

Duhlark's Glasstrike Trap



Alteration, Reversible

Level: 6

Range: 40 yds. + 2 yds./level

Components: V, S, M

Casting Time: 4

Duration: 1 day/level

Area of Effect: 5-ft. radius globe

Saving Throw: Neg.

This is an alternative form of Du/ark's glassstrike that is cast on a glass surface. The spell remains viable but un-activated, for up to 24 hours per caster level. If an object or creature comes into contact with (or within 2 feet of) the en-spelled surface in accord with a condition set by the caster, the glassstrike spell takes effect as normal.

The caster chooses the parameters of the spell trigger in terms of the type of being (for example, the caster could generally specify "the spell will be triggered by the touch of a living creature" and have a yard full of glass squirrels, or "the spell activates if a humanoid touches it," saving the wildlife from a glassy fate) or material ("the spell will activate if leather contacts this window," "all metals will trigger the spell"). If a material is mentioned in the casting, only the specified material is affected, making it possible for a thief to shatter her armor while breaking in through a window or a glassy spy to fall to his death, leaving some nice magical items behind. This spell can be countered by Duhlark's glass remove.

The material component for this spell is some sand or a small piece of glass.

Notes: Restricted to Dulark and his apprentices; very rare.