

# Deathguard - Old Empire



## Abjuration, Necromancy

Level: 5

Range: Touch

Components: V, S

Casting Time: 5

Duration: 2 rds./level

Area of Effect: Creature touched

Saving Throw: None

This spell creates a guardian spirit from the Ethereal Plane that protects the creature from attacks. The guardian has one function: Should any attack reduce the hit points of the creature it has been assigned to guard to zero or below, the guardian intervenes and suffers the damage instead of the creature, saving the creature from death. Once the guardian saves its master's life it is destroyed.

The creature does not suffer any damage from the attack that would have killed it, be it damage from falling from a cliff, dragon breath, or a weapon strike. Note that if the attack doesn't bring the creature to zero hit points or below, the creature takes full damage (the guardian prevents only lethal blows).

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