**Prismatic Wall**

**Understanding the Layers**

The Prismatic Wall consists of seven layers, each with specific effects and vulnerabilities. The layers must be destroyed in order from red to violet.

1. **Red Layer**: Deals fire damage. Destroyed by dealing at least 25 cold damage.
2. **Orange Layer**: Deals acid damage. Destroyed by a strong wind.
3. **Yellow Layer**: Deals lightning damage. Destroyed by dealing at least 60 force damage.
4. **Green Layer**: Deals poison damage. Destroyed by a *Passwall* spell or similar.
   1. A cost-effective item that can deal poison damage is the **Poisoner's Kit**. This kit includes vials, chemicals, and other tools necessary to create poisons. With a bit of creativity and some downtime, your characters can craft basic poisons to coat their weapons or use in traps.
   2. Another option is the **Dagger of Venom**. This magical weapon allows the wielder to coat the blade with poison as a bonus action, dealing additional poison damage on a hit. It's a versatile and relatively affordable item that can be very useful in various situations.
5. **Blue Layer**: Deals cold damage. Destroyed by dealing at least 25 fire damage.
6. **Indigo Layer**: Restrains creatures. Destroyed by a *Dispel Magic* spell.
7. **Violet Layer**: Banishes creatures. Destroyed by a *Dispel Magic* spell.

**Strategy for Dispelling**

1. **Preparation**: Ensure the party is prepared with the necessary spells and items to counter each layer. Stock up on cold, fire, and force damage spells, as well as *Passwall* and *Dispel Magic* spells.
2. **Red Layer**: Use cold damage spells like *Cone of Cold* or *Ray of Frost* to destroy this layer.
3. **Orange Layer**: Create a strong wind using spells like *Gust of Wind* to dispel this layer.
4. **Yellow Layer**: Use force damage spells like *Magic Missile* or *Bigby's Hand* to destroy this layer.
5. **Green Layer**: Cast *Passwall* or a similar spell to bypass this layer.
6. **Blue Layer**: Use fire damage spells like *Fireball* or *Flame Strike* to destroy this layer.
7. **Indigo and Violet Layers**: Cast *Dispel Magic* to remove these layers.

**Additional Tips**

* **Coordinate Efforts**: Have the party members coordinate their actions to efficiently dispel each layer in sequence.
* **Protection and Healing**: Ensure the party has protective spells and healing ready to mitigate the damage from the wall’s effects.
* **Use Resources Wisely**: Conserve higher-level spell slots for the more challenging layers and use lower-level spells for the initial layers.