

# Blacksteel



## Alteration, Shadow

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1

Duration: Maximum 2 turns/level

Area of Effect: 1 weapon

Saving Throw: None

This spell makes a weapon more suitable for stealth and dark deeds. Although blacksteel works on any sort of weapon, it is usually employed on bladed metal weapons. It enables the caster to temporarily alter the properties of any one touched weapon.

The weapon becomes dark, silent, and non-reflective. A blacksteel weapon does not make any noises as a result of striking beings or objects, even if broken by the severity of its use. Also, any blood shed by it adheres to it, neither spraying from it nor dripping down it, as long as the spell lasts.

The weapon can be magical or have other enchantments laid on it before the blacksteel spell is cast. The spell does not affect the conductivity of the weapon. Though it makes the weapon magical for purposes of attack, it does not confer upon the blade any bonuses to attack or damage.

A blacksteel spell ends if the weapon it is cast upon comes into physical contact with any new magic after the spell is established, even if the magic is not aimed at or does not affect the weapon wielder.

### Typical cases include:

- Touching an enchanted or magical object: striking a magical shield or armor, being parried with a magical weapon (even a normal blade enchanted with Nystul's magic aura), triggering a magical trap.
- Striking an inherently magical creature or one protected by a defensive spell: a golem, a djinni, a gargoyle, stonemason, armor, minor globe of invulnerability.
- Being exposed to a magical effect that would affect the blade: an identify spell is cast upon the blade, the blade is exposed to a dispel magic, etc.
- The blade is carried while the wielder is affected by a magical spell that may not affect the blade: charm, hold, paralyzation, protection from evil, invisibility, etc.

### The blacksteel spell is not ended by:

- Being brought into an area affected by a previously- cast spell: continual light or darkness, etc.
- The wielder casts a spell or uses a magical device against someone else.
- Magics affecting the caster before the blacksteel spell is cast will not end the spell.
- Contact with a magical scabbard of any sort will not end the spell.

There is one special exception: If a locate object is cast on a blacksteel weapon, or used to seek that weapon, the spells cancel each other; both end and the weapon is not located.

The material components of this spell are a pinch of iron filings and a scrap of cobweb.

Notes: Rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.