

# Bigby's Clenched Fist



## Evocation

Level: 8  
Range: 5 yds./level  
Components: V, S, M  
Casting Time: 8  
Duration: 1 rd./level  
Area of Effect: Special  
Saving Throw: None

The Bigby's clenched fist spell brings forth a huge, disembodied hand that is balled into a fist. This magical member is under the mental control of the spell caster, who can cause it to strike one opponent each round, anywhere within the range of the spell. No concentration is required once the spell is cast. The clenched fist never misses, but it can only strike as directed by the caster (which precludes other attacks by the caster). Thus, it can be fooled by invisibility or other methods of concealment and misdirection. The effectiveness of its blows varies from round to round.

<b>D10 Roll</b>	<b>Result</b>
1-12	Glancing blow-1d6 hp
13-16	Solid punch-2d6 hp
17-19	Hard punch-3d6 hp; opponent is stunned for next round
20	Crushing blow* - 4d6 hp; opponent is stunned for next three rounds

\* The wizard adds +4 to the die rolls of subsequent attacks if the opponent is stunned, as the opponent is not capable of dodging or defending against the attack effectively.

The fist has an Armor Class of 0, and is destroyed by damage equal to the hit points of its caster at full health.

The material component of this spell is a leather glove and a small device consisting of four rings joined so as to form a slightly curved line, with an "I" upon which the bottoms of the rings rest. The device must be fashioned of an alloy of copper and zinc.

Notes: Common or uncommon (PHB).