

Feeblemind



Enchantment/Charm, Mentalism

Level: 5
Range: 10 yds./level
Components: V, S, M
Casting Time: 5
Duration: Permanent
Area of Effect: 1 creature
Saving Throw: Neg.

This spell is used solely against people or creatures who use magic spells. The feeblemind causes the subject's intellect to degenerate to that of a moronic child. The subject remains in this state until a heal or wish spell is used to cancel the effects. Magic-using beings are very vulnerable to this spell; thus, their saving throws are made with the following adjustments:

Spell Use of Target	Saving Throw Adjustment
Priest	+1
Wizard (human)	-4
Combination or nonhuman	-2

Wisdom adjustments apply to the saving throw.

The material component of this spell is a handful of clay, crystal, glass, or mineral spheres, which disappears when the spell is cast.

Notes: Common spell (PHB).