

Counterspelling

Vancian Mage Feature

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

Encounter, Arcane * Implement

Immediate Interrupt **Range:** 20

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

Target: The triggering creature

Attack: Intelligence vs. Will

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 your signature spell 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. Using this Counterspelling rule requires a bit of extra preparatory work on the part of the DM.

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 (but not limited to) **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 11th level, this bonus increases to +2. At 21st 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).