

Blastcloak - Phaerimm



Abjuration

Level: 5

Range: Touch

Components: V

Casting Time: 5

Duration: 1 turn + 1 turn/level

Area of Effect: Creature touched

Saving Throw: None

This spell is a more powerful version of the backblast spell; it hurls back spells involving flames or fiery explosions cast at the protected creature (and these only; not heat alone, nor lightning-like electrical energy discharges). Fire based magic (including magical item effects and even the most powerful spells, such as meteor swarm) are cast automatically back at the source, or the protected being can specifically direct them elsewhere.

A blastcloak protects a single creature-usually the caster, but may be another touched during spellcasting. Once casting is complete, the protection cannot be transferred.

Once cast, this spell forms an invisible aura around the protected being, operating without any concentration and without disturbing subsequent spellcasting by the protected being.

When a spell attack involving fire strikes the protected being, the blastcloak functions automatically. It prevents the disruption of spellcasting or other activity and protects all flammable items on the being from harm; they need not make saving throws. A blastcloak is effective against multiple fiery attacks during the same round. A blastcloak will send back a spell (a delayed blast fireball, for instance) over vast distances to a source that has left the scene-but cannot follow a source onto another plane. In such cases, the attacking magic is merely negated.

The spell continues until it expires, is successfully dispelled, or the creature dies or goes to another plane.

A protected creature not preoccupied with spellcasting or other complex activity during a round can redirect a fiery attack to any spot the creature can see (for example, against other foes). The DM judges whether an attack roll is required to hit the new target; the effects and damage of the attack are unaltered.

Incoming fiery attacks cause the wearer of a blastcloak to feel a tingling, surging sensation; they can redirect this at a target they are looking at without ever seeing the source of the attack, or precisely what spell or item caused it.

Notes: Restricted to Phaerimm; common.