

Everwatching Skull

Abjuration, Illusion/Phantasm



Level: 2

Range: 20 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: 1 creature

Saving Throw: Special

This spell, also known as the curse of the grinning skull, creates the illusory image of a grinning human skull with twinkling eyes; it is visible to all. It floats at the shoulder of the victim, looking at him and seeming to react to his actions. It moves to always gaze into his eyes, responding to head and eye movements. From time to time, it moves its jawbone in a soundless, laughing motion.

This image is nothing more than a nuisance. It can serve to scare off a known thief, mark a being so that he can easily be followed through crowds, or anger a wizard into wasting destructive spells on it.

A grinning skull reflects all dispel magic spells back upon the caster. It is not affected by attacks or spells that deal physical damage. An antimagic shell or any related spell of 4th level or higher (such as a minor globe of invulnerability) will destroy it.

When the spell is cast, the target creature and the caster each roll 1d20 and add their level to the result. If the caster's total is higher, the skull appears- but if the victim's total is greater, the spell is lost, and a distorted skull appears only momentarily, flickers, and is gone.

The spell's material components are a piece of bone and a spark or flame.

Notes: Very rare spell. (Updated from DRAGON Magazine.)