

Circle Dance - Drow, Red Wizard



Divination, Song, Reversible

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2 rds.

Duration: 1 rd.

Area of Effect: The caster, a 10-ft. circle

Saving Throw: None

This spell enables the caster to learn something of another creature. The caster dances an intricate, weaving pattern within a 10-foot circular area while concentrating on the target creature and singing a repetitive rhyme ("Reveal to me/For I would see." or the like) that names the target creature concentrated upon.

This naming is a focusing aid, and need not be accurate (nicknames and descriptions can be used). If the spell is successful, the dance ends with the caster receiving mental images and impressions of the target creature. If the sought after creature is on another plane, that much is made clear- but which plane, and any details of the current surroundings and state of the target, remain unknown.

If the target creature is on the same plane as the caster, the caster gains a vague idea of how distant the target is from the circle, and some indication of the target's current surroundings and physical or mental state (for example, dead, asleep, unconscious, alert, happy, sad, casting a spell, and so on).

The base chance of success is 4% per level of the caster, plus cumulative bonuses as follows:

+25% if subject is fairly well known to the caster (but +40% if subject is intimately known);

+10% if subject is upset or excited;

+15% if subject is currently spellcasting or actively using a magical item;

+5% if the subject is near (within 1 mile per level of caster).

The total percentile score of the caster determines how much the circle dance reveals. A total 100% yields a clear mental picture of the target's surroundings, and a precise distance and direction to that locale.

The circle dance is not an ESP spell, and does not allow hearing of, or spellcasting at a (but may, for example, aid the caster in teleportation).

The material component is a gem or gems of not less than 1,000 gp total. These are powdered before spellcasting. The caster sprinkles the powder in a circle of at least 10 feet in diameter on any solid surface (which may be temporary). The circle dance is performed within the area.

The reverse of the spell, circle charm, involves the same material component and a reversed dance. It has the effect of hiding the caster (only) and objects on his or her person from all circle dance, locate object, ESP, know alignment, and other spells that locate and divine the thoughts or nature of creatures. This protection lasts for 1 day per level.

Neither form of this spell affects a sending or wizard eye, or functions as any sort of psionic barrier or protective aid.

Notes: Common for drow and Red Wizards of Thay; uncommon for song mages, rare for others. Known to be in Shandaril's Workbook.