

Alustriel's Mantle



Abjuration

Level: 4

Range: 0

Components: V, S, M

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Casting Time: 4

Duration: 6 rds.

Area of Effect: 1 creature

Saving Throw: None

This spell protects the caster, or a single spell recipient touched during the casting, by enveloping the chosen being in a close-fitting magical defensive field. An Alustriel's mantle is normally invisible, but can be made by the desire of the wearer to shimmer, glow faintly (in any hue and changing in response to the wearer's will), or shine brightly. When it shines brightly, it is never blinding, but it is bright enough to read by or to allow one to see 10 feet or so in all directions in dark subterranean surroundings.

The mantle wards off all physical weapons except for those that bear a magical dweomer of any sort. It prevents the functioning of all 1st- or 2nd-level spells or equivalent magical item effects within its confines. A caster protected by an Alustriel's mantle could stand in the path of a flaming sphere that rolled over her, and it would do her no damage while still having normal effects on other beings in its range. She could also walk through a hail of non-magical arrows or ignore non-magical dagger attacks.

If two Alustriel's mantles ever come into contact, the result is a brief writhing chaos of swirling magic that wracks any protected beings involved with horrible pain, rendering them helpless for 1d2 rounds, and deals them each 4d8 points of damage as the mantles collapse.

The material component of an Alustriel's mantle is a tiny glass vial that the caster has breathed into and then stoppered at least a day (24 hours) before spellcasting.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; uncommon or rare.