Backblast - Phaerimm

Abjuration

Level: 3
Range: Touch
Components: V
Casting Time: 3
Duration: Permanent until triggered
Area of Effect: Creature touched
Saving Throw: None

This spell enables the caster to hurl back spells involving flames or fiery explosions (only; not heal alone, or lightning-like electrical energy discharges) at their source(s). Magical item effects and even the most powerful spells (such as meteor swarm) are affected. The spell protects a single creature, usually the caster, but it can be another touched during spellcasting; once casting is complete, the protection cannot be transferred. Otherwise, it exists as an invisible aura around the protected creature, operating without any concentration and without disturbing subsequent spellcasting by the protected creature. When a fiery spell attack strikes, the backblast functions automatically; the recipient cannot choose to take the damage and keep the protection for later. However, the spell also prevents any disruption of casting or other activity by the protected creature and protects all flammable items on the creature from harm; they need not make saving throws against fire-based attacks.

Once activated, a backblast spell works for a single round and then ends. It reflects back all fiery attacks in that round: for example, several different fireballs. A backblast will send a spell back (a delayed blast fireball, for instance) over vast distances to a source who has left the scene but can't follow a source onto another plane. In such cases, the attacking magic is negated.

Once cast, this spell continues until it is activated, dispel magic is cast on the protected creature, it expires after one turn plus I turn per level, or until the creature dies or moves from one plane of existence to another.

Notes: Restricted to Phaerimm; common.