

## Burn Path



**Abjuration, Necromancy**

Level: 8

Range: Touch

Components: V, S, M

Casting Time: 8 hrs.

Duration: Permanent

Area of Effect: 1 wizard

Saving Throw: Special

This powerful destructive magic destroys all knowledge a wizard has of one path of magic (a series of related spells). The caster chooses which path is burned. The spells and formulas of the path are all instantly forgotten, memorized spells vanish from the victim's mind, and all spells on that path must be relearned as if the subject never knew them.

The spell's effect cannot be reversed, but if the target's saving throw succeeds, the path is merely sealed as by a seal path spell. The spell cannot be reflected, but can be cast only on a helpless or unconscious recipient.

The material component is a thin sheet of beaten gold inscribed with the formula for the spell that serves as the path's starting point; this special scroll costs no less than 3,000 gp. The scroll is magically consumed in the casting.

Notes: Very rare. (Updated from DRAGON Magazine.)