

Charge



Alteration, Conjunction, Artifice

Level: 2

Range: 0

Components: V, S, M

Casting Time: 4 rds.

Duration: Permanent

Area of Effect: 1 object

Saving Throw: Special

The caster of this spell brings forth an electrical charge from the quasi-elemental plane of Lightning. The charge is placed onto an inanimate object or item to protect it from the touch of any but the caster.

The charge cannot be placed on creature or sentient object; in this case, the dweomer fails and the spell is lost. If the caster tries to cast this spell on an object already protected by a warding glyph or spell, then the charge fails.

The first living creature to touch the charged object is shocked by an electrical discharge for 2 points of electrical damage per level of the caster (save vs. spell for half damage). The spell will not inflict more than 20 points of damage (a 10th level caster or better) and will not harm the caster in any event.

The charge is transferred through any conductive material, so it is passed through daggers, metal tools, etc. The charge lasts until triggered by a living creature, dispelled, or negated by the caster (by touching the protected object and dismissing the charge).

The material component is a thin strand of drawn copper wrapped around a small piece of lodestone.

Notes: Very rare. Known to be in the Blue Book of Du'Morde, Vol. I. (Updated from DRAGON Magazine)