

Dispel Exhaustion

Illusion/Phantasm, Mentalism

Level: 5

Range: Touch

Components: V, S

Casting Time: 5

Duration: 2 turns/level

Area of Effect: 1 to 4 persons in a 20-ft. cube

Saving Throw: None

This spell utterly convinces up to four persons (as defined by the charm person spell) that they are well and rested. They can move and attack at double speed for 1 round every turn (as if hasted, but with no aging effect). In addition, the recipients temporarily recover 50% of any hit points that had been lost at the time the spell was cast. These bonus hit points are the first lost to any subsequent damage, and any remaining bonus hit points are lost at the end of the spell's duration (3 hours at 9th level). A second casting of this spell on the affected individuals while the first is in effect negates both spells.

Notes: Restricted to illusionists and mentalists; uncommon.