

Breach Defenses



Alteration

Level: 6

Components: V, S, M

Range: 20 yds.

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

The bane of magical creatures, breach defenses temporarily negates the magical defenses of a creature otherwise immune to normal weapons. Once drained of its magical protection, the creature becomes vulnerable to normal weapons and its Armor Class is worsened by 2 (from AC 4 to AC 6, for example) to a maximum of AC 10. Under this insidious spell's power, wraiths become more tangible, iron golems soften, and lycanthropes must fear more than silver weapons. Breach defenses has no effect on a creature's magic resistance or saving throws, nor does it remove natural or magical immunities to certain forms of attack (for example, a salamander or baatezu's resistance to fire). It simply drains a creature's magical defenses, whether it normally would suffer damage only from +1 or better magical weapons or from +3 or better weapons. Wizards under the effects of a wraithform spell also subject to this spell's effects.

The material components are one marble-sized ball of iron and one of glass.

Notes: Very rare.