

Dweomerdeny



Enchantment/Charm

Level: 8

Range: 0

Components: V, S

Casting Time: 8

Duration: Instantaneous

Area of Effect: 1 spell caster

Saving Throw: Neg.

This spell banishes a particular spell forever from the mind and comprehension of a spellcasting being. To enact it, the caster must touch the target creature while speaking an incantation. A successful attack roll is required to touch unwilling beings. If the recipient is not a spell caster, the spell is wasted. A touched spellcaster must make a successful saving throw vs. spell at a 6 penalty.

If the saving throw succeeds, the chosen spell vanishes from the mind of the target if it is currently memorized. The spell is lost, but the target takes no harm. If no such spell is in memory, the spell has no effect at all. The spell targeted may be specific, known, and named, or just whatever magic was used to produce a particular spell effect that the caster of the dweomerdeny has personally witnessed.

If the saving throw fails, all memory of the spell is gone forever, both any currently memorized enchantments and all memories of learning them and using them. Moreover, the victim's mind is never able to comprehend the particular spell again. It cannot be learned, memorized, or even read from a scroll by the victim. Limited wish, restoration, and wish spells are the only known ways of reversing this loss.

A dweomerdeny works only against a specific spell, not against all spells of a school or type. For instance, it could be cast so as to prevent a wizard from using fireball, but that prohibition would not extend to flaming sphere or meteor swarm.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; rare.