

Archer's Bane

This spell causes arrows and other missiles fired at the wizard to turn back on their flight path and strike their caster.

College: Change

Philosophy: Abjuration

Special Effects: Arcane Magic, Change, Abjuration

Effect: Reflection

Casting Time: 1/2 Phase

Target/Area Affected: Caster

Duration: Constant

Range: Self

Active Cost: 45

Skill Roll Penalty: -2

Real Cost: 15

END Cost: 4

Archer's Bane: Reflection - Costs END Only To Activate (+1/4), Constant (+1/2), Uncontrolled (Lasts 1 Turn + 1 Phase Per Point By Which The Skill Roll Was Made; +1/2)(45 Active Points); Only Works Against Normal, Non-Magical Arrows, Sling Stones, And Other Small Missiles (-1), Requires A Power Skill: Abjuration Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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