



# Antipathy—Sympathy



Enchantment/Charm



Notes and Tables:

**Level 8**

**Range: 30 yds.**

**Components: V, S, M**

**Duration: 2 hrs./level**

**Casting Time: 1 hr.**

**Area of Effect: 10-ft. cube or one item**

**Saving Throw: Special**

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

This spell allows the wizard to set certain vibrations to emanate from an object or location that tend to either repel or attract a specific type of intelligent creature or characters of a particular alignment. The wizard must decide which effect is desired with regard to what creature type or alignment before beginning the spellcasting, for the components of each application differ. The spell cannot be cast upon living creatures.

**Antipathy:** This spell causes the affected creature or alignment type to feel an overpowering urge to leave the area or to not touch the affected item. If a saving throw vs. spell is successful, the creature can stay in the area or touch the item, but the creature will feel very uncomfortable, and a persistent itching will cause it to suffer the loss of 1 point of Dexterity per round (for the spell's duration), subject to a maximum loss of 4 points and a minimum Dexterity of 3. Failure to save vs. spell forces the being to abandon the area or item, shunning it permanently and never willingly returning to it until the spell is removed or expires.

The material component for this application of the spell is a lump of alum soaked in vinegar.

**Sympathy:** By casting the sympathy application of the spell, the wizard can cause a particular type of creature or alignment of character to feel elated and pleased to be in an area or touching or possessing an object or item. The desire to stay in the area or touch the object is overpowering. Unless a saving throw vs. spell is successfully rolled, the creature or character will stay or refuse to release the object. If the saving throw is successful, the creature or character is released from the enchantment, but a subsequent saving throw must be made 1d6 turns later. If this saving throw fails, the affected creature will return to the area or object.

The material components of this spell are 1,000 gp worth of crushed pearls and a drop of honey.

Note that the particular type of creature to be affected must be named specifically--for example, red dragons, hill giants, wererats, lammasu, catoblepas, vampires, etc. Likewise, the specific alignment must be named--for example, chaotic evil, chaotic good, lawful neutral, true neutral, etc.

If this spell is cast upon an area, a 10-foot cube can be enchanted for each experience level of the caster. If an object or item is enchanted, only that single thing can be enchanted; affected creatures or characters save vs. spell with a -2 penalty.

Notes: Common spell (PHB).



# Bigby's Clenched Fist



Evocation

## Notes and Tables:

D20

Roll

Result

1-12 Glancing blow--1d6 hp

13-16 Solid punch--2d6 hp

17-19 Hard punch -- 3d6 hp; opponent is stunned for next round

20 Crushing blow\*--4d6 hp; opponent is stunned for next three rounds

\* The wizard adds +4 to the die rolls of subsequent attacks if the opponent is stunned, as the opponent is not capable of dodging or defending against the attack effectively.

**Level: 8**

**Range: 5 yds./level**

**Components: V, S, M**

**Duration: 1 rd./level**

**Casting Time: 8**

**Area of Effect: Special**

**Saving Throw: None**

— Cards by Dennis Bratcher

Advanced Dungeons & Dragons 2nd Edition Wizard Spell

The Bigby's clenched fist spell brings forth a huge, disembodied hand that is balled into a fist. This magical member is under the mental control of the spellcaster, who can cause it to strike one opponent each round. No concentration is required once the spell is cast. The clenched fist never misses, but it can only strike as directed by the caster. Thus, it can be fooled by invisibility or other methods of concealment and misdirection. The effectiveness of its blows varies from round to round.

The fist has an Armor Class of 0, and is destroyed by damage equal to the hit points of its caster at full health.

The material component of this spell is a leather glove and a small device (similar to brass knuckles) consisting of four rings joined so as to form a slightly curved line, with an "I" upon which the bottoms of the rings rest. The device must be fashioned of an alloy of copper and zinc.

Notes: Common or uncommon spell (PHB).



# Binding



Enchantment, Evocation

Notes and Tables:

**Level: 8**  
**Range: 5 yds./level**  
**Components: V, S, M**  
**Duration: 1 rd./level**  
**Casting Time: 8**  
**Area of Effect: Special**  
**Saving Throw: None**

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

A binding spell creates a magical restraint to hold a creature, usually from another plane of existence. Extra-planar creatures must be confined by a circular diagram; other creatures can be physically confined. The duration of the spell depends upon the form of the binding and the level of the caster(s), as well as the length of time the spell is actually uttered. The components vary according to the form of the spell, but they include a continuous chanting utterance read from the scroll or book page giving the spell; gestures appropriate to the form of binding; and materials such as miniature chains of special metal (silver for lycanthropes, etc.), soporific herbs of the rarest sort, a corundum or diamond gem of great size (1,000 gp value per Hit Die of the subject creature), and a vellum depiction or carved statuette of the subject to be captured.

Magic resistance applies unless the subject's true name is used. A saving throw is not applicable as long as the experience level of the caster is at least twice as great as the Hit Dice of the subject. The caster's level can be augmented by one-third of the levels of each assisting wizard of 9th level or higher, and by one level for each assistant of 4th through 8th level. No more than six other wizards can assist with this spell. If the caster's level is less than twice the Hit Dice of the subject, the subject gains a saving throw vs. spell, modified by the form of binding being attempted. The various forms of binding are:

**Chaining:** The subject is confined by restraints that generate an antipathy spell affecting all creatures who approach the subject, except the caster. Duration is as long as one year per level of the caster(s). The subject of this form of binding (as well as in the slumber and bound slumber versions) remains within the restraining barrier.

**Slumber:** Brings a comatose sleep upon the subject for a duration of up to one year per level of the caster(s).

**Bound Slumber:** A combination of chaining and slumber that lasts for up to one month per level of the caster(s).

**Hedged Prison:** The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means until freed. The spell remains until the magical hedge is somehow broken.

**Metamorphosis:** Causes the subject to change to some non-corporeal form, save for its head or face. The binding is permanent until some prescribed act frees the subject.

**Minimus Containment:** The subject is shrunken to a height of 1 inch or even less and held within the hedged prison of some gem or similar object. The subject of a minimus containment, metamorphosis, or hedged prison radiates a very faint aura of magic.

The subject of the chaining form of the spell receives a saving throw with no modifications. However, slumber allows the subject a +1 bonus, bound slumber a +2 bonus, hedged prison a +3 bonus, metamorphosis a +4 bonus, and minimus containment a +5 bonus to the saving throw. If the subject is magically weakened, the DM can assign a -1, -2, or even -4 penalty to the saving throw. A successful saving throw enables the subject to burst its bonds and do as it pleases.

A binding spell can be renewed in the case of the first three forms of the spell, for the subject does not have the opportunity to break the bonds. (If anything has caused a weakening of a chaining or slumber version, such as attempts to contact the subject or magically touch it, a normal saving throw applies to the renewal of the spell.) Otherwise, after one year, and each year thereafter, the subject gains a normal saving throw vs. the spell. Whenever it is successful, the binding spell is broken and the creature is free.

Notes: Common spell (PHB).



# Clone



Necromancy

Notes and Tables:

**Level: 8**  
**Range: 5 yds./level**  
**Components: V, S, M**  
**Duration: 1 rd./level**  
**Casting Time: 8**  
**Area of Effect: Special**  
**Saving Throw: None**

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

This spell creates a duplicate of a human, demi-human, or humanoid creature. This clone is in most respects the duplicate of the individual, complete to the level of experience, memories, etc. However, the duplicate really is the person, so if the original and a duplicate exist at the same time, each knows of the other's existence; the original person and the clone will each desire to do away with the other, for such an alter-ego is unbearable to both. If one cannot destroy the other, one will go insane and destroy itself (90% likely to be the clone), or possibly both will become mad and destroy themselves (2% chance). These events nearly always occur within one week of the dual existence.

Note that the clone is the person as he existed at the time at which the flesh was taken for the spell component, and all subsequent knowledge, experience, etc., is totally unknown to the clone. The clone is a physical duplicate, and possessions of the original are another matter entirely. A clone takes 2d4 months to grow, and only after that time is dual existence established. Furthermore, the clone has one less Constitution point than the body it was cloned from; the cloning fails if the clone would have a Constitution of 0.

The material component of the spell is a small piece of the flesh from the person to be duplicated.

The DM may, in addition, add other stipulations to the success of a cloning effort, requiring that some trace of life must remain in the flesh sample, that some means of storing and preserving the sample must be devised and maintained, etc.

Notes: Common spell (PHB).





## Demand

Advanced  
Dungeons & Dragons  
2nd Edition

Evocation, Enchantment/Charm, Mentalism

Notes and Tables:

**Level: 8**  
**Range: 5 yds./level**  
**Components: V, S, M**  
**Duration: 1 rd./level**  
**Casting Time: 8**  
**Area of Effect: Special**  
**Saving Throw: None**

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

This spell is very much like the 5th-level wizard spell sending, allowing a brief contact with a far distant creature. However, with this spell the message can also contain a suggestion (see the 3rd-level wizard spell suggestion), which the subject will do its best to carry out if it fails its saving throw vs. spell, made with a -2 penalty. Of course, if the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand comes, the message is understood but no saving throw is necessary and the suggestion is ineffective.

The caster must be familiar with the creature contacted and must know its name and appearance well. If the creature in question is not in the same plane of existence as the spellcaster, there is a base 5% chance that the demand does not arrive. Local conditions on other planes may worsen this chance considerably at the option of the DM. The demand, if received, will be understood even if the creature has an Intelligence ability score as low as 1 (animal Intelligence). Creatures of demigod status or higher can choose to come or not, as they please.

The demand message to the creature must be 25 words or less, including the suggestion. The creature can also give a short reply immediately.

The material components of the spell are a pair of cylinders, each open at one end, connected by a thin piece of copper wire and some small part of the subject creature--a hair, a bit of nail, etc.

Notes: Common spell (PHB).



## Glassteel

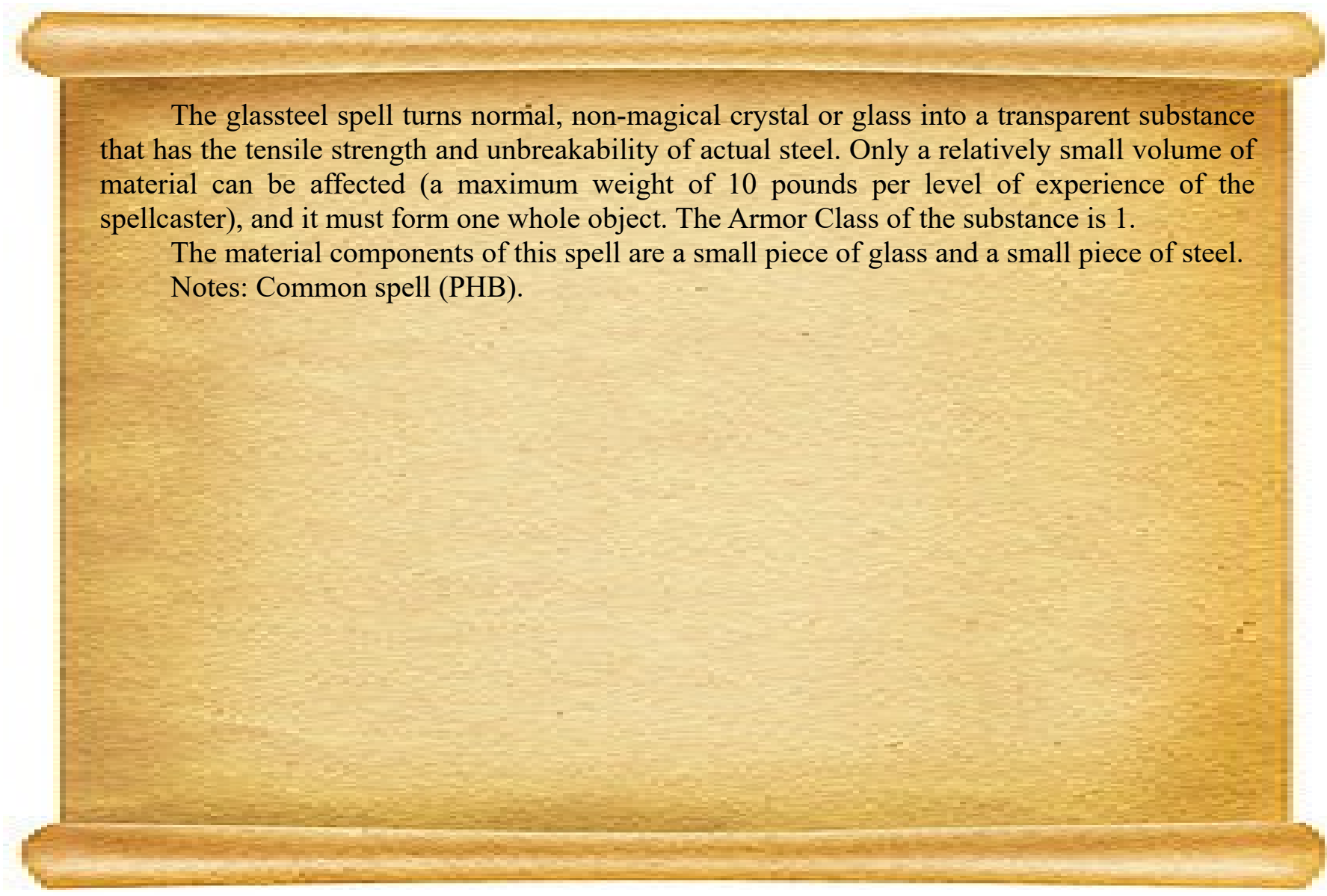
Advanced  
Dungeons & Dragons  
2nd Edition

Alteration, Alchemy, Artifice, Earth

Notes and Tables:

**Level: 8**  
**Range: 5 yds./level**  
**Components: V, S, M**  
**Duration: 1 rd./level**  
**Casting Time: 8**  
**Area of Effect: Special**  
**Saving Throw: None**

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

A scroll with a light brown, textured surface, possibly parchment or aged paper. The scroll is unrolled, showing a central rectangular area with text. The top and bottom edges of the scroll are rolled up, creating a cylindrical shape. The text is written in a black, serif font.

The glassteel spell turns normal, non-magical crystal or glass into a transparent substance that has the tensile strength and unbreakability of actual steel. Only a relatively small volume of material can be affected (a maximum weight of 10 pounds per level of experience of the spellcaster), and it must form one whole object. The Armor Class of the substance is 1.

The material components of this spell are a small piece of glass and a small piece of steel.

Notes: Common spell (PHB).



# Incendiary Cloud



Alteration, Evocation, Air, Fire, Alchemy

Notes and Tables:

**Level: 8**  
**Range: 5 yds./level**  
**Components: V, S, M**  
**Duration: 1 rd./level**  
**Casting Time: 8**  
**Area of Effect: Special**  
**Saving Throw: None**

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

An incendiary cloud spell exactly resembles the smoke effects of a pyrotechnics spell, except that its minimum dimensions are a cloud 10 feet tall, 20 feet wide, and 20 feet long. This dense vapor cloud billows forth, and on the third round of its existence begins to flame, causing 1-2 points of damage per level of the spellcaster. On the fourth round it inflicts 1d4 points of damage per level of the caster, and on the fifth round this drops back to 1-2 points of damage per level as its flames burn out. In any successive rounds of existence, the cloud is simply harmless smoke that obscures vision within its confines. Creatures within the cloud need to make only one saving throw if it is successful, but if they fail the first saving throw, they roll again on the fourth and fifth rounds (if necessary) to attempt to reduce the damage sustained by one-half.

In order to cast this spell, the wizard must have an available fire source (just as with a pyrotechnics spell), scrapings from beneath a dung pile, and a pinch of dust.

Notes: Common spell (PHB).



## Mass Charm

Advanced  
Dungeons & Dragons  
2nd Edition

Enchantment/Charm

Notes and Tables:

**Level: 8**  
**Range: 5 yds./level**  
**Components: V, S, M**  
**Duration: 1 rd./level**  
**Casting Time: 8**  
**Area of Effect: Special**  
**Saving Throw: None**

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

A mass charm spell affects either persons or monsters just as a charm person or charm monster spell. The mass charm spell, however, affects a number of creatures whose combined levels of experience or Hit Dice does not exceed twice the level of experience of the spellcaster. All affected creatures must be within the spell range and within a 30-foot cube. Note that the creatures' saving throws are unaffected by the number of recipients (see the charm person and charm monster spells), but all target creatures are subject to a penalty of -2 on their saving throws because of the efficiency and power of this spell. The Wisdom bonus against charm spells does apply.

Notes: Common spell (PHB).





# Maze



See Notes

## Notes and Tables:

**School:** Conjuration/Summoning, Dimension, Geometry, Shadow

Intelligence of Mazed Creature	Time Trapped in Maze
under 3	2d4 turns
3-5	1d4 turns
6-8	5d4 rounds
9-11	4d4 rounds
12-14	3d4 rounds
15-17	2d4 rounds
18+	1d4 rounds

**Level:** 8

**Range:** 5 yds./level

**Components:** V, S, M

**Duration:** 1 rd./level

**Casting Time:** 8

**Area of Effect:** Special

**Saving Throw:** None

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

An extra-dimensional space is brought into being upon the utterance of a maze spell. The subject vanishes into the shifting labyrinth of force planes for a period of time that is dependent upon its Intelligence. (Note: Minotaurs are not affected by this spell.)

Note that teleport and dimension door spells will not help a character escape a maze spell, although a plane shifting spell will.

Notes: Common spell (PHB).



# Mind Blank



Abjuration, Mentalism

Notes and Tables:

**Level: 8**  
**Range: 5 yds./level**  
**Components: V, S, M**  
**Duration: 1 rd./level**  
**Casting Time: 8**  
**Area of Effect: Special**  
**Saving Throw: None**

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

When the very powerful mind blank spell is cast, the creature is totally protected from all devices and spells that detect, influence, or read emotions or thoughts. This protects against augury, charm, command, confusion, divination, empathy (all forms), ESP, fear, feeblemind, mass suggestion, phantasmal killer, possession, rulership, soul trapping, suggestion, and telepathy. Cloaking protection also extends to the prevention of discovery or information gathering by crystal balls or other scrying devices, clairaudience, clairvoyance, communing, contacting other planes, or wish-related methods (wish or limited wish). Of course, exceedingly powerful deities can penetrate the spell's barrier.

Notes: Common spell (PHB).



## Monster Summoning VI

Advanced  
Dungeons & Dragons  
2nd Edition

Conjuration/Summoning

### Notes and Tables:

- 1 Basilisk
- 2 Beetle, stag
- 3 Carrion crawler
- 4 Dracolisk
- 5 Drider
- 6 Griffon
- 7 Hydra, 8 heads
- 8 Lizard, minotaur
- 9 Lyc., tiger
- 10 Manticore
- 11 Ogre mage
- 12 Otyugh
- 13 Pyrolisk
- 14 Salamander
- 15 Spider, phase
- 16 Troll
- 17 Wolfwere
- 18 Wraith
- 19 Wyvern
- 20 Yuan-ti, halfbreed

**Level 8**

**Range: 5 yds./level**

**Components: V, S, M**

**Duration: 1 rd./level**

**Casting Time: 8**

**Area of Effect: Special**

**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 it summons 1d3 6th-level monsters. These monsters appear in 1d3 rounds within the spell's area of effect and attack the caster's opponents, until either he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, and 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).



## Otiluke's Telekinetic Sphere

Advanced  
Dungeons & Dragons  
2nd Edition

Evocation, Alteration

Notes and Tables:

**Level 8**  
**Range: 20 yds.**  
**Components: V, S, M**  
**Duration: 2 rds./level**  
**Casting Time: 4**  
**Area of Effect: sphere with  
diameter of 1 ft./level**  
**Saving Throw: Neg.**

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

This spell is exactly the same as the 4th-level wizard spell Otiluke's resilient sphere, with the addition that the creatures or objects inside the globe are nearly weightless-- anything contained within it weighs only 1/16 its normal weight. Any subject weighing up to 5,000 pounds can be telekinetically lifted in the sphere by the caster. Range of control extends to a maximum distance of 10 yards per level after the sphere has actually succeeded in encapsulating a subject or subjects. Note that even if more than 5,000 pounds of weight is englobed, the perceived weight is only 1/16 of the actual weight, so the orb can be rolled without exceptional effort. Because of the reduced weight, rapid motion or falling within the field of the sphere is relatively harmless to the object therein, although it can be disastrous should the globe disappear when the subject inside is high above a hard surface. The caster can dismiss the effect with a word.

In addition to a hemispherical piece of diamond and a matching piece of gum arabic, the caster must also have a pair of small bar magnets as material components for this spell.

Notes: Common spell (PHB).





## Otto's Irresistible Dance

Advanced  
Dungeons & Dragons  
2nd Edition

Enchantment/Charm

Notes and Tables:

**Level 8**  
**Range: Touch**  
**Components: V**  
**Duration: 1d4+1 rounds**  
**Casting Time: 5**  
**Area of Effect: Creature touched**  
**Saving Throw: None**

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

When an Otto's irresistible dance spell is placed upon a creature, the spell causes the recipient to begin dancing, complete with feet shuffling and tapping. This dance makes it impossible for the victim to do anything other than caper and prance; this cavorting worsens the Armor Class of the creature by -4, makes saving throws impossible except on a roll of 20, and negates any consideration of a shield. Note that the creature must be touched, as if melee combat were taking place and the spellcaster were striking to do damage.

Notes: Common spell (PHB).



# Permanency



Alteration

Notes and Tables:

**Level 8**  
**Range: Special**  
**Components: V, S**  
**Duration: Permanent**  
**Casting Time: 2 rds.**  
**Area of Effect: Special**  
**Saving Throw: None**

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

This spell affects the duration of certain other spells, making the duration permanent. The personal spells upon which a permanency is known to be effective are as follows:

**comprehend languages - protection from evil - detect evil - protection from normal missiles - detect invisibility - read magic - detect magic - tongues - infravision - unseen servant - protection from cantrips**

The wizard casts the desired spell and then follows it with the permanency spell. Each permanency spell lowers the wizard's Constitution by 1 point. The wizard cannot cast these spells upon other creatures. This application of permanency can be dispelled only by a wizard of greater level than the spellcaster was when he cast the spell.

In addition to personal use, the permanency spell can be used to make the following object/creature or area-effect spells permanent:

**enlarge - prismatic sphere - fear - stinking cloud - gust of wind - wall of fire - invisibility - wall of force - magic mouth - web**

Additionally, the following spells can be cast upon objects or areas only and rendered permanent:

**alarm - wall of fire - audible glamor - distance distortion - dancing lights - teleport - solid fog**

These applications to other spells allow it to be cast simultaneously with any of the latter when no living creature is the target, but the entire spell complex then can be dispelled normally, and thus negated.

The permanency spell is also used in the fabrication of magical items (see the 6th-level spell *enchant an item*). At the DM's option, permanency might become unstable or fail after a long period of at least 1,000 years. Unstable effects might operate intermittently or fail altogether.

The DM may allow other selected spells to be made permanent. Researching this possible application of a spell costs as much time and money as independently researching the selected spell. If the DM has already determined that the application is not possible, the research automatically fails. Note that the wizard never learns what is possible except by the success or failure of his research.

Notes: Common spell (PHB).



# Polymorph Any Object



Alteration

## Notes and Tables:

<b>Kingdom</b>	Animal, vegetable, mineral
<b>Class</b>	Mammals, bipeds, fungi, metals, etc.
<b>Relationship</b>	Twig is to tree, sand is to beach, etc.
<b>Size</b>	Smaller, equal, larger
<b>Shape</b>	Comparative resemblance of the original to the polymorphed state
<b>Intelligence</b>	Particularly with regard to a change in which the end product is more intelligent

**Level 8**  
**Range: 5 yds./level**  
**Components: V, S, M**  
**Duration: Variable**  
**Casting Time: 1 rd.**  
**Area of Effect: Special**  
**Saving Throw: Special**

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

This spell changes one object or creature into another. When used as a polymorph other or stone to flesh spell, simply treat the spell as a more powerful version, with saving throws made with -4 penalties to the die roll. When it is cast in order to change other objects, the duration of the spell depends on how radical a change is made from the original state to its enchanted state, as well as how different it is in size. The DM determines the changes by using the following guidelines on table:

A change in kingdom makes the spell work for hours (if removed by one kingdom) or turns (if removed by two). Other changes likewise affect spell duration. Thus, changing a lion to an androsphinx would be permanent, but turning a turnip to a purple worm would be a change with a duration measured in hours. Turning a tusk into an elephant would be permanent, but turning a twig into a sword would be a change with a duration of several turns.

All polymorphed objects radiate a strong magic, and if a dispel magic spell is successfully cast upon them, they return to their natural form. Note that a stone to flesh spell or its reverse will affect objects under this spell. As with other polymorph spells, damage sustained in the new form can result in the injury or death of the polymorphed creature.

For example, it is possible to polymorph a creature into rock and grind it to dust, causing damage, perhaps even death. If the creature was changed to dust to start with, more creative methods to damage it would be needed; perhaps the wizard could use a gust of wind spell to scatter the dust far and wide. In general, damage occurs when the new form is altered through physical force, although the DM will have to adjudicate many of these situations.

The system shock roll must be applied to living creatures, as must the restrictions noted regarding the polymorph other and stone to flesh spells. Also note that a polymorph effect often detracts from an item's or creature's powers, but does not add new powers, except possibly movement capabilities not present in the old form. Thus, a vorpal sword polymorphed into a dagger would not retain vorpal capability. Likewise, valueless items cannot be made into permanent valuable items.

The material components of this spell are mercury, gum arabic, and smoke.

Notes: Common spell (PHB).



## Power Word, Blind

Advanced  
Dungeons & Dragons  
2nd Edition

Conjuration/Summoning

Notes and Tables:

**Level 8**  
**Range: 5 yds./level**  
**Components: V**  
**Duration: Special**  
**Casting Time: 1**  
**Area of Effect: 15-ft. radius**  
**Saving Throw: None**

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

When a power word, blind spell is cast, one or more creatures within the area of effect become sightless. The spellcaster selects one creature as the target center, and the effect spreads outward from the center, affecting creatures with the lowest hit point totals first; the spell can also be focused to affect only an individual creature. The spell affects up to 100 hit points of creatures; creatures who currently have 100 or more hit points are not affected and do not count against the number of creatures affected. The duration of the spell depends upon how many hit points are affected. If 25 or fewer hit points are affected, the blindness is permanent until cured. If 26 to 50 hit points are affected, the blindness lasts for 1d4+1 turns. If 51 to 100 hit points are affected, the spell lasts for 1d4+1 rounds. An individual creature cannot be partially affected. If all of its current hit points are affected, it is blinded; otherwise, it is not. Blindness can be removed by a cure blindness or dispel magic spell.

Notes: Common spell (PHB).





# Prismatic Wall



Conjuration/Summoning

Notes and Tables:

**Level 8**  
**Range: 10 yds.**  
**Components: V, S**  
**Duration: 1 turn/level**  
**Casting Time: 7**  
**Area of Effect: 4 ft./level wide x 2 ft./level high**  
**Saving Throw: Special**

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

This spell enables the wizard to conjure a vertical, opaque wall--a shimmering, multicolored plane of light that protects him from all forms of attack. The wall flashes with all colors of the visible spectrum, seven of which have a distinct power and purpose. The wall is immobile, and the spellcaster can pass through the wall without harm. However, any creature with fewer than 8 Hit Dice that is within 20 feet of the wall and does not shield its vision is blinded for 2d4 rounds by the colors.

Each color in the wall has a special effect. Each color can also be negated by a specific magical effect, but the colors must be negated in the precise order of the spectrum. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack the spellcaster, and the magic needed to negate each color.

The wall's maximum proportions are 4 feet wide per level of experience of the caster and 2 feet high per level of experience. A prismatic wall spell cast to materialize in a space occupied by a creature is disrupted and the spell is wasted.

Notes: Common spell (PHB).

### Prismatic Wall Effects

Color	Order	Effect of Color	Spell Negated By
Red	1st	Stops non-magical missiles--inflicts 20 points of damage, save for half	cone of cold
Orange	2nd	Stops magical missiles--inflicts 40 points of damage, save for half	gust of wind
Yellow	3rd	Stops poisons, gases, and petrification--inflicts 80 points of damage, save for half	disintegrate
Green	4th	Stops breath weapons--save vs. poison or die; survivors suffer 20 points of damage	passwall
Blue	5th	Stops location/detection and mental attacks--save vs. petrification or turn to stone	magic missile
Indigo	6th	Stops magical spells--save vs. wand or go insane	continual light
Violet	7th	Force field protection--save vs. spell or be sent to another plane	dispel magic



## Screen

Advanced  
Dungeons & Dragons  
2nd Edition

### Divination/Illusion

Notes and Tables:

**Level 8**  
**Range: 0**  
**Components: V, S**  
**Duration: 1 hr./level**  
**Casting Time: 1 turn**  
**Area of Effect: 30-ft. cube/level**  
**Saving Throw: Special**

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

This spell combines several elements to create a powerful protection from scrying and direct observation. When the spell is cast, the wizard dictates what will and will not be observed in the area of effect. The illusion created must be stated in general terms. Thus, the caster could specify the illusion of him and another playing chess for the duration of the spell, but he could not have the illusionary chess players take a break, make dinner, and then resume their game. He could have a crossroads appear quiet and empty even while an army is actually passing through the area. He could specify that no one be seen (including passing strangers), that his troops be undetected, or even that every fifth man or unit should be visible. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by the caster with no saving throw allowed. Sight and sound are appropriate to the illusion created. A band of men standing in a meadow could be concealed as an empty meadow with birds chirping, etc. Direct observation may allow a saving throw (as per a normal illusion), if there is cause to disbelieve what is seen. Certainly onlookers in the area would become suspicious if the column of a marching army disappeared at one point to reappear at another! Even entering the area does not cancel the illusion or necessarily allow a saving throw, assuming the hidden beings take care to stay out of the way of those affected by the illusion.

Notes: Common spell (PHB).



# Serten's Spell Immunity



Abjuration

## Notes and Tables:

Spell Level	Wizard Spell	Priest Spell
1st-3rd	+9*	+7
4th-6th	+7	+5
7th-8th	+5	+3

\* Includes beguiling effects.

**Level 8**

**Range: Touch**

**Components: V, S, M**

**Duration: 1 turn/level**

**Casting Time: 1 round/recipient**

**Area of Effect: Creature(s)  
touched**

**Saving Throw: None**

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

By use of this spell, the wizard is able to confer virtual immunity to certain spells and magical attack forms upon those he touches. For every four levels of experience of the wizard, one creature can be protected by the Serten's spell immunity spell; however, if more than one is protected, the duration of the protection is divided among the protected creatures.

For example, a 16th-level wizard can cast the spell upon one creature and it will last 16 turns, or place it upon two creatures for eight turns, or four creatures for four turns.) The protection gives a bonus to saving throws, according to spell type and level, as shown in the table.

The material component of this spell is a diamond of at least 500 gp value, which must be crushed and sprinkled over the spell recipients. Each such creature must also have in its possession a diamond of at least one carat size, intact and carried on its person.

Notes: Common spell (PHB).



# Sink

Advanced  
Dungeons & Dragons  
2nd Edition

Enchantment, Alteration

Notes and Tables:

**Level 8**  
**Range: 10 yds./level**  
**Components: V, S**  
**Duration: Special**  
**Casting Time: 8**  
**Area of Effect: 1 creature or  
object, max. 1 cu. ft./level**  
**Saving Throw: Special**

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

By means of this spell, a wizard can force a creature or object into the very earth or floor upon which it stands. When casting the spell, the wizard must chant the spell for the remainder of the round without interruption. At that juncture, the subject creature or object becomes rooted to the spot unless a saving throw vs. spell (for a creature) or disintegration (for an object with magical properties) is successful. (Note: "magical properties" include those of magical items as listed in the Dungeon Master Guide, those of items enchanted or otherwise of magical origin, and those of items with protection-type spells or with permanent magical properties or similar spells upon them.) Items of a non-magical nature are not entitled to a saving throw. If a subject fails its saving throw, it becomes of slightly greater density than the surface upon which it stands.

The spellcaster now has the option of ceasing his spell and leaving the subject as it is, in which case the spell expires in four turns, and the subject returns to normal. If the caster proceeds with the spell (into the next round), the subject begins to sink slowly into the ground. Before any actions are taken in the new round, the subject sinks one-quarter of its height; after the first group acts, another quarter; after the second group acts, another; and at the end of the round, the victim is totally sunken into the ground.

This entombment places a creature or object in a state of suspended animation. The cessation of time means that the subject does not grow older. Bodily and other functions virtually cease, but the subject is otherwise unharmed. The subject exists in undamaged form in the surface into which it was sunk, its upper point as far beneath the surface as the subject has height--a 6-foot-tall victim will be 6 feet beneath the surface, while a 60-foot-tall subject will have its uppermost point 60 feet below ground level. If the ground around the subject is somehow removed, the spell is broken and the subject returns to normal, but it does not rise up. Spells such as dig, transmute rock to mud, and freedom (the reverse of the 9th-level spell imprisonment) will not harm the sunken creature or object and will often be helpful in recovering it. If a detect magic spell is cast over an area upon which a sink spell was used, it reveals a faint magical aura of undefinable nature, even if the subject is beyond detection range. If the subject is within range of the detection, the spell's schools can be discovered (alteration and enchantment).

Notes: Common spell (PHB).





**Symbol**

**Advanced  
Dungeons & Dragons**  
2nd Edition

**Conjuration/Summoning**

Notes and Tables:

**Level 8**  
**Range: Touch**  
**Components: V, S, M**  
**Duration: Special**  
**Casting Time: 8**  
**Area of Effect: Special**  
**Saving Throw: Special**

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

A symbol spell creates magical runes affecting creatures that pass over, touch, or read the runes, or pass through a portal upon which the symbol is inscribed. Upon casting the spell, the wizard inscribes the symbol upon whatever surface he desires. Likewise, the spellcaster is able to place the symbol of his choice, using any one of the following:

**Death:** One or more creatures, whose total hit points do not exceed 80, are slain.

**Discord:** All creatures are affected and immediately fall to loud bickering and arguing; there is a 50% probability that creatures of different alignments attack each other. The bickering lasts for 5d4 rounds, the fighting for 2d4 rounds.

**Fear:** This symbol creates an extra-strong fear spell, causing all creatures to save vs. spell with -4 penalties to the die roll, or panic and flee as if attacked by a fear spell.

**Hopelessness:** All creatures are affected and must turn back in dejection unless they save vs. spell. Affected creatures submit to the demands of any opponent--for example, surrender, get out, etc. The hopelessness lasts for 3d4 turns; during this period it is 25% probable that affected creatures take no action during any round, and 25% likely that those taking action turn back or retire from battle, as applicable.

**Insanity:** One or more creatures whose total hit points do not exceed 120 become insane and remain so, acting as if a confusion spell had been placed upon them, until a heal, restoration, or wish spell is used to remove the madness.

**Pain:** All creatures are afflicted with wracking pains shooting through their bodies, causing a -2 penalty to Dexterity and a -4 penalty to attack rolls for 2d10 turns.

**Sleep:** All creatures under 8+1 Hit Dice immediately fall into a catatonic slumber and cannot be awakened for 1d12+4 turns.

**Stunning:** One or more creatures whose total hit points do not exceed 160 are stunned and reeling for 3d4 rounds, dropping anything they are holding.

The type of symbol cannot be recognized without being read and thus activating its effects.

The material components of this spell are powdered black opal and diamond dust, worth not less than 5,000 gp each.

Notes: Common spell (PHB).



# Trap the Soul

Advanced  
Dungeons & Dragons  
2nd Edition

Conjuration/Summoning

Notes and Tables:

**Level 8**  
**Range: 10 yds.**  
**Components: V, S, M**  
**Duration: Permanent until broken**  
**Casting Time: Special + 1**  
**Area of Effect: 1 creature**  
**Saving Throw: Special**

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

This spell forces the creature's life force (and its material body) into a special prison gem enchanted by the spellcaster. The creature must be seen by the caster when the final word is uttered.

The spell can be triggered in one of two ways. First, the final word of the spell can be spoken when the creature is within spell range. This allows magic resistance (if any) and a saving throw vs. spell to avoid the effect. If the creature's real name is spoken as well, any magic resistance is ignored and the saving throw vs. spell suffers a penalty of -2. If the saving throw is successful, the prison gem shatters.

The second method is far more insidious, for it tricks the victim into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's true name and the trigger word must be inscribed on the trigger item when the gem is enchanted. A sympathy spell can also be placed on the trigger item. As soon as the subject creature picks up or accepts the trigger item, its life force is automatically transferred to the gem, without the benefit of magic resistance or saving throw.

The gem prison will hold the trapped entity indefinitely, or until the gem is broken and the life force is released, allowing the material body to reform. If the trapped creature is a powerful creature from another plane (which could mean a character trapped by an inhabitant of another plane when the character is not on the Prime Material Plane), it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Before the actual casting of the trap the soul spell, the wizard must prepare the prison, a gem of at least 1,000 gp value for every Hit Die or level of experience possessed by the creature to be trapped (for example, it requires a gem of 10,000 gp value to trap a 10 Hit Die or 10th-level creature). If the gem is not valuable enough, it shatters when the entrapment is attempted. (Note that while characters have no concept of level as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as characters advance.) Creating the prison gem requires an enchant an item spell and the placement of a maze spell into the gem, thereby forming the prison to contain the life force.

Notes: Common spell (PHB).