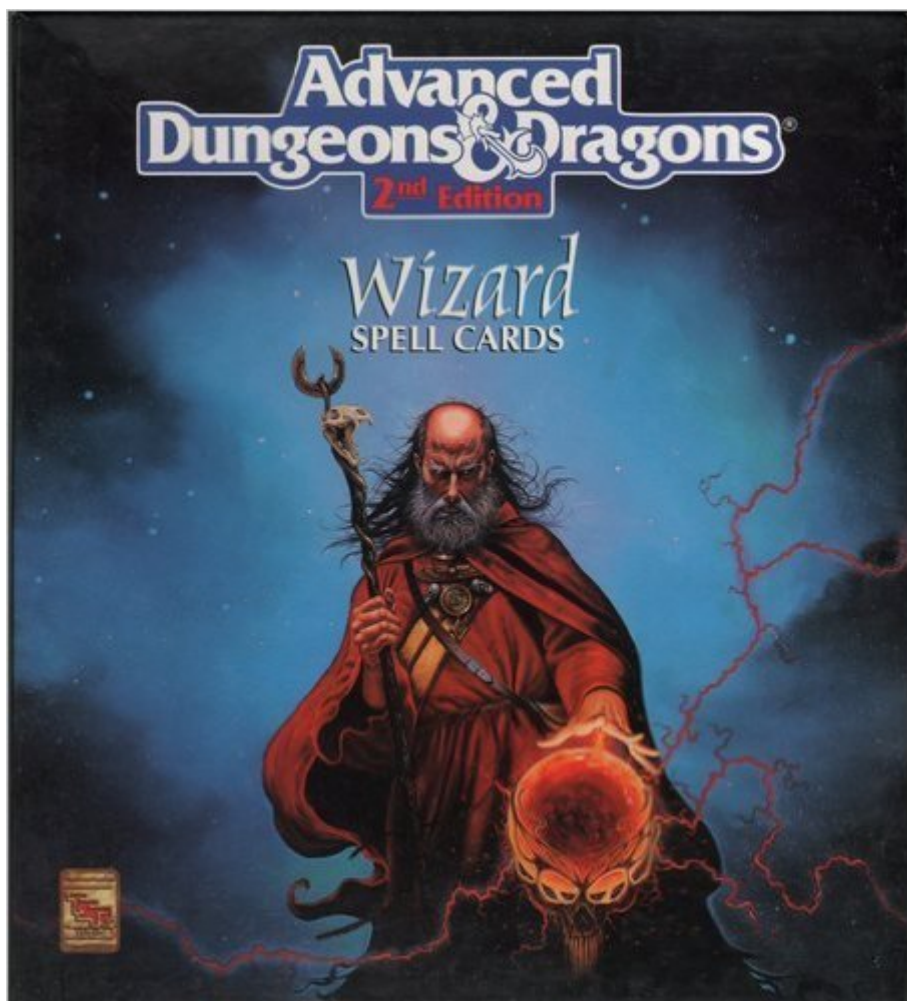


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# Deck Of Wizard Spells (Advanced Dungeons And Dragons: The Official Dungeon Master Decks)



## Synopsis

Revolutionize your wizard character's spell book with these incredibly handy reference cards. The front of each card lists all of one spell's pertinent statistics, along with easily recognized icons representing the spell's level and school of magic. The back of each card describes the spell's effect in detail. Every wizard spell from the Player's Handbook and the Tome of Magic is included; over 400 spells in all.

## Book Information

Cards

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Average Customer Review: 4.6 out of 5 stars [See all reviews](#) (9 customer reviews)

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## Customer Reviews

This deck is one of the most important supplements at the AD&D RPG. It makes the player's life much more easy. Once you starts to use it, you get addicted to it.

This is for 2nd Edition D&D! If you are a magic user (Mage or Specialist Wizard), then this is the tool you need. Pick out the spells in your spell book, sort through and pick out the spells you have memorized and BAM! you are ready to play. I'm never as smart as the Wizard I play, so these cards make it easy to be a competent master of spells. Without this tool, I always found myself flipping through the book right at casting time, or pulling my finger out and holding up the game while they wait for me to figure out how many segments, range, effects, and damage. Make your life easy: get this, the PHB 2nd Edition, and the Tomb of Magic. You'll be ready to rock in all situations (later you can get fancy with other supplements, but you won't need them like you do these. (Gandolff would be proud of you.)

Perfect for keeping track of your player characters spells. Easily ask the players what spells they prepare for the day hand out the cards once the player character casts the spells have them render the card. piece of cake.

In every AD&D game I ever played or attended with these, the facility of having the wizard's spell book in a neat pile in front of the player was amazing. In fact, I actually acquired them not long after release - when the RPGA was still running "character provided" adventures at the big gaming conventions (such as GenCon). I was usually the DM (or judge, in rpga parlance) and would create a deck for each spell caster ahead of time. You never saw such a look of gratitude on a player's face as when you handed them the pile of cards ("your spell book") to go with the character they had been given.

This is a great deck for those of us RPGers who are serious and powerfull. Not so usefull to the lower level mages(due to the need to fiddle around with so many cards) but great for us 10th level to whatever (im 21est level Wild Mage) because it allows easy tracking and refenense to the more obscure spells.

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