

# Erik's Quills



## Evocation

Level: 3

Range: 5 yds./level

Components: V, S, M

Casting Time: 3

Duration: 1 to 3 rds.

Area of Effect: 1 or 2 creatures within 20 ft.

Saving Throw: Special

This enchantment allows the caster to cause a number of magical quills (resembling porcupine quills) to fly from his hands and unerringly strike a chosen target. The quills reach their target even in a melee, and they seek chinks in armor and gaps in clothing when they strike.

A wizard can conjure 2d4 quills, plus 1 quill for every two levels above 5th; thus a 7th-level caster can create 2d4+1 quills. The quills can be directed at no more than two opponents, who must be within 20 feet of each other.

Each quill inflicts 1 point of damage on the initial round. In the second round, a saving throw vs. spell is allowed. Success ends the damage; failure means damage equal to that of the first round is taken.

In the third round, another saving throw vs. spell is required. Success ends the damage; failure means another round of identical damage is taken. At the end of the third round, all of the quills vanish.

The enchantment is especially effective against spellcasters, who cannot cast spells while suffering damage from quills. A shield spell requires the caster to make one attack roll for the burst of quills aimed at the protected individual. A miss means the shield spell stopped all of the quills aimed at that individual.

The material component is a porcupine quill.

Notes: Uncommon or rare spell in Cerilia, the BIRTHRIGHT setting; virtually unknown elsewhere.