

# Algarth's Embattlement



## Alteration

Level: 9

Range: 0

Components: V, S, M

Casting Time: 9

Duration: 1 day/level

Area of Effect: The caster

Saving Throw: None

This infamous spell is sometimes called the box of spells. It is one of very few known magics that allow a caster to unleash more than one spell in a round. After the spell is cast, the wizard can cast up to six additional spells (each one in the usual fashion, requiring normal material components and the like) and store them, unreleased, as part of Algarth's embattlement. Stored spells are still memorized and prevent the caster from memorizing other spells in their place. For each spell stored, the caster loses 1 d4 hit points that cannot be regained until the stored spell is cast. (At that time, the damage can be restored by healing or rest; the hit points do not return automatically.) Spells of any level that the wizard can cast can be stored. They can be unleashed by silent act of will at any time, at a maximum speed of two spells per round. No other being can provide spells for the embattlement to store. Note that the caster must be conscious, and for certain spells must be able to see a target, but need not speak, move, or employ material components to enact stored spells.

The spells stored in an embattlement cannot be released or ruined by any magic short of Mordenkainen's disjunction. They persist even beyond the death of the caster, who may later rise as an undead able to unleash them! If the caster outlives the spell duration without casting all of the spells, however, unused ones are lost.

The material components of Algarth's embattlement are four drops of water and a gem of not less than 4,000 gp value.

Notes: Rare or very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.