

Compose Mind

Abjuration, Mentalism



Level: 2

Range: 0

Components: V, M

Casting Time: 2

Duration: Max. 3 rds./level

Area of Effect: The caster

Saving Throw: None

This deceptively simple spell imbues the caster's mind with a supernatural calm, allowing the logical analysis of battle situations without fear or distraction from spells, injuries, and other sources. However, compose mind does not grant the caster the ability to cast spells without interruption in the face of injury or significant distraction.

When the spell is in effect, the caster cannot be distracted by the following conditions:

- The pain of wounds and injuries.
- Natural fears and phobias.
- Itching, irritation, dizziness, confusion, and disorientation, whether normal or magically induced, including the spells irritation, confusion and chaos.
- Any 1st or 2nd-level spell that affects emotions, such as Tasha's uncontrollable hideous laughter or scare.

Additionally, the caster gains a +2 bonus to any saving throws allowed against these effects:

- All emotion-affecting spells of 3rd level and higher, including emotion, fear, or symbol.
- All 1st- and 2nd-level spells that create illusions.
- Natural awe, fascination, or fear effects of very powerful monsters and beings.

The spell lasts 3 rounds per caster level or until the caster misses a saving throw against an emotion-affecting spell or power.

The material component is a stack of incense which is burned while the spell is in effect.

Notes: Very rare. Known to be in the lakharemtolma Zalarem, aka Zola's Book of Barriers. (Updated from DRAGON Magazine.)