

# Blackstaff



## Alteration, Evocation

Level: 8  
Range: 0  
Components: V, S, M  
Casting Time: 1 rd.  
Duration: 1 rd./level  
Area of Effect: 1 staff  
Saving Throw: Special

This is a close copy of the famous spell created by the archmage Khelben "Blackstaff" Arunsun of Waterdeep, supposedly leaked by a disgruntled apprentice. The magic causes any non-magical staff, club, piece of wood, or pole arm held by the caster to shimmer with a black, crawling radiance. A blackstaff weapon has the special properties.

- It cannot harm the caster or any other beings touching the staff during the casting of the spell.
- It strikes as a +4 magical weapon to hit (no damage bonus).
- It inflicts 1d8 points of damage, regardless of the weapon's size and shape.
- It absorbs magic cast upon it, without consequence, and is apparently unaffected by any magic except a wish or antimagic shell, which can negate it.

In addition, the wielder can choose one of several abilities at the beginning of each round to use as a special attack.

- Touch drains 1 hit point automatically (the target gets a saving throw vs. death magic to avoid losing the point permanently—failure means the hit point is unrecoverable except by use of a wish),
- Touch acts as a dispel magic spell (at 8th level) on all magical barriers, weapons, or effects; failure means the staff can't succeed against the effect at 8th level; the caster can choose to use his own level, but this dispels the blackstaff regardless of the outcome.
- Touch may cause mental damage (random roll), as follows:

### Roll Effect

01-45	Target unaffected
46-65	Target confused (as the 4th-level wizard spell) for 1d4 rounds
66-75	Target stunned (as the 9th-level wizard symbol spell) for 1d3 rounds
76-85	Target affected by fear (as the 4th-level wizard spell) for 1d2 rounds
86-95	Target affected by repulsion (as the 6th-level wizard spell) for 1 round
96-00	Target affected by feeblemind (as the 5th-level wizard spell) for 1 turn

- Touch causes any spellcaster to save vs. paralyzation or either forget one memorized spell or be unable to use one natural spell-like power for two rounds (if a choice exists, determine the spell or ability at random).
- Touch causes a being possessing psionic skills or wild talents to be psionically "scrambled" (unable to use any powers except defenses) for 1d4 rounds.

A blackstaff also can be wielded by any creature able to use a polearm that can withstand (or is immune to) its effects. A blackstaff prevents spellcasting by any being who is in contact with it during a given round. It can be used, therefore, to ruin enemy spellcasting with a successful attack. (It cannot be thrown easily and resists telekinesis and similar movements as it does almost all other magic.) At the spell's expiration, the material component (the staff) is instantly and completely consumed.

Notes: Restricted to those trained by Khelben or certain senior harpers. One apprentice is known to have stolen and spread the spell; also known to be in Laeral's Libram.