

Enlarge Desert Creature



Alteration, Province: Sand, Reversible

Level: 2

Range: 10 yds/level

Components: V, S, M

Casting Time: 2

Duration: 1d6 rds. + 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell allows the caster to increase the size of a creature (including an intelligent one such as himself) in height, width, volume, strength, and weight. This increase also boosts the damage inflicted by the creature's physical attacks proportionately. The wizard has no more and no less control over the enlarged creature after casting than he had before.

The spell works best on desert creatures, but it can be cast on others, too. "Desert creatures" refers to animals and monsters that are normally found in desert terrain, as well as individuals whose origins and backgrounds are in the desert (such as a desert nomad or tent-dweller). Anything carried or worn by the target of the spell increases along with him except a rider, should the target be a mount. The target can grow to a size chosen by the caster, with a maximum 10% growth per level of the caster. Thus, a 10th-level wizard can bring about 100% growth (doubling size), while a 20th-level wizard can effect 200% growth (tripling the target creature's original size). These are absolute maximums; neither the caster nor another wizard can cast multiple enlarge spells on any given creature. If someone tries, the spell cast first is effective, but all other enlarge spells are lost. An ornery wizard might hope to harm the target by increasing its size beyond that of its immediate surroundings. That can't happen. When the target meets a resisting force (even a tent ceiling), growth stops before damage is incurred. The DM's best judgment applies.

An enlarged creature can reach farther and move faster. (The latter is particularly useful for a mount, provided the rider can remain seated.) Its new size never hampers its normal activities, including flight or climbing. As noted, its damage and movement increase to the numbers appropriate to its new size, with all fractions dropped. However, the following statistics do not change: its Dexterity, number of attacks, Hit Dice, hit points, and saving throws. (For example, a scorpion could be increased to the size of a dog, but its poisonous stinger would be no more effective.)

Every target of enlarge desert creature is allowed a saving throw vs. spell to avoid its effects. The save begins with a -6 penalty, but the penalty is adjusted by +1 for every point of Intelligence above 12. Finally, if the target is not native to the desert, it gains another +1 bonus.

The reverse, diminish desert creature, allows the caster to shrink a creature by 10% for each level of the caster, to a minimum of 10% of its original size. Thus a 10th-level wizard can shrink a beefy 6-foot-tall warrior to just half a foot. The diminished individual retains all Hit Dice and hit points, but attacks and movement rates are reduced accordingly, with all fractions dropped. Otherwise, the reverse works just as enlarge.

The material component of both versions of this spell is a small stick of mahogany or teak.

Notes: Common in Arabian settings; very rare elsewhere.