

# Blacksphere



## Abjuration, Evocation

Level: 4

Range: 10 yds. + 2 yds./level

Components: V, S, M

Casting Time: 4

Duration: 2d4 rds. + 1 rd./level

Area of Effect: 10-ft. radius globe

Saving Throw: Special

Created by a long-since forgotten wizard (though some in Waterdeep insist it was once known as Hilather's blacksphere), the black sphere spell is a core spell to the development of the rare magical beads of force and their effects are nearly identical.

When cast, a black force burst erupts at the caster's desired focal point, causing 1d4 points of damage, plus 1 point per caster level, to all creatures within a 10-foot radius. Creatures failing a saving throw vs. spell are trapped in a 10-foot radius sphere of force for the duration of the spell; victims cannot escape the sphere by any means less than those used to destroy a wall of force. A successful saving throw blows the creature out of the encapsulated area, though it still takes damage from the force burst.

The material components are a small piece of charcoal and a small piece of onyx.

Notes: Very rare.