

Deflection - Alhoon



Abjuration

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1

Duration: 1 rd.

Area of Effect: The caster

Saving Throw: None

This spell protects the alhoon caster for the rest of the round in which it is cast or on the following round (whichever is chosen during casting). During the round the spell lasts, it lessens the effects of any weapon attacks on the caster. The spell does not affect the chances of the caster being hit—only the damage suffered. No saving throw benefits are conferred by the spell.

Attacks are prevented from stunning the caster or severing any part of the caster's body, and physical damage inflicted is reduced by -1 hit point per die, to a minimum of 1 hit point per die. The spell prevails even in "maximum damage" situations, but has no effect against acid, poison, or purely magical attacks. (Magical weapon attacks are lessened, as are missile attacks.)

Delaying the effect until the round after casting, does not impair the casting of a new spell in that round, nor does such casting affect the deflection.

The effects of this spell can be combined with a shield spell or other protective magics, but there is no known way for the caster to aid another being by means of a deflection; it affects only the caster.

The material component of this spell is a piece of nail from the hand or claw of any creature, or a hard piece of chitin or other exoskeleton.

Notes: Restricted to alhoon (undead illithids); common.