

# Alter Reality



## Illusion/Phantasm

Level: 7

Range: Unlimited

Components: Special

Casting Time: Special

Duration: Special

Area of Effect: Special

Saving Throw: Special

The alter reality spell is potent but difficult to use well. It will fulfill literally, but only partially or for a limited duration, a condition visualized by the spellcaster. To effect the magic, the caster must depict the alteration of reality to the desired state through the casting of a phantasmal force spell, as well as verbalizing the desired state, before the spell goes into action.

The actuality of the past, present, or future might be altered in some limited manner (but possibly only for the wizard unless the spell is most carefully constructed). The conjuration will not substantially change major realities, nor will it bring wealth or experience merely by asking. The spell can, for example, restore some hit points lost by the wizard (or all hit points for a limited duration). It can reduce opponent hit probabilities or damage, increase duration of some magical effect, cause a creature to be favorably disposed to the spellcaster, mimic a spell of 7th level or less, and so on. Greedy desires usually end in disaster for the caster. The alter reality spell nearly always can be used in place of a limited wish spell, if the caster is able to structure it properly.

Casting time is based on the time spent preparing the wording for the spell and enacting the phantasmal force. Normally the casting time is one round (most of it being taken up by deciding what to show).

Casting this spell ages the caster one year per 100 years of regular life span.

Notes: Restricted to illusionists and conjurers; uncommon.