

Counterspell Immunity



Abjuration

Level: 4

Range: Touch

Components: As spell countered

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

An individual enchanted with counterspell immunity becomes immune to the effects of one specific spell. At the time of casting, a wizard speaks the name of the spell to counter; the spellcaster must know it or have it in a spellbook or scroll. Counterspell immunity uses the material components of the spell it counters (if any).

This spell lasts 1d6 rounds, plus one round per level of the caster. However, this duration does not begin until after the spell has been activated—in other words, when the spell to counter has been focused on the target. A countered spell has a percentage chance equal to the counterspell immunity caster's level of reflecting back upon its caster. A spell with an area effect will not be reflected.

For example, consider Hurreck the warrior. His friend Lyrra, an 11th-level mage, has cast counterspell immunity on him to protect him from hold person. When the evil Zrral casts hold person solely upon Hurreck, his spell fails. Zrral faces an 11% chance that his own hold person spell will be reflected back upon him. Had Zrral spread the hold person spell across several targets, it would not have triggered the immunity.

Notes: Uncommon for abjurers; otherwise very rare.