

Encrypt



Illusion/Phantasm

Level: 4

Range: 10 ft. + 10 ft./level

Components: V, S, M

Casting Time: 4

Duration: Permanent

Area of Effect: Special

Saving Throw: None

By means of this spell the wizard causes a message of no more than 66 characters or letters in length to be made unreadable by anyone save the spellcaster, one other specific individual named by the spellcaster, and those entities referred to specifically by name in that message. To all others, the message appears as an illegible, smudged scrawl.

The magic of the spell defeats spells such as comprehend languages and read magic, but not true seeing. The message can be on any medium (paper, stone, wood, or even soot or snow), but if the medium is destroyed, the encrypted message is destroyed as well. Otherwise, the encrypted message can be fully destroyed only by a dispel magic or erase spell or by the will of the original caster.

The encrypted region radiates an aura of magic but otherwise does not call attention to its presence. Magical spells cannot be encrypted but any non-magical language can be. Individuals mentioned in the encrypted message see the message normally. If unable to understand the writing, they still do not know what it says.

Within the limitations of the spell, encrypt can be used to conceal the messages of the caster or of others. Longer messages can be encrypted by multiple castings of the spell.

The material components of this spell are a pinch of dust or fluff and a feather.

Notes: Rare spell from the FORGOTTEN REALMS setting. Known to be in Orjalun's Arbatel.