

## Counterspelling

*You may counter the spell casting of other mages but failure leaves you drained and vulnerable to attack.*

### Encounter, Arcane

**Immediate Interrupt**    **Range:** 20

**Target:** One creature

**Attack:** Intelligence vs. Will

**Trigger:** A creature uses a power with the spell keyword.

**Hit:** The enemy spell is lost with no effect.

**Miss:** You are dazed until the end of your next turn.

**Special:** If the enemy spell has your specialized school as a keyword, you gain a +2 bonus to your attack roll. In addition, on a successful hit you may channel the dispelled energy and immediately use an at-will power of your specialized school as a free action.

## DMs and the "Spell" Keyword

The Spell keyword is a new keyword introduced in this series. It is used to define monster and NPC powers as spells which may be counterspelled; in the core rules monsters and NPCs do not use a power source in the way that a player character does.

All PC powers which use the Arcane power source automatically gain the Spell keyword.

The DM must decide which monster powers should gain the Spell keyword. In many cases, this is obvious (when a tiefling wizard casts *magic missile* at you, you know it's a spell). In other cases, it may not be so clear.

Powers with the **enchantment**, **charm**, **illusion**, **conjunction**, **teleportation**, and **zone** keywords are nearly always caused by magic, and should acquire the Spell keyword.

Powers with damage type keywords such as **acid**, **cold**, **force**, **lightning**, **necrotic**, **poison**, **psychic**, **radiant**, and **thunder** may well be caused by magic and will sometimes acquire the Spell keyword at the DM's discretion.

Other keywords such as **polymorph**, **disease**, **fear**, and **sleep** can describe a variety of effects; it should be clear from the power's description whether the power is a spell or not.

The DM should decide this ahead of time (it shouldn't be an in-combat debate between a player and the DM, nor should it be decided on the spur of the moment). A mage player will always know if a power being used has the Spell keyword and can thus be countered.

### Heroic Feat: Expert Counterspeller

You are an expert at the art of counterspelling.

**Prerequisites:** Dex 13, Wis 13

**Benefit:** You gain a +1 feat bonus to attack rolls made when attempting a counterspell.

At 11<sup>th</sup> level, this bonus increases to +2. At 21<sup>st</sup> level, it increases to +3.

### Paragon Feat: Master Counterspeller

You have mastered the art of counterspelling.

**Prerequisites:** Dex 15, Wis 15

**Benefit:** You may use the counterspelling ability twice per encounter.

### Epic Feat: Supreme Counterspeller

Your ability to counterspell is unsurpassed.

**Prerequisites:** Dex 17, Wis 15

**Benefit:** Counterspelling becomes an at-will power (although as an Immediate Interrupt you may still only use it once per round).