

# Basilisk Glare



## Alteration

Level: 7

Range: 10 ft./level

Components: V, S, M

Casting Time: 7

Duration: 4 rds.

Area of Effect: 1 creature/rd.

Saving Throw: Neg.

This spell causes the eyes of the caster to glow with a bright, ruby-red radiance. Any creature that the caster looks at and bends her will upon can be transformed into a stony state for the duration of the spell plus 1d3 rounds. A maximum of one being per round can be so affected. Target creatures must be at least partially visible to the caster, but need not meet the caster's gaze to be affected.

The target creature is allowed a saving throw vs. petrification against the spell. If successful, the creature is unaffected, and the glare is wasted for that round.

If the saving throw fails, the creature suffers 1d4 points of physical damage as its body turns to stone (clothing and items, including magical items, are also petrified, but are not banned by a basilisk glare). The creature also must make a system shock roll; failure means the creature is reduced to 2d4 hit points and rendered unconscious (while stone).

Until the magic wears off, the creature is immobile, unseeing, unhearing, and possibly unconscious, and makes saving throws as stone against all attacks. Beings temporarily petrified by means of this spell cannot be shattered by physical attacks. Their actual body state is flickering swiftly and imperceptibly between stone and flesh, as magical energy surges pulse and glow.

While employing a basilisk glare, a wizard cannot cast spells or activate any other magic. Activated magical items can be held and continue to function if their natures allow them to do so. or a magical weapon in hand could be wielded. Using basilisk glare does not prevent a caster from participating in physical combat or activities, and the spell can be ended instantly if the caster desires. Affected creatures are subject to the spell's effects for 1d3 rounds after the spell is dropped.

The material components for this spell are a pebble or stone chip of any type and size and two teardrops from the caster's eyes.

Notes: Very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.