

Energy Transformation



Alteration

Level: 6

Range: 0

Components: V, S, M

Casting Time: 4 rds.

Duration: Special

Area of Effect: 40-ft. radius

Saving Throw: None

This complex spell creates a permanent, undetectable magical field. It absorbs magical discharges, such as spell effects and item functions, and uses them to power (that is, to extend the duration of) an existing magical spell or protection, with which the energy transformation is linked. The casting of the transformation must name this existing magic it is powering, and must also outline any desired limits on the absorption area of the transformation, within the limits of the "area of effect" given above. The spell field does not affect any magical items or weapons unless they are using a spell like effect when they contact the field; in such cases, the energy transformation field absorbs the spell effect but has no further effect on the item or weapon.

The field absorbs spells cast through its area of effect. It absorbs spells of all types that come in contact with the field save abjuration and conjuration/summoning spells. Any external magical effects on weapons or items will be slightly hampered by the field; for example, glowing weapons or a continual light spell cast on a torch will visibly dim and flicker while passing through an energy transformation field.

In the Undermountain complex in the FORGOTTEN REALMS setting, a wizard trying to use passwall, teleport, dimension door, or a similar spell will encounter endless, overlapping fields of multiple energy transformation spells. The wizard simply teleports or moves slightly toward the goal and the spell vanishes on contact with an energy transformation field. Many of the wizard Halaster's energy transformation spells silently drink the spell energy, using it to further the magical field that cloaks Undermountain's passages and prevents scrying and teleportation magics of all types. Other uses might include a field around an icon, using spell energy to recharge a magical item within the icon itself. Only Mordenkainen's disjunction, limited wish, or a wish spell will destroy a single such field—a dispel magic will be absorbed by it without effect.

The material components of this spell include no less than three "permanent" magical items (which are consumed in the casting), three drops of the caster's blood, the eye of any living creature, and a powdered diamond of not less than 5,000 gp value.

Notes: Very rare spell from the FORGOTTEN REALMS setting; known to Halaster.