

# Enchanted Mirrors - Paramander



## Alteration

Level: 5

Range: Special

Components: V, S, M

Casting Time: 1 turn

Duration: Permanent

Area of Effect: two mirrors

Saving Throw: None

This spell requires two specially prepared mirrors. These set up a resonating field that multiplies the effect of the paramnnder's magic. As the paramander casts the spell, the mirrors begin to, emit a faint glow. They hover 3 feet apart above the ground, facing each other, directly in front of the caster, and at bis eye level, so that his line of sight passes between them.

In the last round of the casting time, the mirrors will be in place, and the paramander em-places one of a limited number of spells into the area between the mirrors. If this is not done on the final round of casting, the entire spell complex fails and is wasted. The first spell effect from the enchanted mirrors appears at the end of the turn in which the spell complex is completed. Thereafter, the effects of the em-placed spell are recast every third round.

The effects of the em-placed spell are at half the ability level of the caster (5th-level ability at 9th and 10th level, 6th-level ability at 11th and 12th level, etc., to 10th-level ability maximum at 20th level).

Only the spells listed here can be em-placed in the enchanted mirrors; others will have no effect. If a spell is not released in a random direction or centered on the mirrors, then it will be projected in a straight line-of-sight, parallel to the mirror surfaces, along what was the caster's line of sight when the mirrors were enchanted. Specific magical spell effects are:

**Flare:** This shoots a small ball of light, like a signal light, our in a random direction. The caster sets the range and either a color or sequence of colors, which will be repeated.

**Fog Cloud:** Either effect can be specified at the time of casting. The stationary effect is centered on the mirrors; the mobile effect moves at a constant 10 feet per round along the line-of-sight.

**Message:** The direction is random and the content of the message is fixed; subsequent re-castings repeat the original message.

**Audible Glamer:** The exact sound or sequence of sounds is set, and repeats.

**Scare:** The effect is projected along the line of sight to a set range and standard area of effect; the range cannot be changed.

**Detect Invisibility:** The path starts with the mirrors and extends along the line-of-sight. The paramander is mentally alerted if any hidden or invisible creature enters the path; a caster looking at the path can see any bidden or invisible creature in it. The spell duration makes this effectively continuous.

**Flaming Sphere:** The sphere materializes next 10 the mirrors and rolls straight along the line-of-sight.

**Gust of Wind:** The path starts with the mirrors and blows down the line-of-sight.

**Confusion:** The area of effect can be set anywhere along the line-of-sight and within range; the area's location cannot be changed.

**Dimension Door:** The destination is fixed with the initial casting. A single creature standing in the mirror line-of-sight and within 2 feet of the mirrors at the appropriate instant is transported.

**Fear:** The cone originates at the mirrors and extends along the line-of-sight.

**Guards and Wards:** The spell is centered on the mirrors. As long as they are undisturbed, the spell remains in place.

In addition, a light spell can be cast on either of the mirrors at any time without affecting its operation.

If anything disturbs or comes between the mirrors, both the enchanted mirrors spell and the repeating spell are canceled, and the mirrors fall to the ground.

The caster can try to change the repeating spell. The original spell is dispelled by the caster's dispel magic spell. This is 75% likely to remove the repeating spell; otherwise, the entire enchanted mirrors spell is dispelled and ceases to function. A successful dispel magic spell from another caster ends both the enchanted mirrors spell and the em-placed spell.

The material components of this spell are two small, matched mirrors of fine silver worth not less than 100 gp each.

Notes: Restricted to paramanders (a rare form of paladin/mage); common.