

# Cloak of Adeamozs



## Abjuration

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 1 being

Saving Throw: None

This spell partially protects the caster, or a single spell recipient being touched during casting, against damage inflicted spells of 3rd level or less and equivalent magical item discharges. It has no effect on saving throws or on spells that inflict no damage.

For spells that inflict random damage, a cloak of Adeamozs reduces their damage by 3 points per die for 1st-level spells, 2 points per die for 2nd level spells, and 1 point per die for 3rd-level spells (to a minimum of 1 point of damage per die). For spells that cause a set amount of damage or a certain base amount augmented by a number of points per level of the caster, a cloak of Adeamozs reduces the damage by 12 points for 1st-level spells, 8 points for 2nd-level spells, and 4 points for 3rd-level spells (to a minimum of 1 point).

The material components of this spell area handful of iron filings from metal that was once part of a plate worn as body armor and a scrap of cobweb.

Notes: Uncommon or rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.