

Delay Image

Chronomancy, Reversible

Level: 1

Range: Touch

Components: V, S

Casting Time: 1

Duration: 5 rds. + 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

When delay image is cast, the recipient is surrounded by a thin magical aura that bends time slightly, causing the person's image to appear one second behind actual motion. This gives a -2 to the creature's Armor Class, and +1 to saves against direct magical attacks.

This spell can be used in conjunction with other Armor-Class-affecting spells, but it is not cumulative with itself. A saving throw vs. spell is required if the target is unwilling.

The reverse of this spell, advance image, creates a false image half a second ahead of the target. This adds a +1 to its THAC0, as opponents misjudge his blows.

Notes: Restricted to chronomancers; common.