

Damage Mirror - Old Empire



Alteration

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: Special (one use)

Area of Effect: 10-ft. radius

Saving Throw: None

This spell is the bane of those who like to melee wizards. If a damage mirror spell is active, the wizard is not protected against attack, but if the wizard is struck by a weapon, there is a sound of shattering glass, and every creature attacking the wizard and within a 10-foot radius suffers an identical amount of damage. Thus an archer firing at range against a wizard is not affected, but a swordsman 10 feet away from the wizard is.

The spell is canceled once it has been triggered; if the opponents have multiple attacks in that melee round, only the first successful attack triggers the damage mirror spell. This spell is not affected by spells or magical attacks, except for dispel magic, which has a normal chance of negating it. If not triggered, it lasts for 1 round per level of the caster.

If the caster is endangered by a special melee attack from an assassin that could slay him instantly, the assassin can roll a Dexterity check to realize the nature of the wizard's protection and avoid striking a fatal blow. Otherwise a fatal blow to the wizard kills the assassin instantly.

The material component for this spell is crushed glass from a broken mirror.

Notes: Very rare spell. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a read Southern magic spell.