

Bands of Sirellyn



Conjuration/Summoning

Level: 3

Range: 40 yds.

Components: V, S, M

Casting Time: 3

Duration: 1 turn + 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

The spell causes a number of shining metal bands to materialize out of the air, encircling and capturing a target of the caster's choice. The victim is allowed a saving throw vs. spell to elude capture, with a -1 penalty per three caster levels (for example, -1 for a 5th to 6th level caster, -2 for 7th to 9th, -3 for 10th to 12th, and so on), since higher level casters conjure more bands in a denser pattern. Any creature of less than gargantuan size (G) can be snared, but gargantuan monsters are simply too big to be restrained by the bands.

A creature failing its saving throw vs. spell is caught and held immobile by the bands. Arms and legs are immobilized, but speech and psionic power use are possible, as may be the use of worn magical items, such as rings. Creatures with Strength ability scores can burst the bands and free themselves with a successful bend bars/lift gates roll (creatures without Strength scores save vs. petrification with a penalty of -4).

Once employed by the mysterious ancient wizard known as the Arcanamach, this forgotten dweomer was rediscovered by the mage Sirellyn many centuries after its last use.

The spell requires three miniature bands of silver that are interlocked so that all three are connected.

Notes: Uncommon spell (PO:SM).