

# Dark Mirror



**Abjuration, Alteration, Shadow**

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level or special

Area of Effect: The caster

Saving Throw: Special

The caster chooses to do one of three things at the instant of casting: 1) prevent magical darkness from forming around himself, 2) reflect an incoming magical darkness effect back upon its source (up to 10 yards per level distant), or 3) allow himself to see perfectly in or through any darkness, up to 10 feet per level (this effect lasts one turn per level).

The only time a saving throw applies to this spell is when darkness is to be reflected back upon a source creature. In this case, a successful saving throw vs. spell by the source creature causes the magical darkness to pass out of existence; failure means the darkness is centered directly on its own caster. Note that if the caster of dark mirror chooses to reflect darkness back at the original source, but not directly upon the specific source creature, then no save is allowed; the darkness is stationary and a mobile being can leave the area freely.

Once cast, dark mirror remains in effect and can either prevent the formation of or reflect back multiple darkness effects ( even several in the same round) until the spell expires.

The material components of this spell are a small mirror and a candle, which need not be lit.

Notes: Very rare. Known to be in The Arcanabula of June.