

Brainkill



Necromancy

Level: 4

Range: Touch

Components: V

Casting Time: 1 rd.

Duration: Special

Area of Effect: Creature touched

Saving Throw: Neg.

A wizard using this spell, which operates much like the 2nd-level forget spell, can permanently burn from the memory of any one creature all knowledge of either a specific place, a person, or a time period of up to one year (the spellcaster can choose the desired result). The spell works on any intelligent creature by destroying a portion of its brain, but a victim is entitled to a saving throw vs. death magic to resist the effect of the spell. If successful, the creature suffers only a painful headache, which dissipates in 1d4 hours but is otherwise harmless. If failed, the victim suffers 1d6 points of damage from an excruciating headache, leaving him with selected gaps in his memory.

The brainkill spell affects only memory and the ability to recall factual information. For example, a person thus affected might be completely unable to remember details of a place, the name, appearance, or any traits of a person, or might have a one-year blank in his or her memory. The spell has no effect on learned abilities or skills. For instance, an individual who gained a swimming proficiency six months before coming under the influence of this spell would no longer recall the swimming lessons, but still retains the ability, (though it might not become evident until the subject jumps into a large body of water). Aside from relearning lost knowledge as best as one can, "killed" memories cannot be regained except by a wish.

Notes: Restricted to necromancers; uncommon.