

[Originally presented in Dragon 90 by Ed Greenwood -- here presented in a broadened and more useful flavor -- DC]

INCANTARIX

Although the spells and powers of the incantarixes are akin to those of magic-users, these rare and mysterious individuals have unique spells and a dweomercraft all their own. They are especially adept at countering and negating the magics of other spellcasting creatures and individuals, and at dealing with creatures who exist simultaneously on more than one plane (such as certain undead). But at the same time, incantarixes are woefully weak in physical combat of any sort, and their offensive spells are severely limited. Although incantarixes spells resemble the magics of many spellcasting classes, the penalty paid for such breadth of ability is the lessened power, by comparison, of most incantarix spells.

In the Realms, according to the sage Elminster, such individuals were and are very rare. It was not until the Testing of the "witch" Alaertha by the Council of the Mighty in long-ago Guldethym that such spellcasters were recognized as a distinct breed (or class) of magic-users, even as we look upon illusionists, with unusual talents in their own right. Most were previously thought, as apprentices, to be magic-users of limited intelligence and a twisted or "tainted" intellect; they seemed unable to comprehend and wield certain magics (such as Burning Hands, Magic Missile and Shocking Grasp), but were capable of grasping some illusionist magics, and of self-training themselves to an astonishingly great mastery of certain spells -- even if with painfully slow years of practice and study.

All those identified as incantarixes (and there are only seven known living incantarixes in the Realms at present) thus far have been females of humans or half-elven stock. It is not known whether beings of other races and sexes can become incantarixes, but some sages suspect that the (human male) spellcaster known as Durngrym, an adventurer who lived some seven hundred winters ago, was an incantarix (the male term, according to the sage Marridus, is "incantar"). The individual presently known only as "The Mage of Stars" may also be an incantar.

An incantarix must have slightly superior faculties for mastery of magic than a magic-user (a 13 intelligence and a 9 dexterity), and they learn their craft through tutelage, practice, and study as do magic-users. They thus use cantrips as apprentices, and are restricted in the use of armor and weapons as magic-users are.

All incantarixes can use Read Magic to understand the mystical script of all magic-user subclasses as well as generic mages. This is not to say that the writings will be of much use unless explicitly stated in this text. The incantarix, however, will be able to identify the nature and type of magical writing (similar to identifying scrolls and the like). The study of an incantarix's power is quite different from those of both magic-users and specialists. To learn spells "belonging" to classes other than magic-user that are understandable to them, incantarixes must employ tutors of those classes or obtain the knowledge from scrolls (a process which, once the scroll is deciphered, requires long, painstaking research and experiment). Those few spells unique to the class must be learned from another incantarix who can herself cast them, or developed through much research. (An incantarix must have an intelligence of 18 to cast 7th-level incantarix spells, a minimum intelligence of 17 to cast 6th-level incantarix spells, and so on.)

The few incantarixes known have all been secretive, quiet loners, revealed as at least a bit paranoid by their words and actions. Their lives seem dominated by an urge to improve their arts, and those who have risen to the highest levels (23rd and above), it is whispered, do study and sometimes master the offensive spells of magic-users that were beyond their powers when they were of lower level.

Incantarixes may be of any alignment. Although they do not in any sense seem to be an organized sisterhood or "secret society," they often, having similar aims and interests, act together to combat common foes -- notably, those individuals who use magic in a dangerous, irresponsible manner. They seem to particularly dislike those who often create Gates or otherwise compel or allow creatures to enter the Prime Material Plane from other planes. As a druid protects his forest, and in a sense all forests, an incantarix will attempt to police the unrestrained use of magic about her abode, or challenge (not always openly) such uses that she observes elsewhere. An incantarix who does not have to do this often may live in seclusion and study, like a sage -- and anyone who lives nearby may not even realize that she has spellcasting ability.

To advance in level, an incantarix must accumulate the necessary experience points and then be tutored (for 1-4 weeks, depending upon her skills and prior accomplishments) by an incantarix of at least as high a level as the one she is trying to achieve, or by a magic-user of at least three levels higher than the level she is trying to achieve. If tutors are not available (or desired), an incantarix can self-train, a process requiring access to a sizable library of magical tomes and several weeks of isolated study. Despite these difficult training requirements, incantarixes are usually a spontaneous product of generic magic-user training and as such are completely capable of auto-advancement. The training detailed about is distinct from learning individual spells from other classes. An incantarix can herself master magic-user spells of attainable level without special teaching from a magic-user.

In addition, incantarixes have a number of unique talents and abilities. At 3rd level (Dweomadar), an incantarix gains the ability to see **ethereal creatures**, including out-of-phase creatures and those employing temporary magics such as spells or magic items, when the incantarix is on any plane that the ethereal plane permeates (such as the Prime Material), and so long as the ethereal creature occupies an equivalent Ethereal Plane position within 3" of the incantarix's location.

At 4th level (Memurge), an incantarix gains the ability to physically or magically attack creatures who are out-of-phase, ethereal, blinking rapidly about, and so on. For magical attacks of this sort, the incantarix may use several of the spells she gains as higher levels, such as Disrupt Undead, Ray of Oblivion, Feeblemind, Hold Monster and Power Word, Stun -- but not Stealspell or Unbinding.

At 6th level (Weirworker), an incantarix gains immunity to the level-draining powers of creatures employing energies from the Negative Material Plane, such as xeg-yi and many undead.

At 8th level (Spellbinder), an incantarix gains the ability to sense the general nature of a spell's effects as it is being cast, if the casting is done by a spell-user within 4" that the incantarix can clearly observe. This ability will also work through a Wizard's Eye or a Crystal Ball. The spell-like natural powers and vocal-only spells of dragons and certain other beasts cannot be identified in this way.

For example, this power would allow an incantarix observing the opening gestures of the casting of Ray of Enfeeblement (by a magic-user) to determine that the spell effects only one target creature and that it is in some way connected with weakness. The spell's duration, precise intended effects, and specific effectiveness against the target in question would not be known to the incantarix, except by subsequent observation. Note that his ability is NOT the same as that imparted by an ESP spell, and usually does not give an incantarix time to determine what spell is being cast, for the purpose of casting her own counterspell.

At 20th level, an incantarix gains a still-mysterious ability to drain magic from an item of device that has charges, and use that magical force to restore her own vitality. (Only two incantarixes, the long-ago Alaertha and the present-day Ishaera, are known to have reached this level of accomplishment, and neither has revealed much of her arts to others.) This power does not work on a permanent item that has no charges, nor on an artifact or relic. It cannot be used to augment or

restore spells or magical items possessed by the incantarix, but only as a form of Cure Light Wounds magic; one drained magical charge gains 2-8 hit points for the incantarix.

To use this power, the incantarix must remain still, holding the item to be drained with her bare hand or hands, for one round per charge drained. An incantarix can use this ability before combat to temporarily augment her hit points above her normal maximum -- but this does not raise her level or hit dice for purposes of spellcasting, saving throws, and the like. These extra, "phantom" hit points last for only 1 turn before their energy is forever lost, but any magical or physical damage suffered by the incantarix during that turn diminishes and exhausts the "phantom" hit points before the incantarix suffers any real hit-point damage.

INCANTARIX (MAGIC-USER) TABLE I

Experience Points	Level	d4 for Hit Points	Level Titles
0 2,500	1	1	Gramaryaer
2,501 5,000	2	2	Coronar
5,001 12,000	3	3	Dweomaedar
12,001 24,500	4	4	Memurge
24,501 44,000	5	5	Diathosil
44,001 69,000	6	6	Weirworker
69,001 120,000	7	7	Nightstar
120,001 190,000	8	8	Spellbinder
190,001 290,000	9	9	Incantarix

+250,000 experience points per level of experience beyond 9th.

Incantarixes gain 2 h.p. per level after 9th.

SPELLS USABLE BY CLASS AND LEVEL -- INCANTARIX (MAGIC-USER)

Incantarix Level	1	2	3	4	5	6	7
1	2						
2	2	1					
3	2	2					
4	3	2					
5	3	3	1				
6	4	3	1				
7	4	4	2				
8	5	4	2	1			
9	5	5	3	1			
10	6	5	3	2	1		
11	6	6	4	2	1		
12	6	6	4	3	2	1	
13	6	6	5	4	2	1	
14	6	6	5	5	3	2	
15	6	6	6	6	4	3	1
16	6	6	6	6	5	3	1
17	6	6	6	6	6	4	2
18	6	6	6	6	6	5	2
19	6	6	6	6	6	5	3
20	6	6	6	6	6	6	4
21	6	6	6	6	6	6	5
22	6	6	6	6	6	6	6

SPELLS:

1st level

- 1) Comprehend Languages
- 2) Counter Spell(*)
- 3) Dancing Lights
- 4) Detect Magic
- 5) Dispel Illusion
- 6) Erase
- 7) Feather Fall
- 8) Identify
- 9) Light
- 10) Message
- 11) Nystul's Magic Aura
- 12) Read Magic
- 13) Remove Fear
- 14) Shield
- 15) Ventriloquism
- 16) Write

2nd level

- 1) Continual Light
- 2) Detect Charm
- 3) Detect Invisibility
- 4) Dispel Magic
- 5) ESP
- 6) Forget
- 7) Invisibility
- 8) Knock
- 9) Know Alignment
- 10) Leomund's Trap
- 11) Levitate
- 12) Magic Mouth
- 13) Mirror Image
- 14) Obscurement
- 15) Resist Cold
- 16) Wizard Lock

3rd level

- 1) Blink
- 2) Clairaudience
- 3) Clairvoyance
- 4) Detect Lie
- 5) Explosive Runes
- 6) Haste
- 7) Infravision
- 8) Invisibility 10' Radius
- 9) Maladweomer (*)
- 10) Minor Globe of Invulnerability
- 11) Non-detection
- 12) Remove Curse
- 13) Resist Fire
- 14) Slow
- 15) Suggestion
- 16) Tongues

5th level

- 1) Anti-magic Shell
- 2) Bigby's Interposing Hand
- 3) Feeblemind
- 4) Globe of Invulnerability
- 5) Guards and Wards
- 6) Spell Shield (*)
- 7) Teleport
- 8) Wall of Force

7th level

- 1) Duo-dimension
- 2) Maze
- 3) Mind Blank
- 4) Power Words, Stun
- 5) Prismatic Sphere
- 6) Stealspell (*)
- 7) Time Stop
- 8) Unbinding (*)

4th level

- 1) Confusion
- 2) Dimension Door
- 3) Dispel Exhaustion
- 4) Disrupt Undead (*)
- 5) Locate Object
- 6) Protection from Normal Missiles
- 7) Ray of Oblivion (*)
- 8) Wizard Eye

6th level

- 1) Cloudkill
- 2) Dispel Possession (*)
- 3) Enchant an Item
- 4) Hold Monster
- 5) Legend Lore
- 6) Repulsion
- 7) Spell Turning (*)
- 8) True Seeing

SPELL NOTES:

Except for those spells described or noted below, all spells employed by incantarixes are described in the Player's Handbook, with differences from the "standard" (Player's Handbook) form noted in the following text. Such differences exist primarily because earlier incantarixes (from whose writings young ones study) learned or developed such variations. With sufficient research, an incantarix might be able to develop variant spells closer to the standard form. For that matter, magic-users could well learn and cast the unique spells described hereafter -- probably as a higher level mage spell...! Similarly, there is no restriction to an incantarix developing spells which follow the same general path of those given below. If

a spell is reversible, an incantarix can choose to learn and cast the reverse at the same level as the spell is listed here.

1st level

Dispel Illusion -- This spell is identical in range, duration and effects as the 3rd level illusionist spell, but requires as its material component a handful of glass beads or shards, marbles or cut gems or non-precious translucent stones. Casting time is 7 segments.

Remove Fear -- As in the 1st level cleric spell, but the maximum bonus given to a second saving throw vs fear is +9, regardless of any higher experience level(s) of the incantarix.

2nd level

Detect Charm -- As in the 2nd level cleric spell, except that the range of the spell (and of its reverse) is by touch only ("to hit" roll required to touch an unwilling, unconstrained creature).

Dispel Magic -- As in the 3rd level magic-user spell, except that spell range is 9".

Know Alignment -- As in the 2nd level cleric spell, except that the duration is one round per level of the incantarix (or until dispelled by the incantarix commencing to cast another spell, use a magic item or turning her concentration elsewhere -- i.e. to employ psionics, read an inscription, etc.) . One creature per round can be examined. This duration also holds true for the reverse of the spell.

Obscurement -- As in the 2nd level druid spell, except that the duration of the obscurement is only 2 rounds per level of the incantarix and at least a few drops of liquid (water, wine, lamp oil, saliva) must be put on the gesturing hand of the spell caster to effect the obscurement; this is consumed in the casting.

Resist Cold -- As in the 1st level cleric spell, except that the duration is only 2 rounds per level of the incantarix.

3rd level

Detect Lie -- As in the 4th level cleric spell, but an incantarix requires a full round to cast it.

Minor globe of invulnerability -- As in the 4th level magic-user spell, except casting time is only 3 segments.

Non-detection -- As cast by an incantarix, non-detection is identical in all respects to the 3rd level illusionist spell of the same name, except that it affects only the incantarix and the sound emitted by her -- and not a 5' radius around her, nor any other creature(s). Note that the incantarix would still be invisible to detect spells, ESP, clairvoyance, etc, and not revealed by an outline or "blank area."

Remove Curse -- This spell is identical to the 3rd level cleric spell as regards casting time, and not the 4th level magic-user version.

Resist Fire -- This spell is identical in effects to the 2nd level cleric spell, but its casting time varies; only 3 segments if the incantarix casts it upon herself, but 9 segments if she casts it on another creature (touch necessary).

4th level

Dispel Exhaustion -- Identical to the 4th level illusionist spell, except the duration is 1 turn per level, not 3.

Locate Object -- As in the 3rd level cleric spell, except that the range for both locate object and its reverse, obscure object, is only 2" plus 1" per level of the incantarix.

Protection from Normal Missiles -- This spell is identical to the 3rd level magic-user spell, but an incantarix requires 4 segments to cast it. A piece of nutshell (coconut, walnut, etc.) is acceptable as a material component if the incantarix has no turtle shell.

5th level

Anti-magic Shell -- Identical to the 6th level magic-user spell, except that its area of effect is always a 12-foot diameter sphere centered on the pelvis of the incantarix.

Globe of Invulnerability -- Identical to the 6th level magic-user spell, except that the casting time is only 6 segments.

Guards and Wards -- Identical to the 6th level magic-user spell, except that it lasts for only 4 turns per level of the incantarix.

6th level

Cloudkill -- As in the 5th level magic-user spell, except that the casting time is 1 round.

Hold Monster -- As in the 5th level magic-user spell, except that casting time is 6 segments, and the maximum number of creatures that can be affected is three.

True Seeing -- Like the 5th level cleric True Seeing (and not the 6th level illusionist True Sight), the incantarix spell allows exact determination of the alignment of creatures viewed. It also allows items (i.e. magic swords) dedicated to a certain alignment to be identified by their auras, a power not given by the cleric spell or the similar illusionist spell. Casting time is 1 round, material components are as for the cleric spell, and the area of effect is 9" sight range.

7th level

Maze -- As in the 8th level magic-user spell, except that the range can never be more than 7", regardless of the incantarix's level.

Mind Blank -- As in the 8th level magic-user spell, except that the range is by touch (or upon the incantarix herself).

Prismatic Sphere -- As in the 9th level magic-user spell, except that duration is only 4 rounds per level of the incantarix.

Time Stop -- As in the 9th level magic-user spell, except that casting time is 1 round, and duration is 11-18 (d8 + 10) segments, regardless of the incantarix's level. Note that during the time stop the incantarix can only cast spells which affect herself, and not spells that directly affect other creatures.

NEW SPELLS

Counter Spell (Abjuration)

Level: 1

Range: 9"

Duration: special

Area of Effect: special

Components: V,S,M

Casting Time: 1 segments

Saving Throw: None

By means of this spell, an incantarix can negate or disrupt some other enchantment. In effect, Counter Spell functions as a tightly focused version of Dispel Magic. The incantarix must declare when she first memorizes Counter Spell what other spell it is to effect. Once determined, the Counter Spell only disrupts the magic of that specific spell -- it has no effect on any other magic. Otherwise, this spell functions as Dispel Magic (q.v.).

Maladweomer (Alteration) Reversible

Level: 3

Range: 1" + 1"/level

Duration: 1 round/level

Area of Effect: One person

Components: V,S,M

Casting Time: 3 segments

Saving Throw: Neg.

Explanation/Description: By means of this spell, an incantatrix causes any and all spells and spell-like powers cast or wielded by a target creature, including those of items employed by the target, to be at the nadir of their effectiveness; i.e., any damage caused by offensive magics will be the minimum possible, saving throws vs such magics are enhanced by a +4 bonus, and spells which are extant (such as magical charms) and ongoing at the time of the maladweomer takes effect are altered in efficacy. (For instance, a charmed individual who had previously failed to save vs spell would immediately be allowed another saving throw, with the +4 bonus.) The material component for this spell is a small, clear glass or crystal prism, which is smashed (with a weapon-blow, and/or against a wall, rock or floor) in the spellcasting.

The reverse, empradweomer (or "dweomerboost"), does not require that the crystal be smashed; rather, it vanishes when spellcasting is complete. The reverse does not require a saving throw, has the same duration as maladweomer, and permits all magic cast or wielded by the incantatrix during that time to be of maximum efficacy (maximum damage and effect). Both forms of the spell can be cast upon the incantatrix herself, so that maladweomer would enable an incantatrix to lessen her powers when compelled to work magic against her wishes. Empradweomer may only be cast on the incantatrix herself.

Disrupt Undead (Necromantic)

Level: 4

Range: 7"

Duration: 4 rounds

Area of Effect: Cone, flaring to 1" diameter when 1" from caster's hand

Components: V,S,M

Casting Time: 4 segments

Saving Throw: None

Explanation/Description: This magic requires a pinch of dust or a strand of cobweb to activate. When cast, the spell causes a cone of mildly cold, invisible, silent force to come into being, extending from the caster's outstretched hand. This field remains in existence for 4 rounds, and moves with the caster's hand. Any undead creatures within its confines at any time, or touched by any part of it, are affected as follows:

Skeletons, zombies, ghouls, shadows and such weaker undead are instantly blasted out of existence. Wights, ghosts, wraiths, mummies, spectres, vampires, ghosts, liches and similar evil creatures from other planes that can be turned by clerics, as well as other powerful undead not specifically named here, instantly suffer 1d6 damage per level of the incantatrix, with no saving throw. These powerful undead may remain in the field for additional rounds or even leave and re-enter it without suffering more damage; each such disruption field affects a particular undead creature only once, but repeated castings of the same spell would do additional damage. In the only reported incidence of two incantatrices casting overlapping disruption fields, undead caught in the area of intersection suffered damage from both fields.

Ray of Oblivion (Enchantment/Charm)

Level: 4

Range: 1"/level

Duration: Permanent

Area of Effect: One Person

Components: V,S,M

Casting Time: 4 segments

Saving Throw: Neg.

Explanation/Description: The material component for this magic is a pinch of dust; it vanishes as the incantatrix tosses it into the air and points at a target to complete the casting. From her hand, a shimmering, colorless ray stabs out to the target; if the target is within range and not completely enclosed

by solid or liquid material, the ray will strike the target unerringly (no "to hit" roll required), dodging around obstacles, other creatures, etc.

When struck, the target creature must save vs spell at -2 or forget one item of magical knowledge. If the target has one or more spells memorized, one spell will be forgotten -- wiped from the victim's mind. Which spell is lost is determined randomly, although spells which are still "available" (i.e. uncast) are effected first. Both that spell slot as well as that particular spell will be gone. The spell level will be recovered the following day, but the spell itself must be rememorized, from book, scroll, etc. If the target is not a spellcaster or has no spells available, he or she will forget some other magical element, such as a spell formula (for mages), a particular prayer (for clerics and druids) or the name or configuration of a magical symbol, glyph or rune, etc. Only a Wish or a clerical Heal or Restoration spell will restore lost knowledge of a name or configuration.

The target creature must have been seen, however, briefly, by the incantatrix in the turn prior to the casting of the Ray of Oblivion. The Ray will seek out a target that is within range but obscured by cover, invisibility, blinking, or even ethereal at the moment of the completion of casting; the incantatrix need not know the target's precise location, only the fact that it is present (and, presumably, within range).

Spell Shield (Abjuration)

Level: 5

Range: 0" (touch)

Duration: 2 rounds/level

Area of Effect: One creature

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

Explanation/Description: By casting this spell upon herself or another creature that she touches, the incantatrix confers strong protection against certain spells and magical attack forms. The material component is a diamond of any size, which disappears with a flash of white light during casting. The protection gives a saving throw bonus as follows:

- +7 vs beguiling, charming, suggestion
- +5 vs command, domination, fear, hold, scare
- +3 vs geas, quest
- +1 vs confusion, feeblemind, antipathy/sympathy

Dispel Possession (Abjuration)

Level: 6

Range: Touch

Duration: 2 rounds/level

Area of Effect: One creature

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

Explanation/Description: By means of this spell, an incantatrix can temporarily free a recipient creature from a charm, psionic attack or domination, or ESP or similar control and "eavesdropping" magics. If dispel possession is cast upon the body of the victim of a prior magic jar spell, the life force controlling the victim's body will be driven out of the stolen form, back into its jar. If the jar is not within range of the body (see Magic Jar description in the Player's Handbook) when the dispel possession is cast, the life force is cast forth as a disembodied spirit (which may or may not be able to reassert control at the DM's option).

By application of this spell, a charm is forever broken, but other mental attacks and controls may resume at the spell expiration. The material component of this spell is a sample teardrop (one will suffice) from the eye of a human, elf or half-elf.

Spell Turning (Abjuration/Alteration)

Level: 6

Range: 0" (touch)

Duration: 6 rounds

Area of Effect: One creature

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

Explanation/Description: The material component for this spell is a small glass or metal mirror, held by the recipient (which may be the incantatrix herself or another creature she touches) and consumed during the casting. An invisible dweomer field or aura comes into being around the protected creature, and protects him or her as a ring of spell turning does, turning all magics back upon the caster. The exceptions to this are noted in the description of the ring in the Dungeon Master's Guide. Spells may be cast by the protected creature. The incantatrix may will the spell to end prior to the expiration of the duration of the spell.

Stealspell (Enchantment/Charm)

Level: 7

Range: 1"/level

Duration: Special

Area of Effect: One creature

Components: V,S

Casting Time: 7 segments

Saving Throw: Neg.

Explanation/Description: This powerful magic is famous in legend, and the one power that above all others identifies the incantatrix as a person of special powers. By means of this incantation, any single being that the incantatrix points at (who is within range) must save vs spell at -2 (creatures from planes other than the Prime Material save at par) or suffer the theft of any one memorized spell from his or her mind. This is both the formula for the spell and the power to cast it. If no spell power remains, then only the formula is transferred, requiring the incantatrix to use her own spell energies to make use of the stolen spell (if possible). Any spell stolen will be completely removed from the victim's brain, requiring it to be memorized again, from book, scroll, etc. The stolen spell is determined randomly (see Ray of Oblivion, above), and may not be chosen by either the incantatrix or her victim. The magic of stealspell works even against unconscious or insane targets or those under the protection of a mind bar. If magic can work at all, a spell will be stolen; only an anti-magic shell will stop the theft.

A stolen spell may be "cast" immediately by the incantatrix or held in her mind for later use. If the power to cast the spell is also stolen, then the spell may be used without material components or even any need for the incantatrix to understand the spell. She will automatically know the nature of the spell, as if she observed the casting. By expelling the stolen spell from her mind, the incantatrix may be able (by this means only) to use a spell to which she would not normally be entitled -- but because she does not know the exact spells she is casting, she may help rather than harm any possible opponents. Any stolen spell takes effect, when expelled, as though it was cast by the being from which it was stolen (if using transferred power) or by the incantatrix (if power was not transferred, although the incantatrix may always exercise this option in any event). Spell-like natural powers employed by beings and psionics will not be effected by mean of this spell.

The stolen spell is transferred from the victim's mind to the incantatrix at the end of the casting of stealspell and the transfer takes one segment. A spell which the victim has already begun to cast will never be stolen; if it is the last or only spell remaining to the victim, the spell will be ruined and lost (just as if the victim had been disturbed during the casting attempt), but no energy or information will be transferred to the incantatrix.

The incantatrix can retain the stolen spell, instead of expelling it from her mind and subsequently record it by means of a write spell which erases the stolen spell from the incantatrix's mind as it is recorded but without discharging the spell's power. However, an incantatrix cannot normally use a spell denied to her by class or level that she has recorded in this manner; she will have produced only a scroll that is useless to her, except as an item to sell or barter. When a stolen spell is recorded in this fashion,

the exact spell is revealed to the incantarix, as are the exact specifications of the spell. An incantrix may only hold one stolen spell at a time.

Unbinding (Alteration/Abjuration)

Level: 7

Range: 0"

Duration: 7 rounds

Area of Effect: 2" radius sphere around caster

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

Explanation/Description: When an unbinding spell is cast (a process involving a lodestone -- not necessarily magical -- and a pinch of saltpeter), a sphere of magical force comes into being about the caster and moves with her for the duration of the spell. It affects many magics that are within, or come within, its area of effect as follows:

Hold spells of all types, Guards and Wards, Temporal Stasis, Imprisonment, Time Stop and Wizard Lock spells, as well as Cubes and Walls of Force, are all ended or negated immediately; i.e. an imprisoned creature emerges as though a Freedom spell had been cast, and so forth.

Pentagrams, thaumaturgic circles and similar magical circles or confining runic constructions are shattered or obliterated, freeing any previously trapped occupants (who will know who has freed them, but are not in any way under the control of the incantarix).

A Magic Mouth will speak, regardless of its specific trigger and vanish forever. The effects of a Statue spell are ended and a Magic Jar is shattered -- the life force in it is stranded on the Ethereal Plane as a disembodied spirit.

Any magics that contain, constrain or conceal (i.e. Invisibility) creatures or items are destroyed by contact with the area of effect of this spell (with exceptions noted below); the spell also causes physical locks to open, props and wedges or spikes to come loose, chains to part, bars to lift and seals to break, etc.

Note that all these effects occur regardless of the caster's wishes and are not discerning; **all** seals break, not just a few specific targets -- even the stoppers on potion bottles, ties on wineskins, fastenings on clothes and the like. Those on the person of the incantarix or being carried or worn by her will remain undisturbed, but any other (even those of allies) will be affected. Note also that the opening of locks and other closures does not prevent any alarms or booby traps attached to them from functioning normally.

Spells such as Anti-magic Shell, Leomund's Tiny Hut, Minor Globe of Invulnerability, Globe of Invulnerability, Prismatic Sphere, Shield and similar protective magics are not affected by an unbinding, nor does it reveal or change back (to flesh) petrified creatures. Untriggered Symbols or Glyphs of Warding are unaffected by an unbinding and it does not set free elementals and invisible stalkers bound to service by others.

NOTES TO THE DUNGEON MASTER

An incantarix should be a rare and mysterious character -- a secretive being who walks her own ways. She may accompany a party temporarily to further her own ends or in return for sufficient monetary or magical reward.

At no time should an incantarix be a handy-for-the-hire NPC. Since the incantarix class is so weak in comparison to mages and clerics regarding direct combat, they are very rarely, if ever seen engaging in dangerous physical activity. This is because incantarix characters realize this about themselves and thus avoid getting into situations of open conflict as often as possible.