



Anti-magic Shell

Advanced
Dungeons & Dragons
2nd Edition

Abjuration

Notes and Tables:

Level: 6
Range: 0
Components: V, S
Duration: 1 turn/level
Casting Time: 1
**Area of Effect: 1 ft./level
diameter**
Saving Throw: None

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

By means of this spell, the wizard surrounds himself with an invisible barrier that moves with him. The space within this barrier is totally impervious to all magic and magical spell effects, thus preventing the passage of spells or their effects. Likewise, it prevents the functioning of any magical items or spells within its confines. The area is also impervious to breath weapons, gaze or voice attacks, and similar special attack forms.

The antimagic shell also hedges out charmed, summoned, or conjured creatures. It cannot, however, be forced against any creature that it would keep at bay; any attempt to do so creates a discernible pressure against the barrier, and continued pressure will break the spell. Normal creatures (a normally encountered troll rather than a conjured one, for instance) can enter the area, as can normal missiles. Furthermore, while a magical sword does not function magically within the area, it is still a sword.

Note that creatures on their home plane are normal creatures there. Thus, on the Elemental Plane of Fire, a randomly encountered fire elemental cannot be kept at bay by this spell. Artifacts, relics, and creatures of demigod or higher status are unaffected by mortal magic such as this.

The spell does not destroy or dispel existing enchantments, nor will it affect magical creatures, constructs, or undead beyond possibly suppressing some of their abilities. It will not prevent touch-delivered special attack forms such as a lich's paralyzing touch. Holy water is not magical and is fully effective within the shell.

Should the caster be larger than the area enclosed by the barrier, parts of his person may be considered exposed, at the DM's option. A dispel magic spell does not remove the spell; the caster can end it upon command.

Notes: Common spell (PHB).



Bigby's Forceful Hand

Advanced
Dungeons & Dragons
2nd Edition

Evocation

Notes and Tables:

Level: 6
Range: 10 yds./level
Components: V, S, M
Duration: 1 rd./level
Casting Time: 6
Area of Effect: Special
Saving Throw: None

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

Bigby's forceful hand is a more powerful version of Bigby's interposing hand. It creates a man-sized (5 feet) to gargantuan-sized (21 feet) hand that places itself between the spellcaster and a chosen opponent. This disembodied hand then moves to remain between the two, regardless of what the spellcaster does or how the opponent tries to get around it. However, the forceful hand also pushes on the opponent. This force can push away a creature weighing 500 pounds or less, slow movement to 10 feet per round if the creature weighs between 500 and 2,000 pounds, or slow movement by 50% if the creature weighs more than 2,000 pounds.

A creature pushed away is pushed to the range limit, or until pressed against an unyielding surface. The hand itself inflicts no damage. The forceful hand has an Armor Class of 0, has as many hit points as its caster in full health, and vanishes when destroyed. The caster can cause it to retreat (to release a trapped opponent, for example) or dismiss it on command.

The material component is a glove.

Notes: Common or uncommon spell (PHB).



Chain Lightning

Advanced
Dungeons & Dragons
2nd Edition

Evocation

Notes and Tables:

Level: 6
Range: 40 yds. + 5 yds./level
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: 1/2

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

This spell creates an electrical discharge that begins as a single stroke of lightning, 2 1/2 feet wide, commencing from the fingertips of the caster. Unlike a lightning bolt spell, chain lightning strikes one object or creature initially, then arcs to a series of other objects or creatures within range, losing energy with each jump.

The bolt initially inflicts 1d6 points of damage per level of the caster, to a maximum of 12d6 (half damage if the object or creature rolls a successful saving throw vs. spell). After the first strike, the lightning arcs to the next nearest object or creature. Each jump reduces the strength of the lightning by 1d6. Each creature or magical object hit receives a saving throw vs. spell. Success on this save indicates the creature suffers only half damage from the bolt.

The chain can strike as many times (including the first object or creature) as the spellcaster has levels, although each creature or object can be struck only once. Thus, a bolt cast by a 12th-level wizard can strike up to 12 times, causing less damage with each strike. The bolt continues to arc until it has struck the appropriate number of objects or creatures, until it strikes an object that grounds it (interconnecting iron bars of a large cell or cage, a large pool of liquid, etc.), or until there are no more objects or creatures to strike.

Direction is not a consideration when plotting chain lightning arcs. Distance is a factor -- an arc cannot exceed the spell's range. If the only possible arc is greater than the spell's range, the stroke fades into nothingness. Creatures immune to electrical attack can be struck, even though no damage is taken. Note that it is possible for the chain to arc back to the caster!

The material components are a bit of fur, a piece of amber, glass, or crystal rod, and one silver pin for each experience level of the caster.

Notes: Common spell (PHB).



Conjure Animals

Advanced
Dungeons & Dragons
2nd Edition

Conjuration/Summoning

Notes and Tables:

Level: 6
Range: Special
Components: V, S
Duration: 1 rd./level
Casting Time: 6
Area of Effect: 30 yds. radius
Saving Throw: None

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

The conjure animals spell enables the wizard to magically create one or more mammals to attack his opponents. The total Hit Dice of the mammals cannot exceed twice his level, if determined randomly, or his level if a specific animal type is requested (see the Dungeon Master Guide). Thus, a wizard of 12th level could randomly conjure two mammals with 12 Hit Dice, four with 6 Hit Dice each, six with 4 Hit Dice each, eight with 3 Hit Dice each, twelve with 2 Hit Dice each, or 24 with 1 Hit Die each. Count every +1 hit point bonus of a creature as $\frac{1}{2}$ of a Hit Die; thus, a creature with 4+3 Hit Dice equals a $4\frac{1}{2}$ Hit Dice creature. The conjured animal(s) remain for one round for each level of the conjuring wizard, or until slain. They follow the caster's verbal commands. Conjured animals unfailingly attack the wizard's opponents, but they resist being used for any other purpose.

Notes: Common spell (PHB).



Contingency



Evocation

Notes and Tables:

| Caster Level | Contingency Spell Level |
|--------------|-------------------------|
| 12-14 | 4th |
| 15-17 | 5th |
| 18+ | 6th |

Level: 6

Range: 0

Components: V, S, M

Duration: 1 day/level

Casting Time: 1 turn

Area of Effect: The caster

Saving Throw: None

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

By means of this spell, the wizard is able to place another spell upon his person so that the latter spell will come into effect under the conditions dictated during the casting of the contingency spell. The contingency spell and the spell it is to bring into effect are cast at the same time (the one-turn casting time indicated is the total for both castings).

The spell to be brought into effect by the prescribed contingency must be one that affects the wizard's person (feather fall, levitation, fly, feign death, etc.) and be of a spell level no higher than 1/3 of the caster's experience level (rounded down), but not higher than the 6th spell level.

Only one contingency spell can be placed on the spellcaster at any one time; if a second is cast, the first one (if still active) is canceled. The conditions needed to bring the spell into effect must be clear, although they can be rather general. For example, a contingency spell cast with an airy water spell might prescribe that any time the wizard is plunged into or otherwise engulfed in water or similar liquid, the airy water spell will instantly come into effect. Or a contingency could bring a feather fall spell into effect any time the wizard falls more than 2 feet. In all cases, the contingency immediately brings into effect the second spell, the latter being "cast" instantaneously when the prescribed circumstances occur. Note that if complicated or convoluted conditions are prescribed, the whole spell complex (the contingency spell and the companion magic) may fail when called upon.

The material components of this spell are (in addition to those of the companion spell) 100 gp worth of quicksilver and an eyelash of an ogre mage, ki-rin, or similar spell-using creature. In addition, the spell requires a statuette of the wizard carved from elephant ivory (which is not destroyed, though it is subject to wear and tear), which must be carried on the person of the spellcaster for the contingency spell to perform its function when called upon.

Notes: Common spell (PHB).



Control Weather



Alteration

Notes and Tables:

Level: 6
Range: 0
Components: V, S, M
Duration: 4d6 hrs.
Casting Time: 1 turn
Area of Effect: 4d4 sq. mi.
Saving Throw: None

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

The control weather spell enables a wizard to change the weather in the local area. The spell affects the weather for 4d6 hours in an area of 4d4 square miles. It requires one turn to cast the spell, and an additional 1d4 turns for the weather conditions to occur. The current weather conditions are decided by the DM, depending on the climate and season. Weather conditions have three components: precipitation, temperature, and wind. The spell can change these conditions according to the following chart.

The upper-cased headings represent the existing weather conditions. The small headings beneath each large heading are the new conditions to which the caster can change the existing conditions. Furthermore, the caster can control the direction of the wind. For example, a day that is clear and warm with moderate wind can be controlled to become hazy, hot, and calm. Contradictions are not possible--fog and strong wind, for example. Multiple control weather spells can be used only in succession.

The material components for this spell are burning incense and bits of earth and wood mixed in water. Obviously, this spell functions only in areas where there are appropriate climatic conditions.

Notes: Common spell (PHB).

Precipitation

CLEAR WEATHER

Very clear
Light clouds or hazy

PARTLY CLOUDY

Clear weather
Cloudy
Mist/light rain/small hail
Sleet/light snow

CLOUDY

Partly cloudy
Deep clouds
Fog
Heavy rain/large hail
Driving sleet/heavy snow

Temperature

HOT

Sweltering heat
Warm

WARM

Hot
Cool

COOL

Warm
Cold
COLD
Cool
Arctic cold

Wind

CALM

Dead calm
Light wind
Moderate wind

MODERATE WIND

Calm
Strong wind
STRONG WIND
Moderate wind

GALE

Gale
Strong wind

STORM

Storm
Gale
Hurricane-typhoon



Death Fog

Advanced
Dungeons & Dragons
2nd Edition

Alteration, Evocation, Air, Alchemy

Notes and Tables:

1st round: 1 point

2nd round: 2 points

3rd round: 4 points

4th and each succeeding round: 8 points

Level: 6

Range: 30 yds.

Components: V, S, M

Duration: 1d4 rds. + 1/level

Casting Time: 6

**Area of Effect: Two 10-ft.
cubes/level**

Saving Throw: None

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

The casting of a death fog spell creates an area of solid fog that has the additional property of being highly acidic. The vapors are deadly to living things, so that vegetation exposed to them will die--grass and similar small plants in two rounds, bushes and shrubs in four, small trees in eight, and large trees in 16 rounds. Animal life not immune to acid suffers damage according to the length of time it is exposed to the vapors of a death fog, as indicated on table:

The death fog otherwise resembles the 2nd-level fog cloud spell: rolling, billowing vapors that can be moved only by a very strong wind. Any creature attempting to move through the death fog progresses at a rate of 1 foot per unit of normal movement rate per round. A gust of wind spell cannot affect it, but a fireball, flame strike, or wall of fire can burn it away in a single round.

The material components are a pinch of dried and powdered peas, powdered animal hoof, and strong acid of any sort (including highly distilled vinegar or acid crystals), which must be obtained from an alchemist.

Notes: Common spell (PHB).



Death Spell



Necromancy

Notes and Tables:

Maximum # of Creatures'

| Hit Dice | Creatures Affected |
|------------|--------------------|
| Under 2 | 4d20 |
| 2 to 4 | 2d20 |
| 4+1 to 6+3 | 2d4 |
| 6+4 to 8+3 | 1d4 |

If creatures of differing Hit Dice are attacked with a death spell, roll the dice (4d20) to determine how many creatures of under 2 Hit Dice are affected. If the number rolled is greater than the actual number of sub-2 Hit Dice creatures, apply the remainder of the roll to the higher Hit Dice creatures by consulting the following table.

Creatures'

| Hit Dice | Conversion Factor (CF) |
|------------|------------------------|
| Under 2 | 1 |
| 2 to 4 | 2 |
| 4+1 to 6+3 | 10 |
| 6+4 to 8+3 | 20 |

Level: 6

Range: 10 yds./level

Components: V, S, M

Duration: Instantaneous

Casting Time: 6

Area of Effect: 30-ft. cube/level

Saving Throw: None

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

When a death spell is cast, it snuffs out the life forces of creatures in the area of effect instantly and irrevocably. Such creatures cannot be raised or resurrected, but an individual slain in this manner might be brought back via a wish. The number of creatures that can be slain is a function of their Hit Dice.

In other words, from the 4d20 roll subtract the number of creatures of less than 2 Hit Dice (these creatures die). If there are any remaining points from the 4d20 roll, subtract 2 for each creature of 2 to 4 Hit Dice (these creatures also die). If this still doesn't use up all the 4d20 roll, subtract 10 for each creature of 4+1 to 6+3 Hit Dice, and so on. Stop when all the creatures are dead, all the 4d20 roll is used up, or the remainder is less than half the CF of any remaining creatures. (If the remainder is one-half or more of the CF of a creature, that creature dies.)

For example, a mixed group of 20 goblins, eight gnolls, and four ogres, led by a hill giant, are caught in the area of a death spell. The 4d20 roll gives a total of 53 points; 20 of this eliminates the goblins (20 x 1 CF), 16 kills the gnolls (8 x 2 CF), and the remaining 17 kills two ogres (10 points to kill one ogre, and the remaining 7 points are enough to kill one more ogre). The other two ogres and the hill giant are unharmed.

A death spell does not affect lycanthropes, undead creatures, or creatures from planes other than the Prime Material.

The material component of this spell is a crushed black pearl with a minimum value of 1,000 gp.

Notes: Common spell (PHB).



Demishadow Magic

Advanced
Dungeons & Dragons
2nd Edition

Illusion/Phantasm, Shadow

Notes and Tables:

Level: 6
Range: 60 yds. + 10 yds./level
Components: V, S
Duration: Special
Casting Time: 6
Area of Effect: Special
Saving Throw: Special

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

This spell is similar to the 5th-level shadow magic spell, but this spell enables the casting of partially real 4th- and 5th level evocations (cone of cold, wall of fire, wall of ice, cloudkill, etc.). If recognized as demishadow magic (if a saving throw vs. spell is successful), damaging spells inflict only 40% of normal damage, with a minimum of 2 points per die of damage. A demishadow magic cloudkill slays creatures with fewer than 2 Hit Dice and inflicts 1d2 points of damage per round.

Notes: Common spell (PHB).



Disintegrate

Advanced
Dungeons & Dragons
2nd Edition

Alteration

Notes and Tables:

Level: 6
Range: 5 yds./level
Components: V, S, M
Duration: Instantaneous
Casting Time: 6
**Area of Effect: 1 creature or
10 x 10 x 10 ft. cube**
Saving Throw: Neg.

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

This spell causes matter to vānish. It affects even matter (or energy) of a magical nature, such as Bigby's forceful hand, but not a globe of invulnerability or an antimagic shell. Disintegration is instantaneous, and its effects are permanent. Any single creature can be affected, even undead. Nonliving matter, up to a 10-foot x 10-foot x 10-foot cube, can be obliterated by the spell. The spell creates a thin, green ray that causes physical material touched to glow and vanish, leaving traces of fine dust. Creatures that successfully save vs. spell have avoided the ray (material items have resisted the magic) and are not affected. Only the first creature or object struck can be affected.

The material components are a lodestone and a pinch of dust.

Notes: Common spell (PHB).



Enchant an Item

Advanced
Dungeons & Dragons
2nd Edition

Enchantment, Invocation

Notes and Tables:

This is a spell that must be used by a wizard planning to create a magical item. The enchant an item spell prepares the object to accept the magic. The item must meet the following tests: 1) it must be in sound and undamaged condition; 2) the item must be the finest possible, considering its nature, i.e., crafted of the highest quality material and with the finest workmanship; and 3) its cost or value must reflect the second test, and in most cases the item must have a raw-materials cost in excess of 100 gp. With respect to requirement 3, it is not possible to apply this test to items such as ropes, leather goods, cloth, and pottery not normally embroidered, bejeweled, tooled, carved, or engraved. If such work or materials can be added to an item without weakening or harming its normal functions, however, these are required for the item to be enchanted.

Level: 6

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: Special

Area of Effect: 1 item

Saving Throw: Neg.

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

The wizard must have access to a workshop or laboratory, properly equipped and from which contaminating magic can be screened. Any magical item not related to the fabrication process (such as most protective devices) and within 30 feet of the materials is a source of contaminating magic and will spoil the process.

The item to be prepared must be touched by the spellcaster. This touching must be constant and continual during the casting time, which is a base 16 hours plus an additional 8d8 hours (as the wizard may never work more than eight hours per day, and haste or any other spells will not alter the time required in any way, this effectively means that casting time for this spell is two days + 1d8 days). All work must be uninterrupted, and during rest periods the item being enchanted must never be more than 1 foot distant from the spellcaster; if it is, the whole spell is spoiled and must be begun again. (Note that during rest periods absolutely no other form of magic can be performed, and the wizard must remain quiet and in isolation or the enchantment is ruined.)

At the end of the spell, the caster will know that the item is ready for the final test. He will then pronounce the final magical syllable, and if the item makes a saving throw (which is exactly the same as that of the wizard) vs. spell, the spell is completed. The spellcaster's saving throw bonuses also apply to the item, up to +3. A result of 1 on the 1d20 roll always results in failure, regardless of modifications. Once the spell is finished, the wizard can begin to place the desired spell upon the item. The spell he plans to place must be cast within 24 hours or the preparatory spell fades, and the item must be enchanted again.

Each spell subsequently cast upon an object bearing an enchant an item spell requires 2d4 hours per spell level of the magic being cast. Again, during casting the item must be touched by the wizard, and during the rest periods it must always be within 1 foot of his person. This procedure holds true for any additional spells placed upon the item, and each successive spell must be begun within 24 hours of the last, even if the prior spell failed.

No magic placed on an item is permanent unless a permanency spell is used as a finishing touch. This always runs a 5% risk of draining 1 point of Constitution from the wizard casting the spell. Also, while it is possible to tell when the basic spell (enchant an item) succeeds, it is not possible to tell if successive castings actually work, for each must make the same sort of saving throw as the item itself made. Naturally, an item that is charged--a rod, staff, wand, javelin of lightning, ring of wishes, etc.--can never be made permanent. Magical devices cannot be used to enchant an item or cast magic upon an object so prepared, but scrolls can be used for this purpose.

The materials needed for this spell vary according to both the nature of the item being enchanted and the magic to be cast upon it. For example, a cloak of displacement might require the hides of one or more displacer beasts, a sword meant to slay dragons could require the blood and some other part of the type(s) of dragon(s) it will be effective against, and a ring of shooting stars might require pieces of meteorites and the horn of kirin. These specifics, as well as other information pertaining to this spell, are decided by the DM and must be discovered or researched in play.

Notes: Common spell (PHB).



Ensnarement

Advanced
Dungeons & Dragons
2nd Edition

Conjuration/Summoning, Geometry

Notes and Tables:

Casting this spell attempts a dangerous act: to lure a powerful creature from another plane to a specifically prepared trap, where it will be held until it agrees to perform one service in return for freedom from the ensnarement spell. The type of creature to be ensnared must be known and stated, and if it has a specific, proper, or given name, this must be used in casting the ensnarement spell. The spell causes an awareness of a gate-like opening on the plane of the creature to be ensnared. A special saving throw is then made to determine if the creature detects the nature of the planar opening as a trap or believes it to be a gate. To save, the creature must roll equal to or less than its Intelligence score on 1d20. The score is modified by the difference between the creature's Intelligence and that of the spellcaster. If the creature has a higher score, the difference is subtracted from its dice roll to save. If the spellcaster has a higher score, the difference is added to the dice roll.

Level: 6

Range: 10 yds.

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: Neg.

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

If the saving throw succeeds, the creature ignores the spell-created opening, and the spell fails. If the saving throw fails, the creature steps into the opening and is ensnared.

When so trapped, the other-planar creature can freely attack the ensnaring wizard, unless the caster has created a warding circle. Such circles may be temporary (drawn by hand) or permanent (inlaid or carved). Even with such protection, the entrapped creature may break free and wreak its vengeance upon the spellcaster.

A hand-drawn circle has a base failure chance of 20%, while one inlaid or carved has a base of 10% (and that is for the first time it is used, to determine whether or not the job was done properly). The base chance is modified by the difference between the wizard's combined Intelligence and experience level and the Intelligence and the experience level or Hit Dice of the creature ensnared. If the spellcaster has a higher total, that difference in percentage points is subtracted from the chance for the creature to break free. If the creature has a higher total, that difference is added to its chance to break free.

The chance can be further reduced by careful preparation of the circle. If the handmade circle is drawn over a longer period of time, using specially prepared pigments (1,000 gp value per turn spent drawing), the chance of breaking free is reduced by 1% for every turn spent in preparation. This can bring the base chance to 0%.

Similarly, an inlaid or carved design can be brought to a 0% chance of the creature breaking free by inlaying with various metals, minerals, etc. This cost will require a minimum of one full month of time and add not less than 50,000 gp to the basic cost of having the circle inlaid or carved into stone. Any break in the circle spoils the efficacy of the spell and enables the creature to break free automatically. Even a straw dropped across the line of a magic circle destroys its power. Fortunately, the creature within cannot so much as place a straw upon any portion of the inscribed ward, for the magic of the barrier absolutely prevents it.

Once safely ensnared, the creature can be kept for as long as the spellcaster dares. (Remember the danger of something breaking the ward!) The creature cannot leave the circle, nor can any of its attacks or powers penetrate the barrier. The caster can offer bribes, use promises, or make threats in order to exact one service from the captive creature.

The DM will then assign a value to what the wizard has said to the ensnared creature, rating it from 0 to 6 (with 6 being the most persuasive). This rating is then subtracted from the Intelligence score of the creature. If the creature rolls a successful Intelligence check against its adjusted Intelligence, it refuses service. New offers, bribes, etc., can be made, or the old ones re-offered 24 hours later, when the creature's Intelligence has dropped by 1 point due to confinement. This can be repeated until the creature promises to serve, until it breaks free, or until the caster decides to get rid of it by means of some riddance spell. Impossible demands or unreasonable commands are never agreed to.

Once the single service is completed, the creature need only so inform the spellcaster to be instantly sent from whence it came. The creature might later seek revenge.

Notes: Common spell (PHB).



Extension III

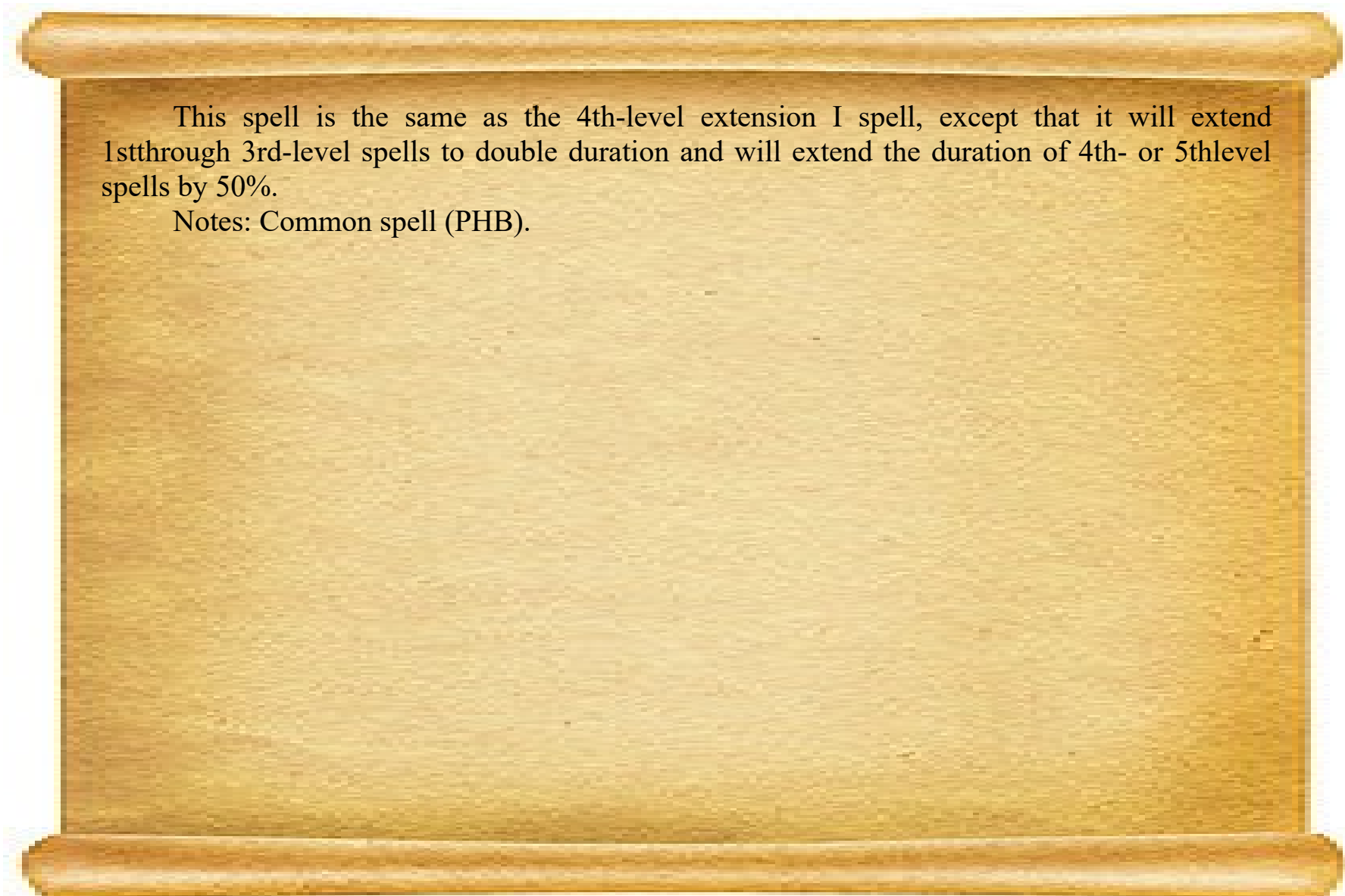
Advanced
Dungeons & Dragons
2nd Edition

Alteration

Notes and Tables:

Level: 6
Range: 0
Components: V
Duration: Special
Casting Time: 6
Area of Effect: Special
Saving Throw: None

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

A scroll with a wooden frame and a parchment-like surface. The text is written in a black, serif font.

This spell is the same as the 4th-level extension I spell, except that it will extend 1st through 3rd-level spells to double duration and will extend the duration of 4th- or 5th-level spells by 50%.

Notes: Common spell (PHB).



Eyebite

Advanced
Dungeons & Dragons
2nd Edition

See Notes

Notes and Tables:

Schools: Enchantment/Charm,
Illusion/Phantasm, Mentolism

Level: 6
Range: 20 yds.
Components: V, S
Duration: 1 round/3 levels
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: Special

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

An eyebite spell enables the caster to merely meet the gaze of a creature and speak a single word to cause an effect. This gaze attack is in addition to any other attacks allowed to the wizard. The wizard selects one of four possible gaze attacks at the time the spell is cast, and this attack cannot be changed. For example, a 12th-level caster who chose fear would have four opportunities to make gaze attacks causing fear, one for each round of the spell's duration. Any gaze attack is negated by a successful saving throw vs. spell, with Wisdom adjustments. The four effects of the spell are as follows:

Charm: The wizard can charm a single person or monster by gaze and by uttering a single word. The effect is to make the charmed subject absolutely loyal and docile to the caster, even to the point of personal danger. It is otherwise the same as a charm monster spell. All creatures other than humans, demihumans, and humanoids save with +2 bonuses.

Fear: The wizard can cause fear by gaze and by speaking a single word. The subject flees in blind terror for 1d4 rounds. After this, the creature refuses to face the caster and cowers or bolts for the nearest cover if subsequently confronted by the caster (50% chance of either). The latter effect lasts one turn per caster level. This attack can be negated by spells that counter fear.

Sicken: This power enables the caster to merely gaze, speak, a word, and cause sudden pain and fever to sweep over the subject's body. Creatures with ability scores function at half effectiveness; others inflict only one-half damage with physical attacks. Movement is at one-half normal rate. The subject remains stricken for one turn per level of the caster, after which all abilities return at the rate of one point per turn of complete rest or one point per hour of moderate activity. The effects cannot be negated by a cure disease or heal spell, but a remove curse or successful dispel magic spell is effective. Creatures other than humans, demihumans, and humanoids save with +2 bonuses versus this attack.

Sleep: The wizard can cause any individual to fall into a comatose slumber by means of a gaze and a single word, unless the subject successfully rolls its saving throw vs. spell. Creatures normally subject to a 1st-level sleep spell save with -2 penalties. An affected creature must be shaken or otherwise shocked back to consciousness.

In all cases, the gaze attack has a speed factor of 1. This spell does not affect undead of any type, or extend beyond the plane occupied by the caster. Note that the caster is subject to the effects of his reflected gaze and is allowed any applicable saving throw. In the case of a reflected charm gaze, the caster is paralyzed until it wears off or is countered.

Notes: Common spell (PHB).



Geas

Advanced
Dungeons & Dragons
2nd Edition

Enchantment/Charm, Mentalism

Notes and Tables:

Level: 6
Range: 10 yds.
Components: V
Duration: Special
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: None

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

A geas spell places a magical command upon a creature (usually human or humanoid) to carry out some service, or to refrain from some action or course of activity, as desired by the spellcaster. The creature must be intelligent, conscious, under its own volition, and able to understand the caster. While a geas cannot compel a creature to kill itself or perform acts that are likely to result in certain death, it can cause almost any other course of action. The geased creature must follow the given instructions until the geas is completed. Failure to do so will cause the creature to grow sick and die within 1d4 weeks. Deviation from or twisting of the instructions causes a corresponding loss of Strength points until the deviation ceases. A geas can be done away with by a wish spell, but a dispel magic or remove curse spell will not negate it. Your DM will decide any additional details of a geas, for its casting and fulfillment are tricky, and an improperly cast geas is ignored.

Notes: Common spell (PHB).



Glassee

Advanced
Dungeons & Dragons
2nd Edition

Alteration, Alchemy, Artifice, Earth

Notes and Tables:

Level: 6
Range: Touch
Components: V, S, M
Duration: 1 rd./level
Casting Time: 1 rd.
Area of Effect: Special
Saving Throw: None

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

By means of this spell, the wizard is able to make a section of metal, stone, or wood as transparent as glass to his gaze, or even make it into transparent material as explained hereafter. Normally, the glasse spell can make up to 4 inches of metal, 6 inches of stone, and 20 inches of wood transparent. The spell will not work on lead, gold, or platinum. The wizard can opt to make the glasse work only for himself for the duration of the spell, or he can actually make a transparent area, a one-way window, in the material affected. Either case gives a viewing area 3 feet wide by 2 feet high. If a window is created, it has the strength of the original material.

The material component of the spell is a small piece of crystal or glass.

Notes: Common spell (PHB).



Globe of Invulnerability

Advanced
Dungeons & Dragons
2nd Edition

Abjuration, Geometry

Notes and Tables:

Level: 6
Range: 0
Components: V, S, M
Duration: 1 rd./level
Casting Time: 1 rd.
Area of Effect: 5-ft. radius
Saving Throw: None

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

This spell creates an immobile, faintly shimmering, magical sphere around the caster that prevents any 1st-, 2nd-, 3rd-, or 4th-level spell effects from penetrating. Thus, the area of effect of any such spell does not include the area of the globe of invulnerability. This includes innate spell-like abilities and effects from devices. However, any type of spell can be cast out of the magical sphere; spells pass from the caster of the globe to the subject without effect on the globe. Fifth and higher level spells are not affected by the globe. The globe can be brought down by a successful dispel magic spell.

The material component of the spell is a glass or crystal bead that shatters at the expiration of the spell.

Notes: Common spell (PHB).



Guards and Wards

Advanced
Dungeons & Dragons
2nd Edition

See Notes

Notes and Tables:

School: Evocation, Alteration,
Enchantment/Charm, Geometry

Level: 6

Range: 0

Components: V, S, M

Duration: 1 hr./level

Casting Time: 3 turns

Area of Effect: Special

Saving Throw: None

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

This special and powerful spell is primarily used to defend the wizard's stronghold. The ward protects a one-story stronghold, with a base dimension of 400 feet x 400 feet. The wizard can ward a multistory area by reducing the base area proportionately. The following take place in the warded area upon casting the spell:

1. All corridors become misty; visibility is reduced to 10 feet.
2. All doors are wizard locked.
3. Stairs are filled with webs from top to bottom. These act as the 2nd-level web spell, except that they regrow within one turn if destroyed.
4. Where there are choices in direction--such as a cross or side passage--a minor confusion-type spell functions so as to make it 50% probable that intruders believe they are going in the exact opposite direction.
5. The whole area radiates magic. The normal use of the detect magic spell becomes impossible for those of less than the caster's level and difficult for others.
6. One door per level of experience of the wizard is covered by an illusion to appear as if it were a plain wall.
7. The wizard can place one of the following additional magical effects:
 - A. Dancing lights in four corridors.
 - B. A magic mouth in two places.
 - C. A stinking cloud in two places.
 - D. A gust of wind in one corridor or room.
 - E. A suggestion in one place.

Note that items 6 and 7 function only when the wizard is totally familiar with the area of the spell's effect. Dispel magic can remove one effect, at random, per casting. A remove curse spell will not work.

The material components of the spell are burning incense, a small measure of sulphur and oil, a knotted string, a small amount of umber hulk blood, and a small silver rod.

Notes: Common spell (PHB).



Invisible Stalker

Advanced
Dungeons & Dragons
2nd Edition

Conjuration/Summoning

Notes and Tables:

Level: 6
Range: 10 yds.
Components: V, S, M
Duration: Special
Casting Time: 1 rd.
Area of Effect: Special
Saving Throw: None

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

This spell summons an invisible stalker from the Elemental Plane of Air. This 8-Hit Dice monster obeys and serves the spellcaster in performing whatever tasks are set before it. It is a faultless tracker within one day of the quarry's passing. The invisible stalker follows instructions even if they send him hundreds or thousands of miles away and, once given an order, follows through unceasingly until the task is accomplished. However, the creature is bound to serve; it does not do so from loyalty or desire. Therefore, it resents prolonged missions or complex tasks, and it attempts to pervert instructions accordingly. Invisible stalkers understand common speech but speak no language save their own.

The material components of this spell are burning incense and a piece of horn carved into a crescent shape.

Notes: Common spell (PHB).



Legend Lore

Advanced
Dungeons & Dragons
2nd Edition

Divination



Notes and Tables:

Level: 6
Range: 0
Components: V, S, M
Duration: Special
Casting Time: Special
Area of Effect: Special
Saving Throw: None

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

The legend lore spell is used to determine legendary information regarding a known person, place, or thing. If the person or thing is at hand, or if the wizard is in the place in question, the likelihood of the spell producing results is far greater and the casting time is only 1d4 turns. If only detailed information on the person, place, or thing is known, casting time is 1d10 days. If only rumors are known, casting time is 2d6 weeks.

During the casting, the wizard cannot engage in activities other than the routine: eating, sleeping, etc. When completed, the divination reveals if legendary material is available. It often reveals where this material is--by place name, rhyme, or riddle. It sometimes gives certain information regarding the person, place, or thing (when the object of the legend lore is at hand), but this data is always in some cryptic form (rhyme, riddle, anagram, cipher, sign, etc.). Naturally, a legend lore spell reveals information only if the person, place, or thing is noteworthy or legendary.

For example, suppose Delsenora came across an extremely well-made sword. It radiates magic, but when she used an identify spell, she could not learn any information. Even giving it to a trusted fighter didn't work, as the sword did not reveal any special powers. Finally, she casts a legend lore spell, hoping to gain more information. Since the sword is at hand, she completes the spell in three turns. In her mind comes the message, "Once this was the sword of he who waits till Albion's time of greatest peril, when unto his hand it shall fly again. Fair was the hand that gave me and fair was the hand that reclaimed me." Clearly, Delsenora realizes, this must be a very powerful item, since her spell gave only a cryptic answer. But who is he who waits? And where is Albion? For more information, Delsenora is going to have to cast more spells. But now the process will take much longer, since she has only the vaguest of clues to follow.

The legend lore spell is cast with incense and strips of ivory formed into a rectangle, but some item of value to the caster must be sacrificed in addition--a potion, magical scroll, magical item, etc.

Notes: Common spell (PHB).



Lower Water

Advanced
Dungeons & Dragons
2nd Edition

Alteration, Water, Reversible

Notes and Tables:

Level: 6
Range: 80 yds.
Components: V, S, M
Duration: 5 rds./level
Casting Time: 1 turn
Area of Effect: 10-ft./level square
Saving Throw: None

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

The wizard casting a lower water spell causes water or similar fluid in the area of effect to sink away. The water can be lowered up to 2 feet for every experience level of the wizard, to a minimum depth of 1 inch. The water is lowered within a square area whose sides are 10 feet long per caster level. Thus, a 12th-level wizard affects a volume of 24 feet x 120 feet x 120 feet, a 13th-level caster a volume of 26 feet x 130 feet x 130 feet, and so on. In extremely large and deep bodies of water, such as deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell: The creature moves at half speed and makes half the number of attacks each round. It has no effect on other creatures. The material component of this spell is a small vial of dust.

Its reverse, raise water, causes water or similar fluids to return to their highest natural level: spring flood, high tide, etc. This can make fords impassable, float grounded ships, and may even sweep away bridges, at the DM's option. It negates lower water and vice versa.

The material component of the raise water spell is a small vial of water.

Notes: Common spell (PHB).



Mass Suggestion

Advanced
Dungeons & Dragons
2nd Edition

Enchantment/Charm, Mentalism, Song

Notes and Tables:

Level: 6
Range: 30 yds.
Components: V, M
Duration: 4 turns + 4 turns/level
Casting Time: 6
Area of Effect: 1 creature/level
Saving Throw: Neg.

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

The mass suggestion spell enables the wizard to influence the actions of one or more chosen creatures in the same way as the suggestion spell. Up to one creature per experience level of the caster can be influenced, provided that all subject creatures are within the 30-yard range. Undead are not subject to this spell. The suggestion must be reasonably worded and understood by the creatures, and must be the same for all hearing it. Creatures successfully saving vs. spell are unaffected. Saving throws against the spell suffer a penalty of -1, and if a single creature is to be affected, its saving throw suffers a -4 penalty. Note that a very reasonable mass suggestion can cause the saving throw to be made with an additional penalty (such as -1, -2, etc.), at the discretion of your DM. A mass suggestion can continue in effect for a considerable duration, at the DM's discretion. Conditions that will trigger a special action can also be specified; if the condition is not met before the spell expires, the action will not be performed.

The material components of this spell are a snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Notes: Common spell (PHB).



Mislead



Illusion/Phantasm

Notes and Tables:

Level: 6
Range: 10 yds.
Component: S
Duration: 1 rd./level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

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

When a mislead spell is cast by the wizard, he actually creates an illusory double at the same time that he is cloaked by improved invisibility magic (see the 4th-level spell). The wizard is then free to go elsewhere while his double seemingly moves away. The spell enables the illusion of the wizard to speak and gesture as if it were real, and there are full olfactory and touch components as well. A true seeing spell or a gem of seeing will reveal the illusion for what it is. A detect invisibility or true seeing spell or items such as a gem of seeing or robe of eyes can detect the invisible wizard (see the 5th-level wizard spell shadow door).

Notes: Common spell (PHB).



Monster Summoning IV

Advanced
Dungeons & Dragons
2nd Edition

Conjuration/Summoning

Notes and Tables:

- 1 Ankheg (5-6 HD)
- 2 Ape, carnivorous
- 3 Banderlog
- 4 Ettercap
- 5 Gargoyle
- 6 Ghast
- 7 Hell hound
- 8 Huecuva
- 9 Hydra,
5 heads
- 10 Lyc., wolf
- 11 Ogre
- 12 Ooze, gray
- 13 Owlbear
- 14 Scorpion, huge
- 15 Snake, giant const.
- 16 Toad, poisonous
- 17 Toad, fire
- 18 Wasp, giant
- 19 Wolf, worg
- 20 Yeti

Level: 6

Range: Special

Components: V, S, M

Duration: 5 rds. + 1 rd./level

Casting Time: 6

Area of Effect: 60-yd. radius

Saving Throw: None

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

This spell is much like the 3rd-level spell monster summoning I, except that this spell summons 1d3 4th-level monsters. These appear within the spell's area of effect and attack the caster's opponents, until he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale; they vanish when slain. If no opponent exists to fight, summoned monsters can, if the wizard can communicate with them, and if they are physically capable, perform other services for the summoning wizard.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Notes: Common spell (PHB).



Mordenkainen's Lucubration

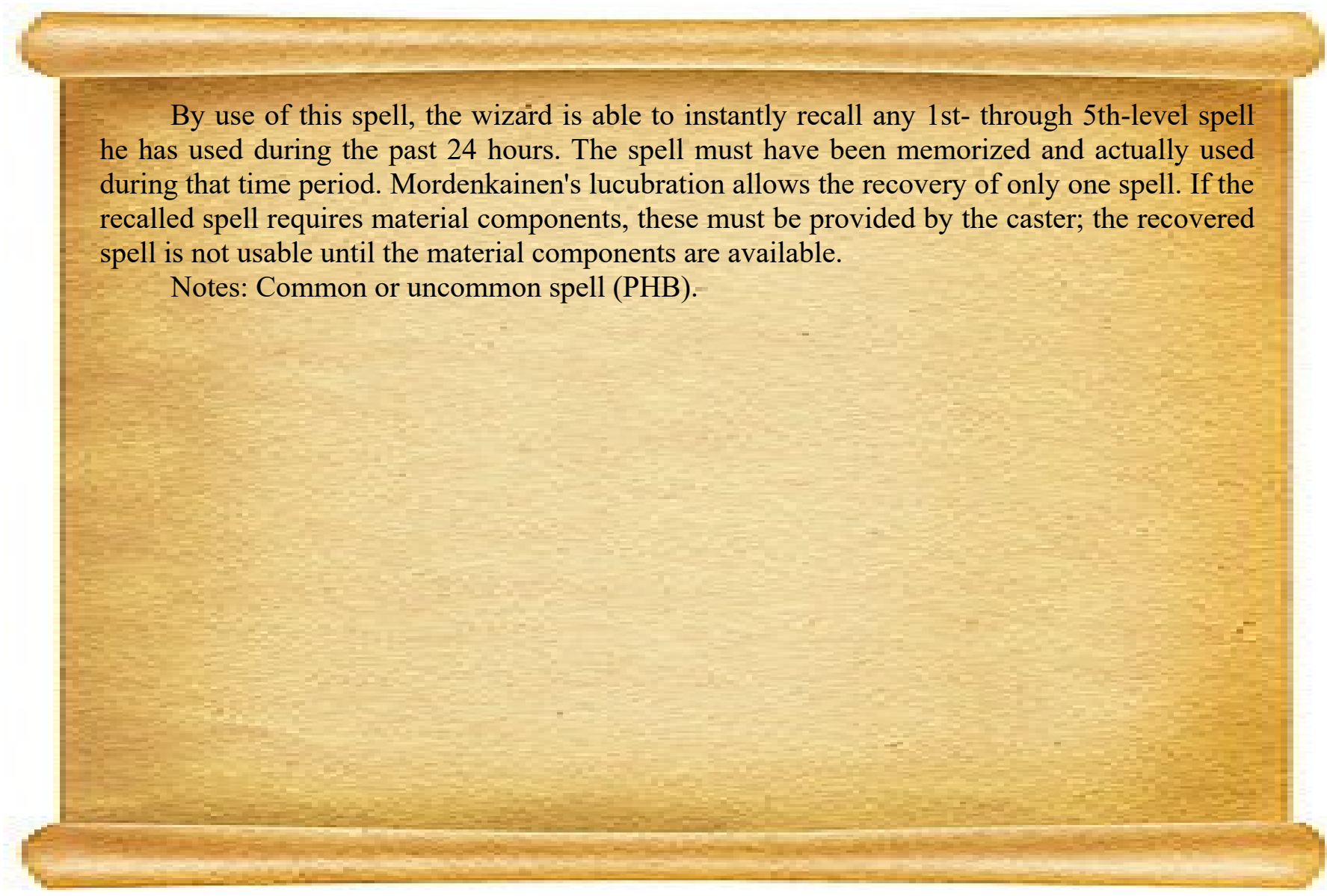
Advanced
Dungeons & Dragons
2nd Edition

Alteration, Mentalism

Notes and Tables:

Level: 6
Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

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

A scroll with a wooden frame, unrolled to reveal text on a parchment-like surface. The text is centered and reads: "By use of this spell, the wizard is able to instantly recall any 1st- through 5th-level spell he has used during the past 24 hours. The spell must have been memorized and actually used during that time period. Mordenkainen's lucubration allows the recovery of only one spell. If the recalled spell requires material components, these must be provided by the caster; the recovered spell is not usable until the material components are available." Below the main text, there is a line for notes: "Notes: Common or uncommon spell (PHB)."

By use of this spell, the wizard is able to instantly recall any 1st- through 5th-level spell he has used during the past 24 hours. The spell must have been memorized and actually used during that time period. Mordenkainen's lucubration allows the recovery of only one spell. If the recalled spell requires material components, these must be provided by the caster; the recovered spell is not usable until the material components are available.

Notes: Common or uncommon spell (PHB).



Move Earth

Advanced
Dungeons & Dragons
2nd Edition

Alteration, Earth

Notes and Tables:

Level: 6
Range: 10 yds./level
Components: V, S, M
Duration: Permanent
Casting Time: Special
Area of Effect: Special
Saving Throw: None

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

When cast, the move earth spell moves dirt (clay, loam, sand) and its other components. Thus, embankments can be collapsed, hillocks moved, dunes shifted, etc. However, in no event can rock prominence be collapsed or moved. The area to be affected dictates the casting time; for every 40 yard x 40 yard surface area and 10 feet of depth, one turn of casting time is required. The maximum area that can be affected is 240 yards x 240 yards, which takes four hours.

If terrain features are to be moved--as compared to simply caving in banks or walls of earth--it is necessary that an earth elemental be subsequently summoned to assist. All spell casting or summoning must be completed before any effects occur. As any summoned earth elemental will perform most of its work underground, it is unlikely that it will be intercepted or interrupted. Should this occur, however, the movement of the earth requiring its services must be stopped until the elemental is once again available. Should the elemental be slain or dismissed, the move earth spell is limited to collapsing banks or walls of earth.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures; its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

The material components for this spell are a mixture of soils (clay, loam, sand) in a small bag and an iron blade.

Note: This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations, etc. are relatively unaffected, save for changes in elevation and relative topography.

Notes: Common spell (PHB).



Otiluke's Freezing Sphere



Alteration, Evocation, Water

Notes and Tables:

Level: 6
Range: Special
Components: V, S, M
Duration: Special
Casting Time: 6
Area of Effect: Special
Saving Throw: Special

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

Otiluke's Freezing Sphere is a multipurpose spell of considerable power. If the caster opts, he may create any of the following:

A) Frigid globe. A small globe of matter at absolute zero temperature that spreads upon contact with water, or a liquid that is principally water, freezing it to a depth of 6 inches over an area equal to 100 square feet per level of the spellcaster. This ice lasts for one round per level of the caster.

The material component is a thin sheet of crystal about an inch square.

B) Cold ray. The spell can be used as a thin ray of cold that springs from the caster's hand to a distance of 10 yards per level of the wizard; this ray inflicts 1d4+2 points of damage per level of the caster upon the first creature struck. A saving throw vs. spell is applicable; all damage is negated if it is successful (as the ray is so narrow a save indicates it missed). If the first creature is missed, the path of the ray is plotted to its full distance, and anything else in its path must save (if applicable) or suffer appropriate damage.

The material component is a white sapphire of not less than 1,000 gp value.

C) Globe of cold. This creates a small globe about the size of a sling stone, cool to the touch, but not harmful. This globe can be hurled, either by hand to a distance of 40 yards (considered short range), or as a sling bullet. The globe shatters upon impact, inflicting 6d6 points of cold damage upon all creatures within a 10-foot radius (one-half damage if a saving throw vs. spell is successful). Use the Grenade-like Missile Table in the *Dungeon Master Guide* to find where misses strike. Note that if the globe is not thrown or slung within one round per level of the spellcaster, it shatters and causes cold damage as stated above. This timed effect can be employed against pursuers, although it can prove hazardous to the spellcaster and his associates as well.

The material component is a 1,000-gp diamond.

Notes: Common or uncommon spell (PHB).



Part Water

Advanced
Dungeons & Dragons
2nd Edition

Alteration, Water

Notes and Tables:

Level: 6
Range: 10 yds./level
Components: V, S, M
Duration: 5 rds./level
Casting Time: 1 turn
Area of Effect: 20 ft. x 3 ft./level
x 30 ft./level
Saving Throw: None

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

By employing a part water spell, the wizard is able to cause water or similar liquid to move apart, thus forming a 20-foot-wide trough. The depth and length of the trough are dependent upon the level of the wizard, and a trough 3 feet deep by 10 yards long is created per level. For example, at 12th level the wizard would part water 36 feet deep by 20 feet wide by 120 yards long. The trough remains as long as the spell lasts or until the wizard who cast it opts to end its effects. If cast under water, this spell creates an air cylinder of appropriate length and diameter. If cast directly on a water elemental or other water-based creature, the creature receives 4d8 damage and must roll a successful saving throw vs. spell or flee in panic for 3d4 rounds.

The material components for the spell are two small sheets of crystal or glass.

Notes: Common spell (PHB).



Permanent Illusion

Advanced
Dungeons & Dragons
2nd Edition

Illusion/Phantasm

Notes and Tables:

Level: 6
Range: 10 yds./level
Components: V, S, M
Duration: Permanent
Casting Time: 6
Area of Effect: 20-ft. cube + 10-ft. cube/level
Saving Throw: Special

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

When this spell is cast, the wizard creates an illusion with visual, auditory, olfactory, and thermal elements. The spell can create the illusion of any object, creature, or force, as long as it is within the boundaries of the spell's area of effect. It affects all creatures that view the illusion, even to the extent of them suffering damage from falling into an illusory pit full of sharp spikes.

Creatures that attempt to disbelieve the illusion gain a saving throw vs. spell and, if successful, they see it for what it is and add +4 bonuses to associates' saving throws, if this knowledge can be communicated effectively. Creatures not sensing the spell effect are immune until they become aware of it. The permanent illusion is subject to a dispel magic spell, of course.

The material component of the spell is a bit of fleece.

Notes: Common spell (PHB).



Programmed Illusion

Advanced
Dungeons & Dragons
2nd Edition

Illusion/Phantasm

Notes and Tables:

Level: 6
Range: 10 yds./level
Components: V, S, M
Duration: Special
Casting Time: 6
Area of Effect: 20-ft. cube + 10-ft. cube/level
Saving Throw: Special

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

This spell creates a spectral force spell that activates upon command or when a specific condition occurs. The illusion has visual, auditory, olfactory, and thermal elements. It can be of any object, creature, or force, as long as it remains within the boundaries of the spell's area of effect.

The occurrence that begins the illusion can be as general or as specific and detailed as desired, such as the following: "Begin only when a venerable female human carrying a sack of goat clusters sits cross-legged within one foot of this spot." Such visual triggers can react to a character using the disguise ability. Command range is 5 yards per level of the wizard, so a 12th-level wizard can command the programmed illusion to occur at a maximum encounter range of 60 yards. A programmed illusion cannot distinguish invisible creatures, nor alignment, level, Hit Dice, or class, except by external garb. If desired, the effect can be keyed to a specific noise or spoken word. The spell lasts until the illusion occurs; thus, the spell duration is variable. The illusion will last for a maximum of one round per level of the spellcaster.

Creatures that attempt to disbelieve the illusion gain a saving throw vs. spell and, if successful, see it for what it is and add +4 bonuses to associates' saving throws, if this knowledge can be communicated effectively. Creatures not sensing the spell effect are immune until they become aware of it. The illusion is subject to a dispel magic spell.

The material component of the spell is a bit of fleece.

Notes: Common spell (PHB).



Project Image

Advanced
Dungeons & Dragons
2nd Edition

Alteration, Illusion/Phantasm

Notes and Tables:

Level: 6
Range: 10 yds./level
Components: V, S, M
Duration: 1 rd./level
Casting Time: 6
Area of Effect: Special
Saving Throw: None

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

By means of this spell, the wizard creates a nonmaterial duplicate of himself, projecting it to any spot within spell range. This image performs actions decided by the wizard--walking, speaking, spellcasting--conforming to the actual actions of the wizard unless he concentrates on making it act differently (in which case the wizard is limited to half movement and no attacks).

The image can be dispelled only by means of a successful dispel magic spell (or upon command from the spellcaster); attacks pass harmlessly through it. The image must be within view of the wizard projecting it at all times, and if his sight is obstructed, the spell is broken. Note that if the wizard is invisible at the time the spell is cast, the image is also invisible until the caster's invisibility ends, though the wizard must still be able to see the image (by means of a detect invisibility spell or other method) to maintain the spell. If the wizard uses dimension door, teleport, plane shift, or a similar spell that breaks his line of vision, the project image spell ends.

The material component of this spell is a small replica (doll) of the wizard.

Notes: Common spell (PHB).



Reincarnation



Necromancy

Notes and Tables:

- 01-05 Bugbear
- 06-11 Dwarf
- 12-18 Elf
- 19-23 Gnoll
- 24-28 Gnome
- 29-33 Goblin
- 34-40 Half-elf
- 41-47 Halfling
- 48-54 Half-orc
- 55-59 Hobgoblin
- 60-73 Human
- 74-79 Kobold
- 80-85 Orc
- 86-90 Ogre
- 91-95 Ogre mage
- 96-00 Troll

Level: 6
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Person touched
Saving Throw: None

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

With this spell, the wizard can bring back to life a person who died no more than one day per level of experience of the wizard before the casting of the spell. The essence of the dead person is transferred to another body, possibly one very different from his former body. Reincarnation does not require any saving throw, system shock, or resurrection survival roll. The corpse is touched, and a new incarnation of the person will appear in the area in 1d6 turns. The person reincarnated recalls the majority of his former life and form, but the character class, if any, of the new incarnation might be different indeed. The new incarnation is determined on the following table. If a player character race is indicated, the character must be created.

Very good or very evil persons will not be reincarnated as creatures whose general alignment is the opposite.

The material components of the spell are a small drum and a drop of blood.

Notes: Common spell (PHB).

Optional rules for creating humanoid characters can be found in the DMG and The Complete Humanoid Handbook.



Repulsion

Advanced
Dungeons & Dragons
2nd Edition

Abjuration, Force

Notes and Tables:

Level: 6

Range: 0

Components: V, S, M

Duration: 1 round/2 levels

Casting Time: 6

Area of Effect: 10 ft./level x 10 ft.

Saving Throw: None

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

When this spell is cast, the wizard is able to cause all creatures in the path of the area of effect to move directly away from his person. Repulsion occurs at the speed of the creature attempting to move toward the spellcaster. The repelled creature continues to move away for a complete round even if this takes it beyond spell range. The caster can designate a new direction each round, but use of this power counts as the caster's principal action in the round. The caster can, of course, choose to do something else instead of using the repulsion attack.

The material component for this spell is a pair of small magnetized iron bars attached to two small canine statuettes, one ivory and one ebony.

Notes: Common spell (PHB).



Shades



Illusion/Phantasm, Shadow

Notes and Tables:

Level: 6
Range: 30 yds.
Components: V, S
Duration: 1 rd./level
Casting Time: 6
Area of Effect: 20-ft. cube
Saving Throw: Special

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

This spell is related to the shadow monsters and demishadow monsters spells. The shades spell uses material from the Demi-plane of Shadow to form semi-real illusions of one or more monsters, up to 1 Hit Die per caster level. All shades created by one spell must be of the same sort, and they have 60% of the hit point total the real creatures would have. Those who view the shades and fail their saving throws vs. spell believe the illusion.

The shades perform as the real monsters with respect to Armor Class and attack forms. Special attack forms such as petrification or level drain do not actually occur, but a subject who believes the shades are real will react appropriately, until the illusion is countered by a dispel magic spell or the condition is countered by a heal spell. Those who roll successful saving throws see the shades as transparent images superimposed on vague shadowy forms. These are Armor Class 6 and cause only 60% of the true monsters' normal melee damage.

Notes: Common spell (PHB).



Stone to Flesh

Advanced
Dungeons & Dragons
2nd Edition

Alteration, Alchemy, Earth, Reversible

Notes and Tables:

Level: 6
Range: 10 yds./level
Components: V, S, M
Duration: Permanent
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: Special

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

The stone to flesh spell turns any sort of stone into flesh. If the recipient stone object was formerly living, this spell restores life (and goods), although the survival of the creature is subject to the usual system shock survival roll. Any formerly living creature, regardless of size, can be thus returned to flesh. Ordinary stone can be turned to flesh in a volume of 9 cubic feet per level of experience of the spellcaster. Such flesh is inert, lacking a vital life force, unless a life force or magical energy is available (for example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a body). If cast upon stone, the wizard can create a cylinder of fleshy material from 1 to 3 feet in diameter and up to 10 feet long, allowing a passage to be made.

The material components are a pinch of earth and a drop of blood.

The reverse, flesh to stone, turns flesh of any sort to stone. All possessions on the person of the creature likewise turn to stone. The intended subject of the spell receives a saving throw vs. spell to avoid the effect. If a statue created by this spell is subjected to breakage or weathering, the being (if ever returned to his original, fleshy state) will have similar damage, deformities, etc. The DM may allow such damage to be repaired by various high-level clerical spells, such as regenerate.

The material components of the spell are lime, water, and earth.

Notes: Common spell (PHB).



Tenser's Transformation

Advanced
Dungeons & Dragons
2nd Edition

Alteration, Evocation

Notes and Tables:

Level: 6
Range: 0
Components: V, S, M
Duration: 1 rd./level
Casting Time: 6
Area of Effect: The caster
Saving Throw: None

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

Tenser's transformation is a sight guaranteed to astound any creature not aware of its power, for when the wizard casts the spell, he undergoes a startling transformation. The size and strength of the wizard increase to heroic proportions, so he becomes a formidable fighting machine; the spell causes the caster to become a berserk fighter!

The wizard's hit points double, and all damage he sustains comes first from the magical points gained; once these points are eliminated, all subsequent damage (to his true hit points) is doubled. The Armor Class of the wizard is 4 better than that possessed prior to casting the spell (AC 10 goes to 6, AC 9 to 5, AC 8 to 4, etc.), to a maximum Armor Class of - 10.

All attacks are as a fighter of the same level as the wizard (i.e., the wizard uses the combat values normally reserved for fighters). The wizard can use either a dagger or a staff when attacking. A dagger can be used twice per round, and each successful attack inflicts an additional 2 points of damage. A staff can be used only once per round, but with a +2 bonus to attack and damage rolls. The wizard fights in melee in preference to all other forms of attack, and continues attacking until all opponents are slain, he is killed, the magic is dispelled, or the spell duration expires.

The material component for casting this spell is a potion of heroism (or superheroism) that the wizard must consume during the course of uttering the spell.

Notes: Common or uncommon spell (PHB).



Transmute Water to Dust

Advanced
Dungeons & Dragons
2nd Edition

Alteration, Earth, Water, Reversible

Notes and Tables:

Level: 6
Range: 60 yds.
Components: V, S, M
Duration: Permanent
Casting Time: 5
Area of Effect: 10-ft. cube/level
Saving Throw: None (special)

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

When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect is doubled, while if wet mud is being transmuted, the area of effect is quadrupled. If water remains in contact with the transmuted dust, the former quickly soaks the latter, turning the dust into silty mud (if a sufficient quantity of water exists to do so), otherwise soaking or dampening the dust accordingly.

Only liquid actually in the area of effect at the moment of spellcasting is affected. Liquids that are only partially water are affected only insofar as the actual water content is concerned; however, potions containing water are rendered useless.

Living creatures are unaffected, except for those native to the Elemental Plane of Water. Such creatures receive saving throws vs. spell. Failure inflicts 1d6 points of damage per caster level upon the subject, while success means the creature receives half damage. Only one such creature can be affected by any single casting of this spell, regardless of the creature's size or the size of the spell's area of effect.

The reverse of the spell is simply a very high-powered create water spell that requires a pinch of normal dust as an additional material component.

For either usage of the spell, other components required are diamond dust of at least 500 gp value and a bit of seashell.

Notes: Common spell (PHB).



True Seeing

Advanced
Dungeons & Dragons
2nd Edition

Divination

Notes and Tables:

Level: 6
Range: Touch
Components: V, S, M
Duration: 1 rd./level
Casting Time: 1 rd.
**Area of Effect: Line of sight,
max. 60 ft.**
Saving Throw: None

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

When the wizard employs this spell, he confers upon the recipient the ability to see all things as they actually are. The spell penetrates normal and magical darkness. Secret doors become plain. The exact location of displaced things is obvious. Invisible things become visible. Illusions and apparitions are seen through. Polymorphed, changed, or enchanted objects are apparent. (The real form appears translucently superimposed on the apparent form: A gold dragon polymorphed to human form would appear human with a ghostly dragon looming over the human form.) Unlike the clerical version of this spell, the recipient cannot determine alignment. The recipient can focus his vision to see into the Ethereal Plane or the bordering areas of adjacent planes. The range of vision conferred is 60 feet. True seeing does not penetrate solid objects; it in no way confers X ray vision or its equivalent. Furthermore, the spell effects cannot be enhanced with magic.

The spell requires an ointment for the eyes that is made from a very rare mushroom powder, saffron, and fat. It costs no less than 300 gp per use and must be aged for 1d6 months.

Notes: Common spell (PHB).



Veil

Advanced
Dungeons & Dragons
2nd Edition

Illusion/Phantasm

Notes and Tables:

Level: 6
Range: 10 yds./level
Components: V, S
Duration: 1 turn/level
Casting Time: 6
Area of Effect: 20-ft. cube/level
Saving Throw: None

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

The veil spell enables the wizard to instantly change the appearance of his surroundings and party or create hallucinatory terrain so as to fool even the most clever creatures (unless they have the true seeing spell, a gem of seeing, or a similar magical aid). The veil can make a sumptuous room seem like a filthy den; even tactile impressions conform to the visual illusion. Likewise, a party might be made to resemble a mixed band of brownies, pixies, and faeries led by a treant. If hallucinatory terrain is created, touch does not cause it to vanish.

Notes: Common spell (PHB).