

Dolor



Evocation

Level: 5

Range: 2 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 rds.

Area of Effect: 1 creature

Saving Throw: Special

By means of this spell, the wizard attempts to force compliance or obedience from some oppositely aligned or hostile creature from a plane foreign to that of the spell caster.

When uttering the incantation (see The Casting), the wizard can be mentally assailed by the creature if it has a higher Intelligence than the caster. In this case, the creature has a 5% chance per point of superior Intelligence of effectively charming and dominating the wizard. In the case of such control, the creature will then do with the spellcaster as its alignment dictates.

If the spellcaster is distracted or interrupted during the casting of the spell, the subject creature is able to effect the charm and domination if it makes a successful Intelligence check.

The dweomer causes unease in the creature in question during its mere reading (the round of casting), making all of its saving throws against commands, charms, and non-offensive spells at a penalty of -1, the adjustment favoring compliance.

On the round thereafter, the subject becomes nervous and filled with doubts, causing the penalty to go to -2.

On the last round of effect the creature actually feels a dull, all-encompassing dolor, which brings a penalty of -3.

Thereafter, the creature is no longer affected by the dolor spell and it makes further saving throws without adjustment.

The Casting: The verbal component of the spell deals with the class of creature in question, containing as much information as possible about the subject creature (common name, true name, history, previous dealings, and so on). The spell is long and complex; its incantation must be read aloud from a book or scroll specially prepared for this purpose. If the creature's true name is used in the incantation, the creature's magic resistance, if any, is negated for the duration of the spell.

Notes: Very rare spell.