

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

This spell allows the caster to duplicate the effects of any one wizard spell he has seen cast even if he does not know how to cast the spell, lacks the necessary material components, and is ignorant of even the spell's name. The duplicated effect cannot be a magical item discharge, psionic effect, natural spell-like power, or a priest spell. The damage, extent, and duration of the duplicate spell match exactly those of a chosen casting that the caster saw. The target of the return is up to its caster, and need not duplicate that of the observed casting.

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 Alamanther'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.