

First Strike



Alteration

Level: 2

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 1d4 rds. + 1 rd./level

Area of Effect: 30-fl. radius, 1 creature/level

Saving Throw: None

This spell causes a number of creatures within 30 feet of the caster to automatically gain initiative in the ensuing combat rounds. The dweomer does not hasten the casting time of spells.

Individuals under the influence of a first strike spell must remain within 30 feet of the caster; if they venture outside this area, they lose the effect. Re-entering the spell area does not reinstate the effect on those individuals.

If both sides in a battle are affected by first strike spells or an individual is using a weapon such as a short sword of quickness, initiative is rolled normally. Unlike a haste spell, this enchantment does not age the affected individuals.

The material component of this spell is a handful of purified sand, which the caster runs through his fingers.

Notes: Common in Cerilia (the BIRTHRIGHT setting); uncastable elsewhere.