

Awaken Intelligence



Alteration

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4 hrs.

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

This potent one-time dweomer gives sapience to a creature of animal Intelligence or less. If the creature survives a system shock roll, roll 3d6 for its new intelligence score. If the creature's Constitution is unknown, use 70% + 1 % per Hit Die 10 see if it survives. Awakened intelligence may not be passed on to offspring unless "locked" into the creature's genetic makeup with the alter beast spell. The process is excruciatingly painful for the creature. It is also so taxing that the caster can cast no spell greater than 3rd level for 24 hours after this spell is used without also making a system shock survival check.

The process might work on creatures of semi-intelligence or better; that is, an Intelligence ability score of 2 or more. This spell allows one reroll for Intelligence with 3d6. If the Intelligence score does not improve, it decreases by 1. The subject also must pass a system shock roll for survival. Regardless of the outcome, no creature can undergo this process more than once; the only result of repeating the process is additional system shock checks. Once completed, the effects cannot be changed by any magic short of a full wish.

Preparations: The spell is cast at the conclusion of preparations that take at least one full week. A laboratory is necessary, as well as some provision for immobilizing the subject or rendering it unconscious.

The material components are a dried fish and a piece of brain coral.

Notes: Very rare spell.