

Barrier - Old Empire



Abjuration, Force

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1

Duration: 2 rds./level

Area of Effect: 10-ft. radius, 10-ft. high

Saving Throw: None

This spell enables the caster to create a transparent magical barrier that protects him from damage. This barrier is a solid magical wall that circles the wizard in a 10-foot radius to a height of 10 feet. This wall can withstand 5 points of damage per level of the caster, to a maximum of 25 points, before it shatters. The wizard cannot cast spells that cause hit points of damage through the barrier, nor can he physically attack through the barrier.

The barrier has an Armor Class of 5, and automatically suffers full damage from spells. If a damage-causing spell knocks down the barrier, the wizard within is entitled to any saving throw vs. spell to reduce the remaining damage that the incoming spell allows. The barrier is mobile with the caster (but awkward in confined spaces).

The material component for this spell is a piece of jade or amethyst worth 50 gp or more; this is consumed in the casting.

Notes: Common in Empire; otherwise very rare. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a read Southern magic spell.