Extension II

Alteration

Range:	0	**Components:**	V
Duration:	Special	**Casting Time:**	4 Segments
Area of Effect:	Special	**Saving Throw:**	None

Level 5 Magic-User

Feeblemind

Enchantment/Charm

Range:	1" / Level	**Components:**	V,S,M
Duration:	Permanent	**Casting Time:**	5 Segments
Area of Effect:	One Creature	**Saving Throw:**	Negates

Level 5 Magic-User

Hold Monster

Enchantment/Charm

Range:	1/2" / Level	**Components:**	V,S,M
Duration:	1 Round / Level	**Casting Time:**	5 Segments
Area of Effect:	One to four creatures	**Saving Throw:**	Negates

Level 5 Magic-User

Description

This spell is the same as the fourth level Extension I spell, except it extends the duration of first through fourth level spells by 50%.

By use of an extension I spell the magic-user prolongs the duration of a previously cast first, second, or third level spell by 50%. Thus, a levitation spell can be made to function 1 Vi turns/level, a hold person spell made to work for 3 rounds/level, etc. Naturally, the spell has effect only on such spells where duration is meaningful

Description

Except as noted above, this spell is the same as the sixth level druid spell, feeblemind (q.v.). The material component of this spell is a handful of small clay, crystal, glass or mineral spheres.

A spell which is solely for employment against those persons or creatures who use magic spells, feeblemind causes the victim's brain to become that of a moronic child. The victim remains in this state until a heal, restoration or wish spell is used to do away with the effects. The spell is of such a nature that the probability of it affecting the target creature is generally enhanced, i.e. saving throws are lowered.

Type of Spells Used by target Creature	Saving Throw adjustment
Cleric	+1
Druid	-1
Magic-user (human)	-4
Illusionist	-5
Combination or non-human	-2

Note that the spell has no material component.

Description

This spell immobilizes from one to four creatures of any type within spell range and in sight of the spell caster. He or she can opt to hold one, two, three or four monsters. If three or four are attacked, each saving throw is at normal; if two are attacked, each saving throw is at -1 on the die; and if but one is attacked, the saving throw is at -3 on the die. (Partially-negated hold monster spell effects equal those of a slow spell.) The material component for this spell is one hard metal bar or rod for each monster to be held. The bar or rod can be small, i.e. the size of a three-penny nail.