

# Chant of the Red Wizards



## Enchantment

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Concentration (chanting)

Area of Effect: 30-ft. radius

Saving Throw: None

This specialty spell of the Red Wizards of Thay is like the 2nd-level priest spell of the same name. By means of the chant of the Red Wizards spell, the Red Wizard brings special favor upon himself and his party, and causes harm to his enemies. When the spell is completed, all attack and damage rolls and saving throws made by those in the area of effect who are friendly to the Red Wizard gain +1 bonuses, while those of enemies suffer-] penalties. This bonus/penalty continues as long as the Red Wizard continues to chant the mystic syllables and is stationary. An interruption, however, such as an attack that causes damage, grappling the chanter, or a silence spell, breaks the spell. Multiple chants are not cumulative.

The Red Wizard must have an instrument to accompany the chant.

Notes: Restricted to the Red Wizards of Thay; common.