

# Banishment



## Abjuration

Level: 7

Range: 20 yds.

Components: V, S, M

Casting Time: 7

Duration: Instantaneous

Area of Effect: 60-ft. radius

Saving Throw: Special

A banishment spell enables the caster to force some extra-planar creature out of the caster's home plane. The effect is instantaneous, and the subject cannot come back without some special summoning or means of egress from its own plane to the one from which it was banished. Up to 2 Hit Dice or levels of creature per caster level can be banished.

The caster must both name the type of creature(s) to be sent away and give its name and title as well, if any. In any event, the creature's magic resistance must be overcome for the spell to be effective.

The material components of the spell are substances harmful, hateful, or opposed to the nature of the subject(s) of the spell. For every such substance included in the casting, the subject creature(s) loses 5% from its magic resistance and suffers a -2 penalty to its saving throw vs. spell. For example, if iron, holy water, sunstone, and a sprig of rosemary were used in casting a banishment upon a being that hates those things, its saving throw versus the spell would be made with a -8 penalty (four substances times the factor of -2). Special items, such as hair from the tail of a ki-rin or couatl feathers, could also be added to change the factor to -3 or -4 per item. In contrast, a titan's hair or mistletoe blessed by a druid might lower the factor to -1 with respect to the same creature. If the subject creature successfully rolls its saving throw vs. spell, the caster is stung by a backlash of energy, suffers 2d6 points of damage, and is stunned for one round.

Notes: Common spell (PHB).