

The Spell Library of the archmage

Erustyl Jerytol

NG, human female, W32 of Weathercote Wood.

First Level Wizard Spell

Chald's **Handshake** (Alteration, Charm)

Range: 0

Components: V,S,M

Duration: 1 turn

Casting Time: 1

Area of Effect: The palm of one of the caster's hands

Saving Throw: None

This slightly bizarre spell, when cast, places an enchantment upon the palm of one of the caster's hands - taking the form of a normal mouth, identical in everyway to his own normal mouth. This mouth however is invisible to everyone except the caster and those normally able to see invisible creatures etc. If the caster clasps his hand with another foe or touches some part of the flesh of another being, he can allow the mouth to bite that flesh dealing an automatic 1d4hp damage. The target becomes aware that the caster has attacked him in some way, but only if he fails his saving throw vs. spells - otherwise the target is deemed not to have noticed the attack at all - or subconsciously put it down to an insect sting and ignored it completely. The mouth for all intents and purposes is "linked" to the caster's real mouth, and objects that he allows to be swallowed by the hand's mouth are teleported to his own mouth - allowing a clever and subtle caster to steal small items by swallowing them with the hand. This is two way and if the caster wills it, objects in his facial mouth can transfer down to the other hand. However doing either of these things is considered the caster's action for that round - and cannot use the hand's mouth in any other way. Whilst the hand is in existence the caster can cast no other spell requiring a somatic component and is a -2 to attack using any weapon held in that hand. Those who are aware of it's existence will find that dispel magic readily destroys the mouth as will dealing 6hp of direct damage to the caster's hand. The spell will last for up to one turn or earlier if the caster wishes to end the spell. As the name of the spell suggests, Chald often cast this spell to deal small amounts of damage to those amongst him who offered harm, but in turn he could be seen to be being pleasant by shaking their hand in greeting. The Material component is the lip from any creature.

Second Level Wizard Spell

Erustyl Jerytol's **Steamy Vortex** (Conjuration)

Range: 30 yards
Components: V,S
Duration: 1 Round
Casting Time: 3
Area of Effect: Special
Saving Throw: Half

This spell when cast summons into being a tiny gateway from the quasi-elemental plane of steam above the head of the target creature. The gateway then pulls from that plane a swirling vortex of heated steam that swirls in a tornado like vortex to encompass the target of the spell for one round. This steam deals 1d4+1hp scalding damage per 2 levels of the caster (to a max of 10d4+8) to the target (a save vs spells is allowed to reduce this by half)and drenches him by the culmination of the spell as the steam condenses onto the targets body. The target must also a dexterity check to hold onto any items he is carrying whilst within the steam vortex.Items susceptible to water damage must also make appropriate checks. Anyone else within 5 feet of the target suffers 1d4hp incidental scalding damage (a save vs spells negates this damage). At the end of the round the gate closes and all traces of the steam vortex vanish - with the exception of the drenched target.

Third Level Wizard Spell
Erustyl's **Dolphin Form** (Alteration, Elemental Water)

Range: Touch
Components: V,S,M
Duration: 1 hour/Level
Casting Time: 4
Area Of Effect: One Target Being
Saving Throw: Negates

This spell was devised by Erustyl Jerytol as a means of swimming with the dolphins that she regularly talks to about the goings on in Faerun's Seas and Oceans. The spell is a specific form of Polymorph that allows a target being to assume the form of a dolphin. For the spell to work, the caster or target must be within a large body of water (usually the sea). Unless the target is unwilling and makes a save vs polymorphing, the spell will take the form of an average looking and sized dolphin. The Dolphin form is AC 5; MV30 (sw); #Att 1; Dmg 2d4. The target has the same number of hit points he/she had when transformed and saves and attacks as a 4th level fighter. A being in dolphin form cannot survive in freshwater areas and so is limited as normal dolphins to the saltwater seas. The spell provides the common language of dolphins so he can communicate with dolphins and indeed the dolphinform recipient is completely unable to speak in his normal voice. The recipient is also unable to cast any spells whilst in dolphinform, unless they are spells that are unleashed without any components at all, just through force of will. (a recipient may unleash psionic powers). The target can revert to normal form

at will - but in doing so ends the spell. Dispel magic will end the dolphin form instantly. The Material component is a carved statue of jade or onyx of a dolphin worth at least 250gp which is consumed as the spell is cast.

Third Level Wizard Spell

Erustyl's **Lesser Marking Missile** (Invocation/Evocation)

Range: 30 yards + 10 Yards/Level

Components: V,S,M

Duration: Special

Casting Time: 3

Area Of Effect: One Target Creature

Saving Throw: None

This spell by Erustyl Jerytol looks similar to a Magic Missile spell, but is different in effect as it creates a single missile that streaks away at a target creature in range and hits automatically. The missile deals 3d6hp damage and scribes a visible mark on the cheek of the target akin to a wizard mark. The missile is instantaneous in damage but the mark remains for up to 2 hours/level of the caster. This spell was designed to target fleeing thieves, but should the damage not be enough to kill them, the mark targets the creature for future capture. The mark has a +3 bonus to attempts to dispel magic it away, and it remains through shapechanges and suchlike. Items and spells that protect against magic missile do not affect this spell. The caster can dispel the mark at will. The material components are 50gp of ruby dust and a drop of slime ichor.

Fourth Level Wizard Spell

Erustyl's **Greylight** (Evocation, Abjuration)

Range: 0

Components: V,S,M

Duration: 1 round/level

Casting Time: 5

Area Of Effect: 10 foot radius globe

Saving Throw: Special

This spell creates a globe of greylight that is centered upon the caster and moves with him. The greylight is equivalent in intensity to full moonlight. The spell's effects are centered on the globe of greylight. The greylight will ward out summoned and extraplanar creatures that are already within its area of effect and prevent such creatures from re-entering for the duration of the spell in a manner similar to a protection from good/evil spell - though those of any alignment are warded. Additionally, the greylight will also ward out all undead creatures for the duration of the spell and cause all natural undead powers that are used to affect the caster from a distance from affecting him (and only

the caster - others in the area of effect are afforded no such protection), though ranged attacks and spells cast by undead beings will affect the caster normally. Finally creatures who are invisible within the globe of greylight show up as black silhouettes within the greylight to the caster only - and as such are detected and can be pointed out then to others. The moment they leave the area of greylight they then resume full invisibility even to the caster. Finally, a dispel magic spell will destroy a globe of greylight as will any attempt by the caster to push the globe onto creatures he is warding against (it bursts in a manner similar to an anti-magic shell spell) The Material components are a fingerbone from a lich and a piece of Tanar-ri flesh (any kind) which are both consumed in the spell casting.

Fifth Level Wizard Spell
Nain's **Crystalfire** (Evocation, Elemental (Earth, Fire))

Range: 60 yards
Components: V,S,M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: Half Damage

This spell creates one "Crystalfire" for every four levels of the caster, up to a maximum of 5 such crystals. The Crystalfires dart forth from any point on the caster's body that he/she wishes them to and they unerringly strike their target. This includes enemy creatures in melee. The target creatures must be seen or otherwise detected to be hit. The crystals can be used on a single target, multiple targets, or any combination therein. Firecrystals look like little crystal shards and have a sharp piecing point that always manages to pierce clothing and imbed themselves in their target. They deal 1d8+3hp piercing damage to the target (save for 1/2) as it penetrates, and then each shard explodes into flames, inflicting a further 3d6hp+3 fiery damage to the target (save vs spells for half damage) and all items he is wearing must make saves vs. magical fire. The piercing damage occurs even if the target is immune to flaming damage. Shielding spells of 4th level or higher will offer full protection to this spell's effects. The material components are a spark from any source and a crystal worth 100gp which is shattered by the caster as the spell is cast.

Fifth Level Wizard Spell
Nain's **Frostlash** (Invocation/Evocation)

Range: 30 feet
Components: V,S,M
Duration: 6 rounds
Casting Time: 5

Area of Effect: Special
Saving Throw: Special

Created by the mage Nain of Waterdeep, this spell projects a whip of shimmering force from the caster's arm to the limits of the spell range. Controlled by the caster's will, this band of force can strike one being each round. It penetrates magical barriers of 4th level or less and always hits dealing 6d6 hp frost/cold damage. Additionally, a target must save vs spells at -2 or be paralyzed by the cold for the following round. A Frostlash can be directed at different targets each round or at the same target repeatedly. However, the frostlash does one hit die less damage to its target each consecutive round; at the end of the 6th round the spell ends. A being with immunity to cold damage will take half damage from the lashes of the spell. A Dispel Magic spell will destroy a Frostlash as will the caster's attempt at casting any other spell. The Material components are a miniature sculpture of the caster holding a whip made from ice and a 500 gp diamond; both are consumed in the casting of this spell.

Fifth Level Wizard Spell
Erustyl's **Marking Missile** (Invocation/Evocation)

Range: 30 yards + 10 Yards/Level
Components: V,S,M
Duration: Special
Casting Time: 5
Area Of Effect: One Target Creature
Saving Throw: None

This spell is identical to the 3rd level spell Erustyl's Lesser Marking Missile except that the missile deals 5d8 hp damage and the wizard mark that the spell creates is immune to dispelling; only a limited wish or wish spell will remove the mark. The caster can still remove it at will. The material component is 100gp of diamond dust and a drop of slime ichor.

Fifth Level Wizard Spell
Fettal's **Force Drain** (Alteration)

Range: 30 Yards
Components: V,S,M
Duration: Instantaneous
Casting Time: 1 Round
Area Of Effect: Special
Saving Throw: None

This ancient spell by Fettal Shatterspell is specifically designed to drain magical force from defensive area of effect spells and protective personal

spells. Such spells must have some kind of protective element for the spell to affect them. If the spell can be cast offensively and defensively then the DM must rule on the intention of the spellcaster when casting the spell e.g. a wall of fire to protect against an Ice para-elemental or cast offensively to melt it - the intention rules whether the spell is successful or not. The effects of the spell vary upon the level of the protective spell it encounters. Permanent spell effects are unaffected. This spell will even affect spells that protect against magic such as Anti-Magic Shell.

Spell Level	Example of spells affected	Description of how spell would be affected
1st-3rd	Shield	Spell is drained completely and effects end instantly
4th-5th	Wall of Force	Spell's remaining duration is reduced by a half (rounded down)
6th-7th	Anit-Magic Shell	Spell's remaining duration is reduced by a quarter (rounded down)
8th-9th	Prismatic Sphere	Spell is unaffected by this spell's magic

This spell is wasted on creatures who have no such magical protections in place. The material component is a piece of armor that was once worn by a Paladin which is crushed by the caster as the spell is cast.

Fifth Level Wizard Spell
 Erustyl's **Lesser Weavetap** (Alteration)

Range: 0
 Components: V,S,M
 Duration: 3 Rounds
 Casting Time: 1 Round
 Area Of Effect: The Caster
 Saving Throw: None

This rare spell by Erustyl Jerytol lasts for three rounds after being cast, and creates a direct magical bond between the caster and the Weave of magic itself. The spell allows the caster to cast up to three spells (max of 1 per round) of level 3 or lower without the need for any components (verbal, somatic or material), allowing the caster to cast them (same casting time) with but a thought. There are limits however: if a spell requires an item or particular action or word as a focus for the spell - i.e. the spell alters a stone or caster screams like a banshee - the caster still needs that stone and still needs to be heard. (The DM should judge whether a particular item is a focus or can be done without for the spell - i.e. he might judge that a spell that summons dagger blades with a material component of a dagger that is consumed in the casting is not needed). Only one Weavetap spell of any kind can be used or memorized in any day, attempts to memorise a second one result in both fading from the casters memory. Attempts to cast a second Weavetap in any one day (such as using an extra one on a scroll) result in the caster short

circuting himself to the weave, suffers 3d6hp damage and cannot cast any spells for 1 day/level of the caster. Spells of 4th level or higher cast during a Lesser Weavetap need all components as normal. Spells that take longer than three rounds to cast need all their components and waste the Lesser weavetap spell.

Sixth Level Wizard Spell
Erustyl's **Discus** (Invocation/Evocation)

Range: 90 yards
Components: V,S,M
Duration: 1 round
Casting Time: 3
Area of Effect: One Target
Saving Throw: Special

This spell by Erustyl Jerytol creates a discus of magical force, 10 inches in diameter, floating above the caster's shoulder. The caster then points at a single target or item within range and the discus then spins off towards it at high speed. The Discus automatically hits its target. Items it hits must make saves vs. crushing blow at -3 or be shattered by the discus. Magical items make a normal save vs. crushing blow. Creatures hit by the magical discus take 4d6+4 hp of physical force damage as the discus hits them. Additionally the target must make a save vs. spells at -2 or be thrown backwards 2d8 feet and stunned for 1d6 rounds - reeling and unable to think coherently. The caster must use the discus on the same round that the spell is cast or it is wasted. In addition, the discus can only be used once in this round. The discus can pierce all magical protections of 4th level or lower. The Material Component is a miniature gold discus worth 50gp and a drop of the caster's spittle.

Sixth Level Wizard Spell
Verral's **Ice Spray** (Evocation, Elemental Ice)

Range: 0
Components: V,S,M
Duration: Instantaneous
Casting Time: 6
Area of Effect: Special
Saving Throw: 1/2 Damage

This spell by Verral of Neverwinter causes a cone-shaped area of tiny ice shards originating at any point on the caster's body and extending outward towards an intended target up to 30 feet away from the caster that is fully visible to him. The tiny ice particles hit only the target (moving to avoid those in their way like a Magic Missile) and cut into clothing and skin. All

non-magical material clothing are automatically punctured by the ice spray. Leather and armor get a saving throw at -3 penalty. Magical clothing and armor of any kind is left undamaged by this spell if it makes a save vs crushing blow at +1 bonus. The ice spray itself deals 1d6+1 hp damage per level of the caster (to a max of 10d6+12) though the target gets a save vs. spell for half damage. Full armor and such has no protective effect as the spell will find any niche or opening in which to attack its target. Spells such as flameshield with flaming effects will negate this spell as will any 5th level or higher protective magic. Spells that specifically ward against Ice are also effective in protecting the target. The material component is a shard of ice frozen around a 200gp diamond; both are consumed in the spell casting.

Seventh Level Wizard Spell
Almera's **Assegai** (Evocation)

Range: 10 yards / Level
Components: V,S
Duration: 1 round/level
Casting Time: 7
Area of Effect: Special
Saving Throw: None

When this spell devised by the archmage Almera of Chult is cast, a floating Assegai is created. An Assegai is a weapon, similar to a spear, that is common to tribes in Chult. The Assegai is created from magical force, and can be wielded by the caster or by the nominated person chosen during spellcasting. The Assegai can be wielded in melee combat, and on a successful hit deals the target 1d8+3 hp damage. It counts as a +3 magical weapon for hit and damage and the wielder is considered proficient in its use. Those who attempt to grasp or pull the assegai from the wielder's hands suffer damage automatically and find they cannot wrest it from the wielder's grasp. The wielder can also use it in the same way as a spear (same damage et al, except piercing rather than slashing), and it returns automatically to the wielder's hand at the end of that round to be used again in the following one. The spell can be ended prematurely with a Dispel Magic spell cast upon it or if the caster dies or wills it out of existence. If the Assegai is wielded by the caster he cannot cast other spells whilst it is in existence. The damage the Assegai does is doubled (2d8+6) against Undead creatures and the Assegai can strike out at creatures in the Ethereal plane (normal damage, no magical bonus to damage). The Material Component of this spell is a minute Assegai, sculpted from Jade and worth at least 500gp. It is consumed upon casting.

Seventhe Level Wizard Spell
Shal's **Wyvernform** (Alteration)

Range: 0
Components: V,S,M
Duration: 1 Turn + 1 turn/level
Casting Time: 1 Round
Area of Effect: One target being
Saving Throw: None

This spell enables the caster or another being to assume the full form of a wyvern adult. To cast the spell on another being, the caster must be in physical contact with that being, and if unwilling make a successful attack roll to cast the spell upon him. The recipient of the spell acquires all the powers and abilities of a wyvern, including size and poisoned tail attacks. The recipient retains his own Hit points, Thaco and intelligence etc. and can cast memorised spells that require just verbal components and/or use any psionic abilities. The recipient retains his own voice at his original loudness - and so cannot speak or roar as a wyvern would unless using other magic to achieve such effects. Additionally, magical items and spells operating upon the recipient when this spell is cast will find such effects still in operation in wyvernform, with magically worn and carried items becoming part of the wyvernform itself. However items picked up can only be activated and used successfully if they can be manipulated by the claws of the Wyvern. Mastery of wyvernform flight and attacks require 1 full turn of experimentation if the recipient has never taken the shape of a wyvern before. During that first turn, flight is at FL12 and the recipient cannot attack using the wyvern tail or biting etc. The initial transformation to wyvernform takes one round. However, the recipient cannot resume his normal form until the full duration of the spell has taken its effect. Not even the caster can choose to end the spell's effects earlier. Dispel Magic will end Wyvernform instantly - with possible falling damage if the recipient was flying in the air at the time - but Polymorph Other and Polymorph self spells and similar effects up to 5th level have no effect at all on a creature in Wyvernform - whether they are attempting to restore their true shape or another form.

There is a problem with using this spell however. Each time a recipient is under the effects of this spell he must make a save vs. spells at the end of the duration. Failure indicates that the recipient begins to become attuned to the Wyvernform and wyvern mindset and starts to believe they are a Wyvern - and begin to exhibit even in normal form a desire to be around wyverns and so on. If the recipient fails three saving throws within a month or nine saving throws within a year after using this spell - they retain the wyvernform permanently, and mentally and verbally turn into a normal adult Wyvern - with only a Heal or limited wish able to restore the caster's mind and normal body. The Material component is a 500gp onyx statue of a Wyvern in flight that is consumed as the spell is cast.

Seventh Level Wizard Spell
Chald's **Chill Stones** (Conjuration, Evocation, Elemental Ice)

Range: 0
Components: V,S,M
Duration: Special
Casting Time: 1 round
Area Of Effect: Special
Saving Throw: 1/2 Damage

This spell by Chald Silverhand requires as its material component five small gemstones worth at least 100 gp each. These are held in the hand of the caster as the spell is cast. They then change to glow with a "Faerie Fire" radiance and remain enchanted for 9 rounds or until they are used up. Each round the caster can choose to throw one Chill Stone at a target anywhere in a range of 10 yards/level of the caster (the target must be in visual range of the caster). The caster needs to make a successful attack roll to strike a target, or else treat as a grenade missile attack as described in the DMG 2nd Ed.). Each stone bursts upon striking any hard surface, causing 5d6 hp of biting, chilling cold damage to all within 10 yards of it. Additionally, fragile items must make saves vs disintegration or shatter under the extreme cold. Victims who are successful in a save vs spells take half damage. The caster can only throw one stone at a time due to the concentration needed to target a creature; if more than one is thrown, they congregate together and hit as a random grenade effect as if they are one single stone (doing the damage of one single stone!). The caster is not immune to the effects of his own chill stones without other protection. If they are not all used up by the end of the nine rounds, the unused ones fade away harmlessly. Chill stones can be stopped by Walls of Force, Anti-Magic Shell and such like, but Shield spells will not stop them. Walls of Force rob the stones of half their damage if they pass through their effects. Dispel Magic cast on unused chill stones will cause one to fade away per Dispel Magic spell. Spells that provide immunity to cold damage render immunity to this spell. The material components are the five gemstones which are consumed by the end of the spell.

Seventh Level Priest Spell
Curse of Concordancy (Conjuration/Summoning)

Sphere: Combat, Healing
Range: 30 Yards
Components: V,S
Duration: Instantaneous
Casting Time: 1 Round
Area of Effect: One Target Creature
Saving Throw: Special

This powerful and unusual spell summons a white-hot bolt of pure true-neutral force from the Outlands plane (some places call this the Plane of Concordance or the Plane of Concordant Opposition). The bolt strikes at one target being chosen by the caster within range. The bolt automatically hits the

target chosen, but the effects of the bolt depend upon the real alignment of the target.

Target's Alignment	Effect
True Neutral	Due to the target's true neutrality, this spell heals up to 2d20hp of damage and target gains +2 to AC and +2 to hit opponents who are not true Neutral (those of true neutrality are as normal to hit for one hour (no save)
NG, LN, CN, NG	Due to the target's partial neutrality, the target takes 6d6hp damage with a save vs spells at -1 allowed for half damage. Those who fail a second save vs spells (no penalty) immediately change alignment to True Neutral.
LG, LE, CG, CE	Due to the target having no neutrality as part of his philosophy of life, the target must save vs death magic at a -3 penalty, or die from the shock of the neutral force bombarding its body. A save indicates the target still suffers 6d6hp damage as the target is incapable of being converted to a True Neutral alignment.

This spell can only be cast by a spellcaster who is true neutral in alignment. Note that this spell is never fooled by spells that hide or seem to alter alignments of characters. Anti-Magic Shell, Wall of Force and similar spells will protect against this spells effects. This spell has developed quite a following amongst those fighting in the Abyss, as almost all of the creatures there are guaranteed to be Chaotic Evil and will suffer its full effects. Unusually though, it is seldom seen in use in the Outlands or many of the upper planes of existence. The Material component is a 200gp gemstone that has spent at least 500 years on the Outlands plane; this is consumed in the spellcasting.

 Seventh Level Wizard Spell
 The Shrinshree of Cormanthor's **Curse of Silence** (Alteration)
Reversible

Range: Touch
 Components: V,S
 Duration: Permanent
 Casting Time: 4
 Area of Effect: One Target Creature
 Saving Throw: None

This spell was devised by the Shrinshree of Myth Drannor. When this spell is cast on a target (which requires a successful attack roll), it bestows a permanent curse upon him/her. The spell permanently removes the ability of the victim to speak or make any kind of verbal noise (coughing, grunting, whistling, breathing, screaming, etc.). As a result, the victim cannot cast any spells that require a verbal component, nor can he/she utter any command words. Additionally, he/she magically cannot use any form of telepathic ability

to speak to another creature. As a side effect of this, they in turn seem unable to telepathically or empathically make a magical item work or cast a spell through thought or will alone (as some triggering spells allow the recipient to do); the curse simply won't allow the caster to communicate in this way either. The Curse of Silence cannot be affected by Dispel Magic. A Remove Curse cast at a level equal or above the level of the curse caster will remove it as will a properly worded Limited Wish or Wish spell. A Heal spell cast specifically to cure the Curse is also affective as is use of the reverse of this spell, Speak.

The Reverse of this spell, Speak, will reverse a Curse of Silence instantly and will remove all other forms of magical silence present upon a being and within 20 feet of the recipient, including the effects of a Power Word : Silence spell. A hit roll is required to cast Speak if the target is unwilling. This spell was designed originally to curse errant young elven wizards, teaching humility enough to take care when using magic without entirely removing their spell-casting abilities.

Seventh Level Wizard Spell
Fettal's **Repair Simulacrum** (Alteration, Necromancy)

Range: Touch
Components: S,M
Duration: Instantaneous
Casting Time: 1 Round
Area Of Effect: One Simulacrum
Saving Throw: Negates

This very rare spell was devised by Fettal Shatterspell as a simpler alternative means of healing the simulacrum of himself that he had guarding his main treasure cache. It will work on a simulacrum created by the Simulacrum spell, or on other non-living magical constructs similarly devised to simulate life (eg. flesh golem). To make any use of the spell, the caster must make a save vs. Spells or else the spell will fail. The Repair Simulacrum spell will still consume the components as the save is made while the caster is swallowing the material components (see below). If the saving throw succeeds, the simulacrum is repaired for up to 1d4 hp damage per 2 levels of the caster (up to 8d4 or the total hps the creature normally has - it cannot grant any bonus hps). The Material Components of this spell are five drops of the caster's blood mixed with 5000gp of crushed ruby, nine drops of holy water (unholy if the caster is evil in alignment), which must be swallowed by the caster as the spell is being cast. Finally, the mixture inflicts 2d4hp damage whilst being swallowed which is the final component of the spell. This spell cannot be cast by undead spellcasters.

Seventh Level Wizard Spell
Erustyl's **Weavetap** (Alteration)

Range: 0
Components: V,S,M
Duration: 3 Rounds
Casting Time: 1 Round
Area Of Effect: The Caster
Saving Throw: None

This rare spell by Erustyl Jerytol lasts for three rounds after being cast, and creates a direct magical bond between the caster and the Weave of magic itself. The effects and conditions of this spell are identical to the fifth level wizard spell "Lesser Weavetap," except that this spell allows the caster to cast up to three spells (max of 1 per round) of level 5 or lower without the need for any components (verbal, somatic or material), allowing the caster to cast them (same casting time) with but a thought.

Seventh Level Wizard Spell
Sememmon's **Sleepless Nights** (Alteration, Necromancy)

Range: Touch
Components: V,S,M
Duration: Permanent
Casting Time: 1 Turn
Area Of Effect: The Caster
Saving Throw: Negates

This powerful spell was devised by Sememmon of the Zhentarim to allow him to remove the need for himself to sleep. From the moment the spell is successfully cast (to do so the caster must make a save vs. polymorph), the caster will no longer need to sleep and as a small side effect the spell causes sleep spells to not affect him either. However the need not to sleep does not prevent the caster from ever being rendered unconscious - which the spell does not prevent. This removal for the need for sleep is permanent is a spell that alters the recipient bodily and as such the effect remains even if the caster subsequently dies and is raised. For healing and recovery purposes, as well as memorising spells, where sleep is normally required, the caster can enter a light meditative state, similar to elven reverie, for a period of time equivalent to that required for sleep and get such effects occurring for him during that time. This meditation is not sleep and the caster can be instantly be 'awoken' from it by being talked to, attacked etc. The caster can stop meditating whenever he wishes with but a thought. Note however that the caster's body can feel tired and exhausted - and entering meditation can rest his body - but he can never sleep again to recover. The caster can keep moving and doing things for a number of days equal to half his level of experience - but without meditation for resting the body of at least 4 hours in a day, exhaustion will set in and movement is slowed and the caster after the third day of such actions begins loses a point of constitution and a point of strength per day. Those who reach 3 in either before their maximum days is reached then cannot move and must mediate for 8 hours per day of physical activity in order to 'recharge the batteries' A dispel magic spell will not remove

this spell, only a limited or full wish cast to specifically remove the alteration will work. The caster cannot remove the spell either once it is in place. This spell was designed for Sememmons' long days of planning campaigns at Darkhold for his forces - and for engaging in research without the need for breaks - and few outside Darkhold even know of its existence. The Material components for this spell are several pearls worth 1000gp or more and one point of strength and one point of constitution from the caster, which are permanently lost by being absorbed to power the spell.

Eighth Level Wizard Spell
Erustyl's **Prismatic Death** (Alteration)

Range: 10 yards/level
Components: V,S,M
Duration: 1 round
Casting Time: 1
Area of Effect: Special
Saving Throw: Special

This rare and deadly spell requires as its material component an active Prismatic sphere spell to be in operation within range. The spell will not function without one, although it can have been cast by anyone. When cast, the caster points at the prismatic sphere and then indicates a target for the spell's effects (who can be the person within the sphere). The sphere then moves instantly to encompass the target. The victim is entitled to make a dexterity check at -4 to manage to somehow avoid the caster's redirection of the spell, though if the target is within the sphere already, no such save is allowed. The victim is then trapped within the sphere that quickly begins to compact and tighten around the victim, and as such is affected by each and every prismatic effect of the spell. He is entitled to a saving throw for each level of the sphere's effects, in a way identical to the prismatic sphere's spell description - and as such is still affected by the prismatic sphere's effects to some extent. Even if the victim makes all the saving throws he still suffers 90hp of damage, enough to kill most creatures, and at worst the target suffers the full effects of all seven, 140hp damage, is killed, turned to stone and the remains are sent to another plane of existence. The target cannot escape the prismatic death once the sphere is around him, though prior protection with certain mantle spells or an anti-magic shell, or spell-turning and such like will be immune to the prismatic death - though in the case of the Anti-magic shell - it is consumed in the protecting. Immunity to certain of the effects, will negate those effects for the victim. be aware that the caster of the prismatic sphere can be affected from within by his own sphere's effects once the prismatic death spell has been cast. The material components for this spell are the prismatic sphere itself and a 5000gp gemstone which is consumed with the prismatic sphere at the end of the prismatic death spell. This spell was originally devised as a means of turning a enemy spellcaster's prismatic sphere's effects against himself, though it can be used to whisk a sphere off one being to render prismatic death to another target in range.

Ninth Level Wizard Spell
Erustyl's **Magical Fury** (Evocation)

Range: 100 yards + 5 yards/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: Special
Saving Throw: None

This spell was designed to be used when the caster is involved in a losing battle. When cast, the spell steals one point of constitution from the caster to power itself - each point is not recoverable for one year after the spell is cast. The spell creates one magic missile per level of the caster, and each missile deals 1d6 hp damage. The missiles need no direction, and aim straight for every creature in range who intends in some way to harm the caster (the caster need not be aware of this intent). If less enemies exist than missiles, two or more missiles can hit one target creature (DM determines which randomly). If more enemies exist than missiles, then the missiles will hit those creatures closest to the caster first, heading outwards then in a radius. If the caster desires and is consciously able, he/she can decide to funnel the missiles into one single enemy, but doing so involves the sacrifice of a further 1d4 points of constitution to power the spell - these points are also unrecoverable for a year. Missiles can never and will never hit a friend or ally of the caster, and the missiles weave around to avoid hitting such beings. Spells and effects that normally affect magic missile spells will not have any effect on the missiles created by this spell. If a designated target moves out of range before being hit by a missile, that missile will follow, even following if the target teleports, plane shifts etc. The caster cannot choose to create fewer missiles than the maximum. The material component for this spell is the caster's health/CON points.

Ninth Level Wizard Spell
Erustyl's **Eldridge Fire** (Evocation, Conjuration, Elemental Fire)

Range: 10 yards/level
Components: V,S,M
Duration: Instantaneous
Casting Time: 6
Area of Effect: One creature or object
Saving Throw: Special

This spell when cast causes red-black flames to blast from the caster's fingertips and strike unerringly at one chosen target or object. This target can be up to ten times the caster's size. The flames, as well as striking unerringly, will penetrate all shielding spells of 6th level or lower. The spell draws these

flames from the elemental plane of fire and charges them with an element of disintegration magics. When cast at an object that is not magical, the object is automatically consumed in the flames and permanently destroyed. Magical items must make two saves vs magical fire to remain unaffected. Artifacts and relics are unaffected by this spell except that the magic of the spell causes such items to randomly teleport 2d6 miles from its present location if both saving throws are passed. When cast at a creature, it must make a save vs. death magic or be burned to nothing, with a limited wish being the only way to restore the body and then raise dead magics needed to bring him back to life. If this saving throw is passed, the target still suffers 5d6hp of burning damage from the spell. The Material component of this spell is a 4000gp red gemstone which is consumed in the casting.

Ninth Level Wizard Spell
Erustyl's **Flying Darts** (Evocation, Conjuration)

Range: 90 yards
Components: V,S,M
Duration: Special
Casting Time: 1 Round
Area of Effect: Special
Saving Throw: Special

This spell was created by Erustyl Jerytol as a means of having an offensive spell ready to combat sudden attacks upon her person, and to have multiple types of magical attack in case of magical defences and/or immunities by certain beings. The Spell creates four sets of three darts. Each of the darts then go in orbit around the caster's head in a manner and vision akin to ioun stone movements. When a set of three darts are created they each are of a different type. One dart is composed of fire, and resembles a tiny red fireball, the second is composed of a tiny fragment of para-elemental ice and resembles a frozen hailstone and the third is composed of concentrated acid and resembles a tiny ball of yellow-brown water. After the spell has been cast these darts remain in orbit around the caster for 1d4 hours, after which any unused ones fade away. They impart illumination around the caster akin to a light spell and frequently attract those who can see the light. When confronting enemies the caster can focus and use one set of three darts (one of each kind that is) per round, with an initiative modifier of 4, either using three darts at a specific target or one each at three targets or a combination thereof. These darts will hit automatically and the target gets a saving throw for each dart that hits him for half damage.

The Fierydart will inflict 3d6hp flaming damage on the target (save for half) and blaze for an instant requiring everything worn and held by the target to make saves vs. fire damage even if the target makes his save for half damage.

The Icydart will inflict 3d6yhp icy freezing damage on the target (again a save vs spells if allowed for half damage) and then will blaze for an instant requiring the target to save vs. spells again (regardless of the result of the first roll) or be paralysed by the intense cold for the following 1d4 rounds.

The Acidicdart will inflict 3d6hp acidic burning damage on the target (save vs. spell for half damage) and then blazes for an instant requiring all metallic items worn or carried in view by the target to save vs. acid damage at -2 penalty or be eaten into by the intense acid.

These darts are not magic missiles and spells that affect MM's have no effect upon this magic. Creatures that grasp or attack in melee a dart from around the caster (requiring a to hit roll on AC 6) suffer full damage and effects from it with no saving throws allowed for damage or the effect on the target. Loss of a dart reduces the attacks the caster gets with his next use of the darts. Creatures that attack a dart from afar with a missile weapon will find that the missile in question if hit will jump back at the weapons user for normal dart damage following the path the missile took back to trace the user (this can happen in addition to any normal set of three being used by the target in a round). This spell can be warded against with those with specific immunities or spells protecting them against specific effects of the darts - additionally an anti-magic shell and suchlike will also protect a target being from all the dart effects. The caster cannot choose to cast less or more than three darts in a particular round except when one or two missiles have already been activated by an individual attack upon it. The caster can use his dart sets up one a round or wait any time between each use up to the duration of the spell - 1d4 hours. At the end of that time however any remaining darts will fade away. The Material component is any gemstone that was once an ioun stone, which is consumed in the casting.

Ninth Level Wizard Spell

Erustyl's **Watery Contingency** (Abjuration, Alteration)

Range: Touch

Components: V,S,M

Duration: Permanent until triggered then up to 7 days

Casting Time: 1 Turn

Area of Effect: One target being

Saving Throw: None

This spell by Erustyl Jerytol is very powerful contingency magic that was specifically designed for the contingency of being in a body of water for longer that the recipient is able to remain swimming and/or alive. The spell itself is precast on one target being, who may be the caster herself. The following scenarios will trigger the contingency magic: being submerged in water for longer than the recipient can hold her breath, longer than the caster can swim without failing proficiency checks, falling unconscious in water, and consciously willing the effect. The spell automatically grants the being

continual water breathing (as per the spell) as well as granting temporarily (7 days) the swimming proficiency if the recipient does not already have it along with the physical stamina to swim at half normal maximum per day of the effect. Finally, the spell summons 1d6 sea creatures of up to 6HD to aid and protect the target - they remain until the spell ends, they are attacked by the recipient, or are killed by enemies. Such creatures arrive in 1d6 hours after the spell is triggered and can telepathically speak and understand the recipient and its requests. Such creatures are usually requested to lead the recipient to the nearest land or lead the recipient in a specific direction and guard him whilst proceeding.

This spell was designed to keep alive mages who are forced into the sea from ships through misadventure, accident, or via deliberate teleports and suchlike; casters have been known to use it as a means of deliberately gaining long term swimming and water breathing effects, such as wreck exploration or ship repairs. The spell ends instantly after seven full days have passed since the triggering occurs, if the recipient dies, or if the recipient is the target of a Dispel Magic spell of higher level than the caster. Also, the spell effects end instantly when the being entirely leaves the body of water - even for a moment - though even one foot still in the water counts as not yet left. The Material components are a black pearl worth at least 1000 gp and a piece of coral that once touched the hand of a mermaid; both are consumed in the casting of the spell.

Ninth Level Wizard Spell
Erustyl's **Greater Weavetap** (Alteration)

Range: 0
Components: V,S,M
Duration: 3 Rounds
Casting Time: 1 Round
Area Of Effect: The Caster
Saving Throw: None

This rare spell by Erustyl Jerytol lasts for three rounds after being cast, and creates a direct magical bond between the caster and the Weave of magic itself. The effects and conditions of this spell are identical to the seventh level wizard spell "Weavetap," except that this spell allows the caster to cast up to three spells (max of 1 per round) of level 7 or lower without the need for any components (verbal, somatic or material), allowing the caster to cast them (same casting time) with but a thought.

10th level Wizard Spell
Aldaeral Dexxkildraxz's **Stone Curse** (Alteration, Abjuration, Invocation)

Range: 0
Components: V,S,M
Duration: Permanent

Casting Time: 1 day (24 hours)
Area of Effect: 1 mile radius sphere/level
Saving Throw: None

This specialized form of protective field was developed by the drow archmage Aldaeral. The caster must have as the material components, a large earthen bowl created from the slain body of a 24hd earth elemental, twenty 1,000gp gemstones of any sort and the ten drops of blood from ten separately slain medusae. The caster then casts the spell upon the material components, and at the end of the casting, all components are consumed to power the spell. An invisible spherical field then appears centred upon the spot the spell was cast and extending out for one mile radius per level of the caster. Additionally the spell absorbs 1d4hp from the caster permanently to stabilise the field in position. The stone curse field once activated will not allow any spell that physically changes or moves the earth and rocks within the stone curse field, (examples of prohibitions include, passwall, move earth, dig, Earthquake, vanish etc), nor allow any psionic being to use any psionic power to achieve a similar aim. Any forced attempt to use such abilities or spells triggers the stone curse. The curse takes the form of earthshunning. The earth and ground within the stone curse will refuse to accept the caster's physical stepping or touching of it - every two rounds of contact will result in 3d8hp damage as the earth creates spikes to stab at the target and/or spits stone shards at the target (save vs. spells for half damage). Any target that spends more than 1 turn in consecutive contact with the earth will find himself the target of a reverse gravity spell that has an accompanying thunderclap noise that can be heard everywhere within the stone curse sphere of effect. If the target survives the fall of the reverse gravity he is not further affected by the stone curse unless he casts more prohibited spells etc. The spell will allow for the physical changing of the earth - mining and suchlike and spells that pull effects from the earth - such as the raising of hands from the stone similarly will not affect nor invoke the stone curse. A limited wish spell can suspend the effects of the stone curse for one hour per level of the spellcaster. A full wish spell can negate the effects for one day per level of the caster. Not even the caster can end the stone curse spell once it has been cast. However the casting of a second stone curse within the area of effect of the first will cancel out both spells. The stone curse field is invisible and intangible and the area of effect is not noticeable unless the viewer is using detect magic or a true seeing spell. No other spells or effects will have any effect upon a stone curse itself.