

Absorption

Abjuration, Evocation

Level: 9

Range: 0

Components: V, S, M

Casting Time: 9

Duration: 5 rds./level

Area of Effect: The caster

Saving Throw: None

This spell enables the caster to absorb and redirect magical energy, up to ten spell levels. The incoming spell is nullified and its energy is stored for later use. Any type of spell can be absorbed, except for the following: area spells not targeted directly at the caster, touch attack spells, and the effects of magical devices. Priest spells, any spell scroll, and any spell-like ability use can be absorbed.

At any time during the spell's duration, the caster can expend stored energy to cast a currently memorized spell, without wiping it from his memory. This has a casting time of 1. For example, a wizard absorbing a feeblemind spell (5th level) releases a lightning bolt (3rd level), has two levels of energy available, and can absorb five more levels of spell energy before the capacity of the spell is completely used. Unused energy and storage capacity are lost when the spell ends.

If an incoming spell exceeds the remaining capacity of the absorption spell, the caster gains a +2 bonus to his saving throw for each incoming spell level that is absorbed, even against spells that normally allow no saving throw. A roll of 1 always fails, regardless of the total of the modifiers.

The caster can voluntarily suppress the absorption for a round in order to receive beneficial spells, but cannot absorb hostile spells in that round.

The material component requires an amulet worth at least 1,000 gp, which must be kept on the caster's person for duration of the spell. The amulet glows when spell energy is stored. It can be reused.

Notes: Very rare. (Updated from POLYHEDRON Newszine.)