

## Belsham's Mace



### Evocation, Force

Level: 2

Range: 60 yds.

Components: V, S

Casting Time: 2

Duration: 2 rds.

Area of Effect: Creates 1 mace of force

Saving Throw: None

This spell creates a blunt coalescence of force that bludgeons at a chosen foe from above, with the caster's THAC0. If this force-weapon hits, it deals 1d8+2 points of damage and forces the victim to save vs. spell. If the saving throw is failed, the victim falls unconscious for one round, dropping all held items. Items struck by a Belshams mace must save vs. crushing blow. The mace lasts for only two rounds, whether it hits or not, and then fades away. It operates even if its creator is dead, has fled or is casting another spell - but if the caster's attention is elsewhere, the mace can follow, but cannot switch targets.

Notes: Rare or very rare. (Updated from DRAGON Magazine.)