

Force Shapechange



Necromancy

Level: 5

Range: 10 yds./level

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: 30-ft. radius

Saving Throw: Special

With this spell, the caster can force any shapechanger or magic-wielder using any form of a shapechanging spell to instantly revert to his true form (or his most common form). To use the spell, the caster points at creatures he knows or believes to be shapechangers. The spell affects one creature per level in the area of effect. If the creatures are indeed shapechangers, they must make a successful saving throw vs. spell or immediately revert to their true form and suffer 3d10 points of damage from the wracking pain caused by the forced change. The change takes a full round, during which time a victim can take no other actions. If the saving throw was successful, the victim does not change form, but still suffers half damage.

The material components for this spell are a hair from the hide of any lycanthrope and a live butterfly, released when the verbal component is uttered.

Notes: Very rare spell.