

# Aryeric's Cloak of Protection

## Abjuration

Level: 4

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 2 rds./level

Area of Effect: 15-ft. radius

Saving Throw: None

When this spell is used, a translucent image of the caster appears and swells to cover the area of effect. A number of creatures equal to the caster's level plus one within the area of effect can be protected. Those under the cloak save vs. spell as the caster, up 10 the saving throw of a 12th-level wizard (an 8).

In addition, the caster can transfer damage incurred by spells from one creature or individual to another protected by the cloak. (For example, if a priest under the cloak is struck by a magic missile, the wizard who cast Aryeric's cloak of protection can instead direct that damage against a fighter who is also protected by the cloak.) This can be done once per round, and damage cannot be split among the protected creatures. If the creature receiving the damage dies, the spell is instantly broken.

The cloak moves with the caster, and anyone moving outside the spell's radius is no longer protected, even if he re-enters later.

The material component is a strip of cloth soaked in ink.

Notes: Rare or very rare spell. (Updated from POLYHEDRON Newszine.)