

# Enhance

## Alteration

Level: 8  
 Range: Touch  
 Components: V, S, M  
 Casting Time: 1 hr.  
 Duration: Special  
 Area of Effect: 1 person  
 Saving Throw: None

By means of an enhance spell, the wizard can permanently increase one ability score of his choice. The caster cannot cast this spell upon himself, and casting it upon another individual is so fatiguing that he must rest in bed for a full week (or lose one point of Strength permanently).

On those rare occasions when a wizard does cast this spell, he names the ability score to be modified (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma). He adds one point to the desired ability score. The subject gains all of the appropriate bonuses and special abilities associated with the new score.

Following the casting of this spell, however, the wizard loses 1d4 Constitution points. Thus, if a wizard uses this spell and rolls a 3, the wizard himself loses 3 Constitution points. This loss is permanent.

No ability score can be increased above 22 by this spell. If a warrior's Strength is modified to 18, then percentile dice are rolled to determine exceptional Strength.

This spell is 30% likely to backfire when cast. This is modified by -1% for each level of the caster. A 16th-level wizard, for example, has a 14% chance of a backfire (30-16=14). When the spell backfires, the wizard loses 1d4 points in the ability score named.

Although many high-level wizards know the enhance spell, it is one they rarely use. It is powerful, dangerous, and exhausting, so it is employed only in the most dire circumstances, or to reward deeds truly worthy of heroic status.

The material component of the enhance spell depends upon the ability score modified.

Strength	The horn of a black bull
Dexterity	The whiskers of a cat
Constitution	The claws of a bear
intelligence	The tusks of a boar
Wisdom	Two wing feathers from an owl
Charisma	A lock of hair from a woman with a Charisma of 16 or more

Notes: Uncommon spell.