Alamanther's Return

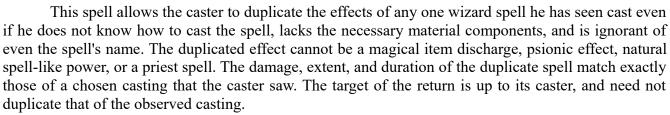
Alteration, Evocation

Level: 9

Range: 60 yds. + 10 yds./level

Components: V, S Casting Time: 4

Duration: As duplicated spell Area of Effect: As duplicated spell Saving Throw: As duplicated spell



Should the caster try to exceed the original spellcaster's maximum range, the duplicated spell will go as far as the original spellcaster could have sent it, and its effects appear at that point. For example, a 5th-level wizard's fireball goes 60 yards. Suppose the caster saw it cast only 30 yards. If the caster duplicates the fireball and targets a creature 80 yards away, the fireball will go 60 yards toward the creature and detonate at the limit of the original wizard's range.

Alamanther's return cannot be used to duplicate any spell available to the caster. A spell scanned but never memorized by the caster or a spell the caster cast once from a scroll that then faded is not considered available for these purposes. Any spell the caster has researched, studied, or copied into a spellbook is considered available, even if it is not currently memorized and the book it is written in is inaccessible. The dweomer allows only one casting based on one sighting; after using A lamanther's return, the wizard must see another casting of an unavailable spell before Alamanther's return can create that effect once more.

The spell is named for the mage who devised it, Alamanther of Aglarond. Alamanther was once the consort of the Simbul, before he was destroyed in a duel with a Red wizard of Thay. Alamanther delighted in using it to hurl nasty spells used on him right back at those who cast them.

Notes: Rare or very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

