

Devastate - Old Empire



Alteration

Level: 8

Range: 0

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

This spell causes all of the caster's spells to strike with devastating effect. All targets suffer a -5 penalty to saving throws against the caster's spells, and all damage done by the caster's spells is increased by +2 per die (but the total damage cannot exceed the maximum possible rolled damage without the bonus; that is, a fireball spell can cause only the 60 points of damage possible from that spell's 10d6).

The spell must be focused through a solid gold pendant (value 100 gp), inscribed or cast with the sigil of the caster and worn around the caster's neck for the duration of the spell. If the pendant is removed or destroyed, the spell ends instantly.

Notes: Common. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a read Southern magic spell.