

Black Blade of Disaster - Drow



Conjuration/Summoning, Evocation

Level: 9

Range: 10 yds./level

Components: V, S

Casting Time: 9

Duration: 1 rd./level

Area of Effect: Creates 1 rift blade

Saving Throw: None

This spell enables the caster to create a black, blade-shaped planar rift, about three feet long. It moves about as the caster wills, providing the caster can see and concentrate on it, movement rate of up to 9. If the caster ceases concentration on the effect at any time, the blade collapses into nothingness at the end of that round.

The blade can strike twice per round with the same THAC0 as its caster. A black blade easily carves through inanimate objects that do not bear dweomers. A ship loses 1d12% seaworthiness per blow, and structures take damage per hit equal to that inflicted by a heavy catapult hit. Walls bolstered by spells are treated as magical barriers. A black blade of disaster can cut through prismatic walls and spheres, walls of force, and all other known magical barriers. It can penetrate an antimagic shell and affect objects inside.

Against creatures, a black blade does 2d12 points of damage per strike. If the caster rolls a natural 20, the blade disintegrates the creature struck; nothing short of a wish will restore an individual destroyed in this fashion.

All magical attacks and effects directed at the rift are absorbed. Anyone trying to seize or physically attack the blade is affected as if struck by the blade. The caster suffers 1d2 points of damage every time he strikes with the blade, as it draws off some of his lifeforce as well. This damage does not by itself disrupt his concentration.

Notes: Restricted to drow; very rare.