

Crushing Sphere - Phaerimm



Evocation

Level: 6

Components: V, S

Casting Time: 6

Range: 10 yds./level

Duration: 4 rds.

Area of Effect: 1 creature (size L or smaller)

Saving Throw: Special

This spell creates a shimmering sphere of force around a single target creature, which over four rounds tightens and crushes the trapped individual. Besides casting the spell against a chosen creature, the phaerimm can direct it at a suspected creature's location—perhaps picked out by the phaerimm's detect magic ability. If the phaerimm can't actually see a target and several target creatures are present, the spell affects one chosen randomly.

The target creature receives a saving throw vs. spell at a -3 penalty. If successful, the sphere collapses in a spectacular burst of white light motes. If failed, the sphere forms around the creature and begins pressing inward. In this round only, the creature can trigger an item or cast a spell freely. The target creature is slowed. However, as the magical sphere partially protects the victim against outside magical and physical attacks, the net effects are as follows:

- Magical item effects and spells pass through the sphere without harming it.
- The creature loses any Dexterity-related combat bonuses.
- The creature benefits from a 2-point improvement to its Armor Class.
- Magical or physical attacks passing through the sphere to reach the trapped creature inflict less damage, -2 points per die, to a minimum of 1 point of damage per die.
- The creature has a -4 attack roll penalty.
- The creature is constricted each round. A constricted victim takes 1d4 points of damage the first round, 2d4 the second, 3d4 the third round, and 4d4 the fourth. An armor, barkskin, shield or similar protective spell reduces the damage by 1d4 points per round (no damage the first round of constriction). Such protections can't form once constriction begins; if cast by a trapped creature, they are wasted. Long, rigid carried items (a quarterstaff, or an extended rod of lordly might) will prevent damage for one round, de-forming the sphere and limiting it to 1d4 points of damage per round.

Constricted victims can't use spells with somatic components the round trapped, and later buffeting by pseudopods of force will prevent spellcasting at all. A creature with flight ability is increasingly hindered as the sphere closes; wings (even magical) will lose the ability to function properly. The tightening sphere gradually prohibits the victim from writing anything, picking a lock, or performing any other task requiring a high level of dexterity. The use of items is likewise hindered: The sphere will prevent a rod of lordly might from extending into a ladder or climbing pole, for instance.

A dispel magic spell destroys a crushing sphere instantly and harmlessly. Destructive spells (such as fireball) do not harm the sphere, but do harm a trapped victim who is not immune to their effects. If a crushing sphere ever comes into contact with certain other spells, special results occur:

- **Wall of Force:** The sphere instantly absorbs the wall. The sphere gains duration equal to the remaining duration of the wall. Sphere damage continues to increase each round (5d4 damage on the 5th round, 6d4 on the 6th, and so on).

- **Globe of Invulnerability:** A spectacular explosion ends both spells instantly. All within, protected by, or trapped in either spell effect take 6d6 points of damage and must successfully save vs. spell or be feebleminded. Other beings within 30 feet must save vs. spell or suffer 2d6 points of blast damage. Missiles passing within 80 feet of the contact point are destroyed or deflected, missing their targets.
- **Prismatic spell (of any sort):** A spectacular explosion ends the sphere and the prismatic spell loses 1d4 colors, in order. The other effects are the same as for the globe of invulnerability.

A crushing sphere cannot be cast into or while inside an existing globe of invulnerability or prismatic magic, or vice versa: such magics are simply wasted when cast.

If a sphere is cast around an ethereal creature or one that exists in more than one plane at a time, the creature is forced entirely into the other plane (the one the crushing sphere was not cast in). The creature can return to the plane from which it was forced if it has the power or means to do so. The somatic component of this spell is a closing, crushing motion of one of the caster's hands.