

Close Path



Abjuration

Level: 3

Range: 10 yds./level

Components: V, S, M

Casting Time: 3

Duration: 1 day

Area of Effect: 1 wizard

Saving Throw: Neg.

This lesser magic closes a wizard's access to a path of magical knowledge that he could normally follow. This bars his access to one path (chosen randomly), for the remainder of the day. Spells already memorized are not forgotten; the wizard simply can't access them. The caster does not know which spell or spells are barred from the target (if any). After 24 hours pass, the wizard can memorize and cast spells of the closed path again normally. This spell cannot close off the principal school of a specialist wizard.

The material component of the close path spell is a small silver key worth at least 50 gp, which must be broken during the casting.

Notes: Common for Pathmasters; otherwise very rare. (Updated from DRAGON Magazine)