

Enfeeble - Old Empire



Necromancy

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

This spell enables a wizard to weaken the physical abilities of his target, making him weaker and less agile. The wizard must touch the victim within three rounds of casting the spell. If he connects, the victim loses 1 point each of Strength and Dexterity, permanently. Characters with exceptional Strengths have their Strengths reduced to a base of 18. One point of lost Strength or Dexterity can be restored by a restoration, limited wish, or wish spell. Characters who have either characteristic reduced to 0 become shadows.

Creatures without ability scores lose 1 HD of attacking ability (but not hit points) and take a 1 point AC penalty (to a worst AC of 10). Creatures reduced to 0 Hit Dice or less cannot attack and must make a saving throw vs. death magic or perish (that is, a roll of 16 or better).

The caster ages one year each time a subject is successfully drained. The casting of this spell is an evil act.

The material component for this spell is essence of shadow.

Notes: Uncommon in the Old Empire; otherwise very rare. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a read Southern magic spell.