Elminster's Effulgent Epuration



Abjuration

Level: 9 Range: 10 ft./level Components: V. S Casting Time: 1 Duration: 1 turn/level Area of Effect: Special Saving Throw: None

This powerful spell calls into being a number of floating, silver spheres, up to as many spheres as the caster has levels. Each of these spheres has the ability to absorb a single spell, spell-like ability, or magical effect of any offensive type. After absorbing the spell the sphere fades out, taking the spell energy with it.

Offensive spells can be generally considered those that inflict damage on the target or place the target under a baneful or harmful influence. Passive spells (such as walls) can sometimes be used in situations with harmful intent. Intent and situation are as important as spell effect for determining whether a spell is offensive or not for purposes of the epuration working. Various walls, spheres, some of Bigby's spells, and most abjurations will not affect the epuration spell. Those spells that have area effects in which a silver sphere exists (such as a fireball) will simply not function-the magical energy will be sucked into the sphere before the damage is inflicted.

Spells that are already in effect when the silver spheres enter them are not affected by this spell, but they are automatically negated if cast within 10 feet of a silver sphere. Items with charges of offensive spells (such as wands) can be negated if the the sphere is placed on or in front of the wand. Otherwise, the spheres do not affect magical items or weapons., or potentially lethal items that are not activated, such as symbols.

The caster can direct the spheres to drift at a maximum movement rate of 60 feet per round, up to the limit of the spell range. The spheres created from a single epuration must move as a group, the caster cannot move them individually or split them up. The wizard creating them can cast other spells, but cannot move the spheres in the same round.

The caster can move and fight and move the spheres at the same time. If the caster leaves the area without the spheres, they remain until they absorb an offensive spell. Similarly, if the caster is slain, the silver spheres remain in the area, not moving, but not inflicting any damage.

The silvery spheres of epuration cannot be physically moved or attacked. They have no solid physical presence and can pass through magical and physical barriers alike without harm.

Neither the caster nor anyone else can harness the spell energy dissipated by the spheres. Even the spell-like abilities of powers and creatures from other planes can be affected by the silvery spheres of an epuration, though the beings themselves may not be.

Notes: Very rare spell; known to Elminster.