

Enchanted Items, Explanation of: Wand, Deflection

Area of Effect: 1 space (5') and the next 2 sets of spaces around that space (25' radius).

Avoidance-roll: None.

Charges: 1-20 (roll 1-D20).

Command word(s): Tarqua (Shallant for: Deflect).

Damage: None.

Duration: 1 turn.

Effect time: Instant.

Explanation: When the magician casts this spell from this wand, he or she will be able to deflect all attacks of hand-held, thrown, and/or hurled weapons in the same turn (within the "Area of effect").

Time to cast: When this spell is cast from the Deflecting Wand, weapons wielded against the caster must be faced by the magician (an attack that is not noticed cannot be defended against).

To stop, and make harmless, weapons, the caster must roll initiative against all weapons attacking him or her, and only within the "Area of effect". In other words, attacks must effect the magician and the next two rings of spaces surrounding him or her.

The G.M. will roll initiative for all weapons that are wielded against the spell-caster for the entire turn (as if the caster was rolling initiative against one single opponent -- with no bonuses). The magician must win initiative against the weapon strike, whether it be a single or multiple attack, or be struck (the wielder of the Deflecting Wand may still attempt to defend against the assault by dodging, parrying, or blocking as normal).

If successful, the attack against the "Area of effect" will be nullified, thwarted, diverted, harmlessly away into the ground.

Spell immunities: For every rank of a weapon, there will be a 01% chance, cumulative, that the magic will not be able to thwart its penetration (thus the holder of the wand, and all else within the "Area of effect", must attempt to defend by dodging, parrying, or blocking as normal). An enchanted weapon has double the chance, per rank, of penetrating the wands magic.

Magical weapon example: If a rank-6 arrow was hurled against the wand holder, there would be a 06% chance (a roll of 95+) that it would not be effected by the spell's power. The caster would have to defend against the attack by him or herself.

If a rank-5 enchanted sword was used to attempt to strike the holder of the wand, there would be a 10% chance (a roll of 91+) that it would not be effected by the spell's power. The caster would have to defend against it.

Check for each and every magical and/or enchanted weapon wielded against the caster; some may penetrate the spell's magical barrier, while others are deflected.

Wand movement: Caster must wave wand in an arc before him or her to deflect an attack.

Healing: None.

History: It is only known that this fantastic item is of Shallant make. Nothing else is known.

Immunities: Magical and enchanted weapons have a chance of cutting through this defensive spell. See: "Explanation of Spell".

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: None.

Range: The space upon which the caster stands.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 300 + 300 White-gold per charge.