

Bigby's Fantastic Fencers



Evocation

Level: 5

Range: 20 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: 60 ft. radius from caster

Saving Throw: None

This spell creates one hand for every three levels of the caster, each of which holds a long sword. Each hand fights with the skill of a fighter of one-half the experience level of the caster. Each hand is AC 2 because of its small size and speed, and each can sustain 15 points of damage before being dispelled. Each fencer is capable of disarming an opponent and does so on a roll four greater than the roll needed to hit. A fencer likewise disarmed of its sword is dispelled automatically. The caster need not concentrate on the fencers to keep them functioning, but only has to give them orders as if they were henchmen.

The material component is a small, silver amulet shaped like a mailed gauntlet holding a gem-encrusted sword, worth at least 1,000 gp (this vanishes when the spell is cast).

Notes: Uncommon or rare (WOG).