

Avissar's Bane



Evocation

Level: 9

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

This spell infuses the creature touched with diabolic heat energy from the outer plane of Ba'ator. Avissar's bane can be cast but once per week due to the strain it places on the spellcaster. The spellcaster must touch his victim (a successful attack roll). The spell affects any single creature, except the following: A creature that can be hit only by magical weapons is immune; an undead, fire-based, or extra-planar creature cannot be affected; and the creature's whose Hit Dice or level exceeds the spellcaster's level will not be affected. There is no saving throw; however, magic resistance is effective.

The victim of Avissar's bane suffers the following effects:

- The creature's hit point total is reduced to 1; thus, any wound results in unconsciousness or death.
- The creature is in constant agony; the sensation is that of being burned alive, and the victim sweats continuously.
- The creature is exhausted, and has attack and damage roll penalties of -4.
- Each hour, creature has a 15% chance (noncumulative) to be overcome by pain and lose unconsciousness, only to awaken 1d4 hours later, in agony. If the creature engages in combat, spellcasting, or other strenuous activity for more than 15 rounds (minutes) in any single hour, this chance increases to 40%. Further, the victim has a 1% cumulative chance for death each round over the limit (1% the 16th round, 2% the 17th round, 3% the 18th, and so on).

These effects are continuous and end only with the death of the victim. The effects cannot be negated, save by an act of the gods, a wish spell, or by the will of the original caster. The learning and casting of this spell is an evil act. Use of this spell might entail severe alignment consequences.

The archmage Avissar is also said to have personally devised this deadly enchantment; further, it is said that the archmage met his death on the vengeful point of a sword wielded by the brother of the spell's first victim.

The material components are a drop of oil, a pinch of sulphur, a powdered ruby of at least 5,000 gp value, and the horn of a greater baatezu (cornugon, gelugon, or pit fiend).

Notes: Very rare. Known to be in the Fire-Eye Scrolls. (Updated from DRAGON Magazine.)