

WILDERLANDS OF HIGH ADVENTURE™ AENDRYTH'S ELDRITCH COMPENDIUM™ OFFICIAL GAMING AID APPROVED FOR USE WITH CASTLES & CRUSADES®

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AENDRYTH'S ELDRITCH COMPENDIUM

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AENDRYTH'S ELDRITCH COMPENDIUM

SPELLS

The above is the title of a thick black tome of spells arcane, unusual formulae, and strange magic items developed and written by a mighty wizard known as **Aendryth the Eldritch Wizard**, or simply, "The Eldritch," who knew great renown some decades ago. Hounded by his former arcane master, Aendryth has not been seen in civilized lands for nearly 20 years. Some say he lives today as a hermit, others claim to see him now and again in disguise in far-distant ports. While many have attempted to adapt his works in that time, most have failed to capture the artistry with which he wove these spells. His friends and well-wishers hope that someday he will return.

The tome contains the Eldritch Wizard's unique spells, as well as formulae for creating magic items and potions using the vitreous humor and other body parts of the *prysmal eye*, a creature of much interest to the Eldritch Wizard. The tome contains the following spells and formulae:

Pages	Spell
1	[Title page]
2	[blank]
3-7	<i>Walk Away</i>
8-13	<i>No Time for Pain</i>
14-19	<i>Unseen Archer</i>
20-31	<i>Wave of Corrosion</i>
32-41	Potion of Immobilization
42-54	<i>More</i>
55-65	Potion of Improved Polymorph
66-76	Potion of Foresight
77-92	Potion of Teleportation
93-109	Potion of Telepathy
110-125	Potion of Improved Flight
126-142	Potion of Undead Mastery
143-163	<i>Aendryth's Volley</i>
164-183	<i>Blood Childe</i>
184-204	<i>Summon Mother Scarlett</i>
205-224	<i>Swarm of Eyes Arcane</i>
225-244	Potion of Harm
245-270	<i>Chirurgeon ex Nihilo</i>
271-293	Potion of Prismatic Potency
294-320	<i>Temple of Love</i>
321-351	Prysmal Armor
352-382	<i>Body and Soul</i>
383-391	Potion of Enervation (Incomplete)
392-400	Potion of Disjunction (Incomplete)

AENDRYTH'S VOLLEY

Level 6 wizard

Casting Time: 1 minute

Range: 450 ft.

Duration: instant

Save: dexterity half

Spell Resistance: yes

Components: V, S, M

Described by Kilgore the Pyromancer as "*a damn fine medium between fireball and meteor swarm... I love the smell of fireballs in the morning*," *Aendryth's volley* creates a series of 40-foot diameter fireballs, one every 40 feet, all along a straight line. The wizard waves his arm toward the target zone, casting forth sparkling and glittering ashes from his hand, and from the ashes spring forth three to six balls of fire in the form of small dragons, which fly through the air in a flash and explode on target with a draconic roar. An 11th level wizard creates three such fireballs, a 14th level wizard creates four, a 17th level wizard five, and a 20th level wizard six fireballs.

The line of effect can be parallel to the wizard, perpendicular, or at any other angle, but the center of all the fireballs must fall exactly on one line and each 40 feet apart. None of the fireball effects overlap; a target in the area is only ever affected by a single fireball. Each fireball has all the appropriate characteristics of the fireball produced by the normal *fireball* spell, including detonating before it reaches the target zone if it strikes a solid object.

The material component is a handful of ashes from the cremated heart of an adult or older red dragon; the heart (fresh or preserved, but whole) is burnt upon a brazier of

coals during the minute-long ritual of casting the spell. Reaching into the coals to draw forth the ashes does not harm the caster.

BLOOD CHILDE

Level 6 wizard

Casting Time: eight hours

Range: touch

Duration: permanent

Save: none

Spell Resistance: no

Components: V, S, M, F

With this spell the wizard calls into being a blood childe, a scion, a semi-independent clone-like being that is subtly or greatly different from the caster, as the caster wishes. This scion can appear to be a near-perfect copy of the caster, or can vary in many ways, ranging from hair, eye, and skin color, age (down to as young as a mere babe-in-arms to one-and-a-half times the caster's own age), alignment, sex (of either sex), class (almost any other class is possible, provided a drop of blood from a member of that class is available), or even race (any other humanoid race is possible, provided a drop of blood from a member of that race is available). In the case of the first casting of the spell, Aendryth the Eldritch created Lucretia, a female elven bard of great beauty (and unfortunately terrible insanity) who was central to the Eldritch Wizard's machinations against his former master.

The scion will have at best half the levels of the caster, rounded down. The caster chooses the number of levels the scion will possess at the start of the casting and then immediately and permanently

sacrifices one hit point per level of the scion; these hit points are lost even if the spell is incompletely cast, for whatever reason, and can never be regained. The caster pricks his right index finger (or left if the scion is to be of a different alignment) with a mithral pin (the pin first to be dipped in the blood of the other class and/or race, if the scion is to be of another class and/or race), and then traces his reflection in the specially-prepared mirror (see below).

Over the next eight hours the wizard fills in the details of the reflection with his own blood, layering in magical sigils and symbols, muttering magical words of power and incantations, and including any alterations of the scion's form from his own, building up a form of the scion in thick relief upon the silvery surface (seemingly with *much* more blood than the caster actually loses). At the end of the casting the wizard says the final words and the scion forms from the blood and steps forth from the mirror, nude and without any sort of equipment.

At this point the caster must make a wisdom saving throw against a CL equal to the level of the scion plus six. If the save fails, the scion is complete, but *faulty* in some way, usually slightly insane (Judge's whim); the more by which the save failed, the greater and often more dangerous the fault in the scion's creation. As to whether a scion possesses its own soul or not, that is a question even the gods are silent on, and so most clerics see scions, even good-aligned ones, as abominations.

After casting this spell the wizard is exhausted, and cannot memorize additional spells nor cast any

already memorized spells greater than 3rd level for one day for every level of the scion.

If the scion is to be of a different class, the caster must use a drop of blood from another with that class; the scion cannot be of a greater level in that class than the one whose blood was used. The only limit on class being that a scion cannot be created as a cleric, druid, or paladin, as the gods frown upon the creation of scions (though the Demon Gods and deities of similar ilk are not as choosy...). If the scion is to be of a different race, the caster must use a drop of blood from one of that race.

The caster determines the scion's attribute scores, using his own attribute scores and assigning them to the scion's attributes as he wishes. When created the scion has such of the caster's own memories as the caster wishes, no more and no less (though a faulty scion might have less, or far *more* than the caster wishes). It knows languages the caster knows as the caster wishes, within the limits of its intelligence. If it is a wizard, it cannot automatically decipher the caster's spell books, but with the assistance of the caster, it can learn spells the caster knows and inscribe them in its own spell book at a prodigious rate, two spell levels per day without error. If it is an illusionist, it learns spells in the same fashion only from the illusionist whose blood was used in its creation; otherwise it is on its own for learning spells.

The scion is an extension of the caster to a lesser extent; from time to time the caster randomly feels what the scion feels, and the scion feels what its creator feels. Sometimes the creator

and scion share dreams, or have waking daydreams of the other's experiences (this also occurs with other blood donors of different race and class, should they still live). These feelings fade in time, as the scion "grows up" and gains experience on its own; this "childhood" ends when it gains a number of levels equal to half those with which it was created, rounded up.

During the scion's childhood when in its creator's presence it is under the effect of a *charm person* spell, always being considered friendly to its creator (unless its creation was faulty, and the Judge determines that it hates its creator and is free of this effect). Also during the scion's "childhood," the creator can concentrate fully on the scion in order to see, taste, hear, smell, and feel through its senses at any distance, or to communicate telepathically, but he cannot control his creation's actions.

Even after it has gained its freedom through "adulthood," the scion's creator can send mental impulses at any distance summoning it to his presence, though only a sense of being needed by the creator is ever felt, never any details as to why, or even where the creator is at the moment. It can answer these impulses or not as it wishes.

The material components of this spell are the mithral pin, the caster's blood (and hit points), and the blood of the other class or race if needful to the creation of the scion. The focus is a mirror, specially constructed just for the creation of scions, of an alloy of silver and mithral, and costing no less than 10,000 gp and one month to construct. The mirror and pin can be reused.

BODY AND SOUL

Level 9 wizard

Casting Time: 1 or see text

Range: 10 ft. or see text

Duration: permanent

Save: see text

Spell Resistance: see text

Components: V, S, M

Also known by some as “The Eldritch’s Improved Trap the Soul,” this spell functions in all ways as the standard trap the soul spell, save in the following details:

Rather than trap both body and soul in the gem, the spell traps only the soul; the body remains essentially unharmed, but bereft of its native soul. This spell then calls forth an evil spirit or demon that possesses and animates the victim’s body and then acts in every way as the caster’s servant. The power of the spirit or demon called forth to possess the body is no greater in HD and power than the level of the victim or the level of the caster, whichever is *less*.

The spirit or demon does not have any of the knowledge that belonged to the being whose body it inhabits, but keeps the strength, dexterity, and constitution of the body, as well as hit dice, hit points, and natural physical attacks. It does not possess any class abilities or know any spells the victim knows, nor can it read the victim’s spell books as though they were its own, etc. It uses its own intelligence, wisdom, and charisma scores. It attacks as a monster of the body’s hit dice, and is considered to be proficient in any weapon it uses. It can use any of its own spell-like abilities, if such are possessed, though any physical abilities it might have in its own natural form are not accessible.

Whenever it uses its own spell-like abilities the possessed body’s eyes glow an eldritch green or red.

The caster has a telepathic link with its servant to a range of 10 miles per level. The spirit or demon follows the letter of its master’s commands, but may try to twist the spirit, as its service is not willing.

Should the gem ever be broken, the soul is freed and returns instantly to its body, where it instantly casts forth the spirit or demon, which is thereupon free from its bindings to the body and to the caster. If the body of the soul is ever slain while the soul is still trapped, the body dies and the spirit or demon returns whence it came, but the soul remains trapped, and the body cannot be raised or resurrected while the soul is trapped. If the soul is released after the body dies, it passes on to the Shadowlands, as in normal death.

CHIRURGEON EX NIHILO

Level 7 wizard

Casting Time: 1 minute

Range: 50 ft.

Duration: see below

Save: none

Spell Resistance: no

Components: V, S, M, F

The notable weakness of wizardry being the inability to cast healing and curative magic, Aendryth the Eldritch came up with a way to access healing through arcane methods. This spell summons forth a small extraplanar creature of goodly sort known as a *djeep*, specifically a *djeep* surgeon, or doctor, with clerical abilities. The *djeep* appears as a small humanoid with bear- and dog-like features, yellow, orange, or red fur, and a kind friendly face.

Djeeps do not speak any known tongue, and in fact can only say one word, “*djeep*” (intoned with plenty of layers of meaning), but understand any language known by their summoner. Djeeps have the innate ability of *sanctuary* and *freedom of movement*, both as per the spell, can *blink* as per the spell at will, and can also *teleport without error* even between planes of existence; there is no known magic that can keep a *djeep* from being wherever it wants to be, when it wants to be there. Thus, if the *djeep* doctor is attacked by his summoner or allies, he simply teleports away, even if the duration is not yet fulfilled and there are still wounds to be cured; if attacked by opponents of the summoner, he simply blinks out of the way. A *djeep* doctor can blink or teleport and cast a spell without error in the same round.

Otherwise, *djeep* doctors are true to their own alien form of the Hippocratic oath, and use their spells to heal and cure the wounds and debilitating effects suffered by the summoner and his allies, one spell per round, until all spells are used or until the summoner and his allies are all cured, but never remains longer than three rounds per level of the caster in any case.

The *djeep* doctor is equivalent to a cleric of half the level of the caster, rounded up, with bonus spells based on an 18 wisdom score. He can possess the following spells: *first aid*, *cure light wounds*, *delay poison*, *lesser restoration*, *remove paralysis*, *cure serious wounds*, *remove blindness or deafness*, *remove curse*, *remove disease*, *healing circle*, *neutralize poison*, *restoration*, *cure critical wounds*, and *heal*. A *djeep* cannot raise the dead, nor turn undead. If any of the named allies is suffering from blindness, deafness, a disease, a curse, or the like, and such a spell

is available at the level of the djee doctor summoned, he will have those spells memorized; the balance will be in cure wounds and such spells.

Each time the caster uses this spell, he summons the same djee doctor, thus this spell can only be used once per day. Similarly, the caster can give the djee doctor potions of healing and like potions, scrolls, and items useable by clerics, those based on spells the djee can cast or similar effects, and each time he appears to this summons he will possess the items and use them to the benefit of the caster and his allies (though once used up they are gone, of course).

Each doctor has a title and a proper name, such as "Doctor" or "Master" or "Surgeon," where name is a long and honorable-sounding name of a professional, such as Doctor Galen, or Master Theophilus, etc.; the caster will know this name, and if used honorably while addressing the djee, it will be most pleased.

When the spell is cast the wizard must name each ally to be served by the djee doctor, no more than one per caster level; unnamed allies will not be cured or healed. The material component of the spell is a bandage roll within which is wrapped 100 gp of rare healing herbs per level of the caster and a lock of fur willingly given by a blink dog; the focus lies at the center of the bandage roll, a finger bone or similar relic of a Good-aligned 9th level or higher cleric known for healing and curing. The material components are consumed in the casting of the spell, though the focus can be reused; if new herbs are not added to a prepared bandage roll when the caster gains a level, his summons is only of a level equal to the contents of the bandage roll.

MORE

Level 4 wizard

Casting Time: 1

Range: Self

Duration: 1 round

Save: None

Spell Resistance: No

Components: V, S, M, F

This simple spell increases the potency of any 1st, 2nd, or 3rd level spell cast the following round. Any spell cast the following round has the numerical values in its area of effect and number of targets doubled, though all other stats of the spell remain the same. For example, a *sleep* spell cast under the effect of this spell affects 4d4 HD of creatures in a 60 foot diameter circle, but still only affects creatures of 4 HD or less; a *fireball* cast with this spell does the same damage but bursts in an 80 foot diameter sphere; a *suggestion* spell would affect two creatures; and so forth.

The focus of this spell is a wand of oak from a tree twice struck by lightning on the same night; additionally, the material component of the spell to be cast thereafter is *tripled*, and is always consumed in the casting, even if the spell says otherwise.

NO TIME FOR PAIN

Level 2 wizard

Casting Time: 1

Range: Touch

Duration: 1 minute plus 1 minute per level

Save: charisma negates (h)

Spell Resistance: yes

Components: V, S, M

This spell is quite dangerous to the target, though many warriors happily subject themselves to it

in times of dire need. The target of this spell becomes immune to normal pain. He gains a +4 bonus to save against magical pain or despair effects (though not fear effects). As a result of this spell, the target continues to fight even after it has been reduced to a state where it should fall unconscious, or even dead! The target continues to fight on to -10 hit points and beyond, to an additional negative value equal to the level of the caster (i.e., a target of this spell cast by a 5th level caster will continue fighting until it is at -15 hit points, then drops dead at -16). If the target is at negative hit points when the spell ends, it either falls over unconscious or dies if it is at -10 or worse. If the target suffers damage to where its hit points are reduced to -10 or worse, it can *no longer be healed, even by magic*, and dies when the spell ends.

The caster can affect one target at 3rd level and one additional target every odd level thereafter (i.e., two at 5th, three at 7th, etc.)

[NOTE: If this spell is cast upon a player character, the Judge should take over recording the PC's hit points, giving *no clue* to the player as to where the character's hit points currently stand. The judge should remain firm on this issue, only allowing clerics and rangers a chance to estimate the damage suffered by the character (a simple level-based wisdom check, results being described in general detail from "light wounds" to "critical wounds" to "dude, when this spell is over, you are dead!").]

The material component for this spell is a solid 1" cube of iron, which can be reused.

SUMMON MOTHER SCARLETT

Level 6 wizard

Casting Time: 1

Range: 50 ft.

Duration: 10 minutes/level

Save: none

Spell Resistance: no

Components: V, S, M

This spell summons forth a flying incorporeal crone, named Mother Scarlett, a spirit hag of potent magical powers. She appears as an emaciated old woman with long billowing white hair, blood red skin, long sharp fingernails, fang-like teeth, and black orbs where her eyes should be. She is Neutral Evil, has AC 22, 8 HD, wields a hammer in one hand and a sickle in the other (each dealing a touch of death attack as per a ghost), and has amazing powers of domination over summoned creatures of lesser hit dice, specifically creatures summoned using the spells *summon greater monster*, *summon lesser monster*, and *summon monster*. Familiars are not within her power, but fear her greatly, and either flee when she arrives or cower behind or upon their master.

When cast immediately following a summoning spell or immediate series of such spells, the duration of the previously cast summoning spells is increased by the duration of the *summon Mother Scarlett* spell.

Provided Mother Scarlett is not in combat herself or otherwise occupied and can direct her attentions to managing the other summoned creatures, lesser creatures summoned by the prior spells snap to as though under a whip and work at peak efficiency, gaining a +1 bonus to hit and damage, a +1 bonus to all saving throws, and 1d6 temporary hit

points. Summoned creatures of equal or greater hit dice than Mother Scarlett gain no bonuses, but remain as long as Mother Scarlett does.

Mother Scarlett can understand any language known by the caster, and can communicate to any of the caster's summoned creatures regardless of language or intelligence; thus, the caster can use Mother Scarlett to direct the summoned creatures to perform more complex and cooperative maneuvers than might be possible.

Any summoned creatures controlled by an enemy will be demoralized by the presence of Mother Scarlett, and suffer a -1 morale penalty to hit and to damage, and a -1 morale penalty to all other checks and saves.

Though she appears to be undead, Mother Scarlett is actually an extraplanar spirit, and so cannot be turned or controlled like undead. If Mother Scarlett is slain, banished, or dispelled before the end of the duration of the spell, any summoned creatures that were commanded by her disappear instantly.

While there is more than one Mother Scarlett, these creatures never work against one another, and so if one force already has Mother Scarlett summoned, an enemy force cannot summon their own Mother Scarlett.

Mother Scarlett's assistance has a terrible cost; when the duration is complete or when she is slain, banished, or dispelled, Mother Scarlett returns whence she came, taking with her one month of the caster's lifespan for every 10 minutes duration of the spell, whether it was fully used or not.

The material component for this spell is the skull of a slave who was

purposefully starved to death, into which is poured a mix of blood-red wine and potato spirits (vodka), the mix usually prepared before the first summoning spell is cast, and which is then drunk by the caster when the *summon Mother Scarlett* spell is cast, the skull then being shattered upon the ground and from the shards of which Mother Scarlett appears.

VARIATION: If a blood-red ruby worth no less than 5,000 gp is crushed and mixed with the wine and vodka, the duration of the spell is one hour per caster level. The cost in life to the caster for this variant is three months per hour of duration. This variant use of the spell is usually used when summoning creatures to build a tower or create an object; when Mother Scarlett manages such efforts, production is tenfold normal, i.e., each laborer does the work of 10, however, there is invariably a flaw in the construction that can be used by an opponent to bring the whole structure down, or destroy the item in some simple way...

SWARM OF ELDRITCH EYES

Level 6 wizard

Casting Time: 1 minute

Range: special

Duration: One hour per level

Save: none

Spell Resistance: none

Components: V, S, M

Also referred to as "Aendryth's Improved Arcane Eyes," this spell calls into being a large mass of invisible floating arcane eyes, one per level of the caster, that hover above the caster's head. While he has even one of these eyes above his head, the caster cannot be surprised. Each eye operates as a standard

arcane eye and all can be commanded at the same time to go in separate directions and investigate different things. However, the wizard can only process information from a single eye at one time, though he knows where each eye is at any one time. Unlike normal arcane eyes, the caster is not affected by gaze or blindness attacks that affect the eye, though that eye is itself subject to such attacks (saves as per the caster, is destroyed if affected by such an attack).

The caster can also cast any 4th level or lower spell that requires only verbal and somatic components through the eye he currently looks through; however, the eye must become visible for one full round before the spell is cast and during the entire spell's duration; an eye used in this manner disappears after the cast spell's duration ends. An eye has merely 1 hit point, though due to its size it has an AC 18 and can hide as per a rogue of the wizard's level (using the caster's intelligence rather than dexterity as the base attribute). Victims being watched by the invisible eyes can sense the eye as per a normal *arcane eye* spell.

The material component of this spell is 1/8th of the rendered vitreous humor of the Ninth Eye of a prysmal eye contained in a crystal and platinum flask worth no less than 300 gp, the gelatinous fluid imbibed by the caster during the casting of the spell. The flask can be reused.

TEMPLE OF LOVE

Level 8 wizard

Casting Time: 1 minute

Range: 450 ft.

Duration: eight hours

Save: none

Spell Resistance: no

Components: V, S, M, F

This ironically named spell summons to the Prime a den of debauchery from the Scarlet Hells. From without it appears to be nothing more than a colorful tent, simple hovel, hut, or even just a door into a small room that was once otherwise, as the caster desires, yet within it is a large (50 foot diameter plus) pleasure palace filled with supple fiendish concubines and servants, piled high with plush couches and pillows and sheets of silk and velvet upon very large four-poster feather beds, well-stocked with tasty delicacies and sweet viands and exotic libations, provided with warm baths and cool pools, and equipped with such other items as one might expect of a hall of decadent pleasures.

The fiendishly beautiful wenches (one per level of the caster plus one per guest) provide any and all services requested to all visitors, all the while whispering seemingly sweet nothings into their lover's ears. Only those who are invited by the caster may enter, though a wizard of greater level may make a charisma saving throw (CL caster level) to force his way in alone and uninvited. Any who partake of the delights within are cured of 1d6 hit points of damage per hour of debauchery; simple sleep does not count, but eating even the slightest bit of the food and drinking of the libations counts, as does even a simple kiss from one of the wenches.

When one who partakes of the delights exits the den, or when he awakens the next morning upon an empty beach or in a grassy glen, he must make a charisma saving throw (CL caster level) or shift one alignment factor toward Lawful Evil; for every hour he engaged in the delights beyond the first, he suffers a -1 penalty to the save. Willingly entering such a den of iniquity knowingly causes a paladin or goodly cleric no end of grief with his patron!

Note that any who is so foolish as to attack one of the wenches or servants (rough "play" does not count) is instantly grabbed by an invisible infernal force and flung out the door (no save), where he is attacked (perhaps sans armor and weapons!) by devils totaling 8 HD. Said fool, if he survives, cannot thereafter re-enter the den, even with the permission of the caster.

The material component for this spell is 30 silver pieces, which are consumed in the casting; the focus is a small bauble, toy, or other item native to the Scarlet Hells, which is not consumed.

UNSEEN ARCHER

Level 2 wizard

Casting Time: 1 minute

Range: special

Duration: special

Save: none

Spell Resistance: No

Components: V, S, M

With this spell the wizard calls into being an unseen servant of potent sort, though said servant has but a single function.

The caster waves his right hand over the palm of his left hand upon which sits one or more gems, which are then picked up by the summoned unseen archer. The gems dance randomly within its invisible five-foot diameter generally spherical form. The caster can use one gem per level in the casting. At the same time as the casting the wizard delineates to the unseen servant a point within 450 feet of the caster where the servant is to wait and an area within a sphere in a 50 foot radius from the position of the unseen servant that the servant is to defend.

Upon any being entering the delineated area, the unseen servant throws a gemstone at the intruder with great force; the servant attacks as a creature with HD equal to the caster's level at the time of the casting. If it successfully hits the gemstone explodes in a sharp bright burst and does the following damage, though no more dice of damage per attack than half the number of levels the caster had when he cast the spell (rounded down):

Value	Damage
5 gp	1d6
10 gp	2d6
25 gp	3d6
50 gp	4d6
100 gp	5d6
250 gp	6d6
500 gp	7d6
1,000 gp	8d6
2,500 gp	9d6
5,000 gp	10d6

The unseen servant throws one gem per round, choosing gems randomly, and throws one every round that intruders are in the area it is to watch, always at the *closest* intruder within 50 feet (there are no range penalties). Any gems that miss explode harmlessly on the floor or walls around the target; not even shards or dust remain after the gems explode, as they are completely consumed by the effect.

The unseen archer is immune to all attacks except area of effect damage; it dissipates if it suffers a number of points of damage from such attacks equal to the caster's level plus five. The unseen archer saves as though its hit dice were equal to the caster's level at time of casting, and all saves use the caster's intelligence as a base and for a bonus. If the unseen archer is destroyed any remaining gems must make a save, as per

the unseen servant, or explode harmlessly; those that survive the damage might also require another save depending on the qualities of the ground they fall upon and how far they fall.

Finding the unseen archer is quite difficult, requiring an intelligence or wisdom check against a CL equal to the level of the caster at the time of casting, plus four minus the number of gems remaining; and even then, this is just to see the gems remaining, as the form of the unseen archer is, well, un-seeable.

The wizard himself is never attacked when he enters the delineated space. When the wizard casts the spell he can name a specific set of creatures that are not to be attacked, such as "orcs," "gnolls," or even something broad and yet specific such as "any who wear my symbol of an eye in green flames upon a tabard or badge." It must be based on simple visual identification; the unseen archer cannot speak or read minds, ask names or passwords, nor make any value judgment beyond the most simple of identifications. Any others who enter the area are attacked.

When the gems are used up, the unseen servant returns whence it came. The spell otherwise lasts until dispelled or the servant is slain using area of effect spells (the spell can last for centuries or even millennia). The spell also ends when the caster wills it to; in this case remaining gems are unharmed and can be retrieved.

The material component of the spell is the gem or gems used as ammunition by the unseen servant.

WALK AWAY

Level 1 wizard

Casting Time: 1

Range: 50 ft.

Duration: 1 hour per level

Save: charisma negates

Spell Resistance: yes

Components: S

This highly-specialized form of the *charm person* spell makes any small or medium-sized humanoid ignore the caster, turn around, walk away, and keep walking for one hour per level of the caster. The target gets a saving throw with a penalty of -4 due to the highly specialized and non-confrontational nature of the spell command. The caster can instead choose two to four targets for this spell; however, they have no penalty to their saves.

Note that there is no verbal component; the wizard simply glares at the target, his eyes briefly glow with magical power as he projects his will, and if the target fails the save, he goes slightly limp, his eyes glaze over, and he shuffles away at half normal walking speed. If the caster is four or more levels above the target, the target must also make an intelligence save or forget that he ever confronted the wizard at all!

If an ally of the wizard attacks the victim, the effect is broken instantly. An ally of the victim may stand in front of him as he walks away, but the victim will simply walk around him and keep going; if the ally grabs the victim and shakes him while berating him, he can make another saving throw, but if this one fails, he gains no other saving throws. If stopped from walking away by force, the victim fights if stopped by enemies (other than allies of the wizard), or if stopped by allies simply sits down and waits till they stop holding him down, and then continues walking.

WAVE OF CORROSION

Level 3 wizard

Casting Time: 1

Range: self

Duration: instant

Save: special

Spell Resistance: Yes

Components: V, S, F

Also known as the “Wave of 10,000 Years,” with this spell the wizard evokes a corrosive wave of entropic force that spreads forth from his fingertips in a wide waving fan 50 feet long by 100 feet wide, by 20 feet tall; it manifests as a cracking wave of black energy with a rotting stench. It has no debilitating effect on living things but is devastating to non-living items.

Creatures in the area of effect must make a strength saving throw or be knocked off their feet (down, not back, suffering no damage). Stone and glass bubble and warp, metal turns brittle and shatters, leather and bone crumbles to dust, and dead wood rots to flinders, all in an instant. All items worn or carried by creatures within the area of effect must make an individual saving throw using the wearer or holder’s constitution, or be instantly and utterly destroyed. Magic items get a +5 on the save, +2 for every point of additional bonus they may have. Even those items that save will age or tarnish as though well-used or abandoned for years or decades.

Objects not held by creatures, terrain, and structures are affected as the Judge decides. This can have a devastating effect indoors and underground as supporting beams wither and shatter, walls buckle, and generally everything in the area of effect rots, molds, break, rust, or otherwise fall to pieces.

The focus for this spell is a finger or toe bone of a lich (which may remain animated or be destroyed, it matters not), worn in a small reliquary upon a silver chain on the caster’s neck.

POTION FORMULAE

Due to the inherently chaotic nature of the prysmal eyes, all of the potions herein may randomly have negative effects that could harm or even kill the imbiber; these effects and their consequences are not mentioned at all in the potion formula...

POTION OF DISJUNCTION

The formula for this potion is incomplete, though this is not obvious to the reader. The brewer of the potion has a chance to note that the formula is incomplete only halfway through the actual process of brewing the potion; to do so, he must make a level-based intelligence check against CL 9.

The formula purports to provide the imbiber of the potion the ability to dispel one magic item or effect within 50 feet per round, able to do so up to the brewer’s wizard level number of times within as many minutes as the brewer has levels (i.e., a 7th level wizard brewing this spell could dispel seven magic items of his choice within seven minutes).

Unfortunately, as the formula is incomplete, it is not only not efficacious, it is in fact most dangerous! For if the formula is followed, the imbiber of the potion created thusly must make an intelligence saving throw against CL 9 or lose all magic-using abilities forever!

Materials: The formula requires the use of the entire vitreous humor of the Fifth Eye of a Prysmal Eye as well as 450 gp in other arcane

materials. **Value:** 1,800 gp. **EXP:** 800. **Note:** This “failure” of a potion has an excellent value as a sort of *poison*.

POTION OF ENERVATION

This potion formula, like the *potion of disjunction* above, is incomplete, though again this is not obvious to the reader. Again, the brewer of the potion has a chance to note that the formula is incomplete only halfway through the actual process of brewing the potion; to do so, he must make a level-based intelligence check against CL 9.

The formula purports that the potion will grant the imbiber the ability to drain levels or hit dice from a target by pointing his finger and striking it with a sickly green ray that emanates forth out to 50 feet, draining 1d4 levels or hit dice per strike, and restoring to the user a like number of dice in hit points, the ability lasting for one round per level of the brewer.

As the formula is incomplete, the potion in fact has the *opposite* effect in draining the levels of the imbiber! 1d4 levels plus one per three levels of the brewer will be drained away as the victim writhes in agony with sickly green lightning shooting forth from his body and smoke pouring from his ears and nostrils. If the victim is reduced to 0 levels or hit dice, it is forever dead, and cannot be raised or resurrected (though a wish would suffice). Otherwise, he must make a constitution save against CL 9 every day, one day per lost level, to regain the levels; if a save fails, that level is lost forever.

Materials: The formula requires the use of the entire vitreous humor of the Third Eye of a Prysmal Eye as well as 450 gp in other arcane

materials. **Value:** 1,800 gp. **EXP:** 800. **Note:** This “failure” of a potion has an excellent value as a sort of *poison*.

POTION OF FORESIGHT

Imbibing this potion grants the user the ability of foresight into the actions of one chosen target within 50 feet (chosen when the potion is drunk). Every round the target must make a wisdom save against CL 7; if the save fails, the next round the drinker gets a +4 bonus to all attack rolls against the target, and a +4 bonus to AC and saving throws against attacks and effects generated by the target; if in single combat, the user also always wins initiative against the target. 1 in 8 of these potions however has the opposite effect, granting the chosen target foresight into the actions of the drinker!

Materials: The formula requires the use of half of the vitreous humor of the Ninth Eye of a Prysmal Eye as well as 200 gp in other arcane materials. **Value:** 800 gp. **EXP:** 600.

POTION OF HARM

This potion is in fact a powerful magical poison that can affect even creatures immune to normal poisons (such as demons, devils, and other such creatures). Upon drinking the potion the imbiber must make a wisdom saving throw against CL 11 or suffer damage such that it is reduced to merely 1d4 hit points AND it begins suffering a disease in all ways equivalent to mummy rot! On a successful save it suffers only 6d8 points of damage and does not contract a disease. Note that this potion, when imbibed by an undead creature, actually *restores* all but 1d4 hit points of damage.

Materials: The formula requires the use of half of the vitreous humor of the Sixth Eye of a Prysmal Eye as well as 300 gp in other arcane materials. **Value:** 1,200 gp. **EXP:** 500. **Note:** This potion's value is as a sort of *poison*.

POTION OF IMMOBILIZATION

This potion grants the imbiber the ability to cause those he touches with his bare hand, whether human or monster, to be paralyzed, as per the *hold person* spell. The touched target must make a wisdom saving throw against CL 5 or be paralyzed for 2d4 rounds. The imbiber possesses the ability for a number of minutes equal to the level of the brewer of the potion. 1 in 12 of these potions instead causes the imbiber to be paralyzed, with no saving throw, for 2d4 hours!

Materials: The formula requires the use of 1/4th of the vitreous humor of the Fourth Eye of a Prysmal Eye as well as 150 gp in other arcane materials. **Value:** 600 gp. **EXP:** 400.

POTION OF IMPROVED FLIGHT

This potion acts in all ways as per a *potion of flying*, however, the effects last for one hour per level of the brewer rather than 10 minutes per level. Unfortunately, 1 in 8 of these potions have a random duration of 1d4 x brewer level x 10 minutes, and cut out with no warning even while the imbiber is in midair!

Materials: The formula requires the use of 1/4th of the brain of a Prysmal Eye as well as 250 gp in other arcane materials. **Value:** 1,000 gp. **EXP:** 800.

POTION OF IMPROVED POLYMORPH

This potion acts in all ways as per a normal *polymorph self* spell, however, the effect lasts for one hour per level of the brewer rather than 10 minutes per level. 1 in 8 of these potions has the additional unfortunate side effect of forming 1d6+1 additional eyes in random spots on the user's body, the number and location changing every time the user transforms to a new form. The additional eyes are useless, and provide no benefit. Unless the imbiber makes a wisdom saving throw against CL 4 when the duration ends, he retains 1d6+1 useless eyes on his natural form in random locations!

Materials: The formula requires the use of half of the vitreous humor of the First Eye of a Prysmal Eye as well as 200 gp in other arcane materials. **Value:** 800 gp. **EXP:** 600.

POTION OF PRISMATIC POTENCY

This potion grants the imbiber the ability to cast from his hand or hands a colorful beam of potent power, one per round per hand, for a number of minutes equal to the level of the brewer; the imbiber is also limited to a maximum of one such beam for every level of the brewer. The ray is 5 feet wide by 50 feet long. The color and effect of the beam is determined randomly each round and for each hand on the chart included with the *prismatic spray* spell, with some beams indeed being of two colors (it is indeed possible for a target to be struck by two beams at once each of two colors)! The targets in the beam are automatically hit, and the save CL for all effects is equal to the level of the brewer. 1 in 8 of these potions backfires on the imbiber, not only *not*

granting the ability to cast the beams, but also subjecting him to the effects of a random roll on the *prismatic spray* table with no saving throw!

Materials: The formula requires the use of the entire vitreous humor of the Seventh Eye of a Prysmal Eye as well as 350 gp in other arcane materials. **Value:** 1,400 gp. **EXP:** 1,200.

POTION OF TELEPATHY

The imbiber of this potion is able to telepathically communicate with any intelligent creature within 120 feet. The user can read surface thoughts and can concentrate on a specific creature for three rounds to reveal its alignment, level or hit dice, and whether or not it is being truthful. The potion lasts for one hour per level of the brewer. 1 in 8 of these potions has a deleterious effect in that the imbiber instead projects his thoughts *to* everyone within 120 feet, with no saving throw!

Materials: The formula requires the use of 1/4th of the brain of a Prysmal Eye as well as 250 gp in other arcane materials. **Value:** 1,000 gp. **EXP:** 800.

POTION OF TELEPORTATION

The imbiber of this potion can teleport as per the *teleport* spell; he can only teleport once, however, he can teleport at any point instantly (even interrupting an attack) within 10 minutes of drinking the potion per level of the brewer. All normal location familiarity effects as per the *teleport* spell are in effect. Unfortunately, 1 in 8 of these potions adds 15 points to the target location roll!

Materials: The formula requires the use of 1/8th of the vitreous humor of the Second Eye of a Prysmal Eye as well as 250 gp

in other arcane materials. **Value:** 1,000 gp. **EXP:** 800.

POTION OF UNDEAD MASTERY

Upon imbibing this potion the user animates all corpses within 500 feet, causing them to rise as zombies (if fresh) or skeletons (if old). All the undead understand and obey the spoken commands of the imbiber, and continue to follow his last commands while out of range. The undead remain animated for one day per level of the brewer, at the end of which they all drop dead again. Additional potions of undead mastery may be imbibed while under the effects of this potion, however, each such potion imbibed has a 10% cumulative chance to animate all the dead in the area and *then* free all the dead from the imbiber's control; uncontrolled undead seek first to slay their animator! All other potions imbibed while under the effect of this potion work as normal, but also cause a check to free the controlled undead, adding 1% to the chance of the undead going free per level of the spell.

Materials: The formula requires the use of the entire vitreous humor of the Eighth Eye of a Prysmal Eye as well as 300 gp in other arcane materials. **Value:** 1,200 gp. **EXP:** 1,000.

PRYSMAL ARMOR

Prysmal armor is a form of full plate armor, complete with a monstrous eye-shaped great helm, constructed from the tough silicate skin of a prysmal eye. Specially treated and forged with the formula included in the Eldritch Compendium, the armor provides the wearer a total *non-magical* AC bonus of +12 (i.e., it never loses this base AC bonus, even if hit by a successful *dispel*

magic or *disjunction*), and Spell Resistance 12. The armor cannot be further enchanted. The SR is ineffective against any sound-based spells or damage. Finally, any light-based spells specifically targeting at the wearer of the armor automatically fail to affect him and have a 6 in 20 chance of rebounding directly at the spell caster!

Unfortunately for the wearer, if he is reduced to zero hit points or less by a magical spell that punches through the spell resistance, he is not unconscious or killed, but is instead transformed into a prysmal eye! The transformation takes 15 rounds, the growing creature gaining one hit die per round; the budding prysmal eye is sentient and fully-willed immediately, is immune to magic, is telepathic, and can fly, plus immediately gains the spellcasting abilities of an illusionist equal to its hit dice; the eye powers are not gained until full 15 hit dice are gained. The soul of the dead being is trapped within the prysmal eye, its screaming and horrified visage reflected in each of the creature's nine eyes; the trapped being cannot be raised, resurrected, or even restored by a *wish* spell until the prysmal eye is slain!

Materials: The construction of the armor requires the skin plates of a prysmal eye as well as 30,000 gp in other arcane materials. **Value:** 120,000 gp. **EXP:** 18,000.

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The Ironfoot dwarves of the Ghinor Highlands seek heathens to burn at the stake in the name of their Burning God, and gold to make into

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The Demonbrood orcs rule the southern mountains and plains, where they fester and breed in their great orc-pits, awaiting the day when their numbers are again great enough to seek to take the Quicksake Vale along the River Itephar and the dwarven lands of the Ghinor Highlands. Once they sate the lusts of their ancient enmity upon both peoples, they and their Demonic overlords plan to fall upon the northern lands as a dragon upon a lamb...

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