

Create Darkenbeast



Alteration, Shadow

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: Special

Area of Effect: 1 animal/level, 20-ft. diameter

Saving Throw: None

This spell enables a wizard to transform one or more mammals into darkenbeasts. Only animals of 2 Hit Dice or less are affected by this spell. The animals to be transformed must all be within a 20-foot-diameter circle. The spell automatically affects ordinary, non-magical mammals of semi-intelligence or less. Animals with an Intelligence of 5 or more get a saving throw vs. spell to resist. Humans, humanoids, and demihumans are immune. The wizard can transform one animal for each level of his experience.

The spell can be cast only in darkness (for example, night, inside, or underground) and its effects last until daylight strikes the darkenbeasts. At that time, the creature automatically reverts to its true form. Slain darkenbeasts also revert when struck by daylight. The spell sun ray or a magical sun sword breaks the spell, but a continual light spell has no effect.

The material component is dried wyvern's blood.

Notes: Rare spell. This spell is used mostly by evil wizards.

Darkenbeast: INT Semi-; AL NE: AC 4: MV 18; HD 5+5, hp 29 each; THACO 15; #AT 1 (fangs) or 3 (claws and fangs); Dmg 3-12 or 1-4/1 4/3-12; SD immune to mind control; MR 25%; SZ L (20-ft. wingspan); ML special; XP 975.

A darkenbeast suffers 1 to attack rolls when exposed to bright light. A darkenbeast is telepathically controlled by the creator (do not check for morale) and cannot be summoned by another wizard.