

Circle - Red Wizard



Evocation

Level: 1
Range: Touch
Components: V, S
Casting Time: Special
Duration: Special
Area of Effect: 1 wizard
Saving Throw: None

Through use of this spell, the apprentices and allies of a Red Wizard add their power to his, giving him an additional number of spells to cast. The Red Wizard has the number of spells per day of a wizard of his level plus the levels of the wizards in the circle (see table). This has an upper level of 30th level, but does not allow the caster any spells of a greater level than he can normally memorize. The circle spell only increases the number of spells that can be memorized, it does not increase the caster's level for the purpose of casting an individual spell, dispel magic, and so on.

For example, a 12th-level Red Wizard has a a circle of three 3rd-level and three 1st-level apprentices. He has the spell slots of a 24th level wizard in regard to the number of spells he can cast (five each of 1st through 6th level). He does not get any spell's of 7th level or higher, because he cannot cast spells of those levels. He casts all of these spells as if he were a 12thlevel caster.

Wizard Spell Progression, Levels 21-30

Level	1	2	3	4	5	6	7	8	9
21	5	5	5	5	5	4	4	4	2
22	5	5	5	5	5	5	4	4	3
23	5	5	5	5	5	5	5	5	3
24	5	5	5	5	5	5	5	5	4
25	5	5	5	5	5	5	5	5	5
26	6	6	6	6	5	5	5	5	5
27	6	6	6	6	6	6	6	5	5
28	6	6	6	6	6	6	6	6	6
29	7	7	7	7	6	6	6	6	6
30	7	7	7	7	7	7	6	6	6

The Casting: All members of the circle must be members of the caster's school or its allied schools. Allied schools are defined as the schools on either side of the wizard's school, as shown under the Schools of Magic diagram in the PHB (for example, an illusionist's allied schools are those of Alteration and Enchantment/Charm). A Red Wizard can have as many allies and apprentices in his circle as desired, but the total number of spells the circle allows cannot exceed the abilities of a 30th-level wizard.

To cast this spell, the apprentices join in a circle with the wizard in the center. All participants must have previously memorized the circle spell (save the wizard who is to receive the spell's benefits) and must cast it simultaneously. Creating the circle takes a number of rounds equal to the level of the highest apprentice in the circle. (In effect, circles with lower-level apprentices are larger, but cast the circle spell faster.) The casting strips the apprentices of all their memorized spells.

The wizard in the center of the circle must be fully rested. Once the spell has been cast, the wizard then memorizes additional spells up to the maximum number of spells allowed. If the wizard leaves the circle, or if it is disrupted in any way (an apprentice killed or the circle broken by an attack, for example), any remaining un-memorized spells are lost, though the caster retains any spells memorized before the circle was broken.

After the spells are memorized, the wizard can leave the circle. All spells memorized while in the circle are retained until cast.

Notes: Restricted to Red Wizards of Thay; but universal for them.