons & Dragons 2nd Edition Cleric Spell

This spell is known as wyvern watch because of the insubstantial haze brought forth by its casting, which vaguely resembles a wyvern. It is typically used to guard some area against intrusion. Any creature approaching within 10 feet of the guarded area may be affected by the "wyvern." Any creature entering the guarded area must roll a successful saving throw vs. spell or stand paralyzed for one round per level of the caster, until freed by the spellcaster, by a dispel magic spell, or by a remove paralysis spell. A successful saving throw indicates that the subject creature was missed by the attack of the wyvern-form, and the spell remains in place. As soon as a subject creature is successfully struck by the wyvern-form, the paralysis takes effect and the force of the spell dissipates. The spell force likewise dissipates if no intruder is struck by the wyvern-form for eight hours after the spell is cast. Any creature approaching the space being guarded by the wyvern-form may be able to detect its presence before coming close enough to be attacked; this chance of detection is 90% in bright light, 30% in twilight conditions, and 0% in darkness.

The material component is the priest's holy symbol.

Notes: Common for clerics (PHB).