

Blade in the Soul



Enchantment/Charm

Level: 9

Range: 60 yds.

Components: V, S, M

Casting Time: 9

Duration: Special

Area of Effect: 1 individual

Saving Throw: Special

This spell enables the caster to compel a being to do something specific or be harmed. The target must be a specific individual known by sight or name to the caster, but need not be visible to the caster at the time of casting.

The caster holds aloft a bladed metal weapon, Blade of Disaster of any sort (a dagger is most often used, as the weapon is consumed by the magic) and says the incantation. The target feels a chill in its vitals (in humans, typically in the heart) and bears the caster's voice in its mind, whispering the deed that must be done. The deed can be as intricate, involved, and specific as the caster desires, including having multiple steps. For example, the course of action might be: "Go immediately to the north tower and release the third pigeon from the left from its cage, and then put your wand of shooting stars in its beak and let it fly away without harming it in any way or placing any spell upon it. Do not try to trace where it goes by any means. After the bird has known, go to your throne room, announce to whomever is there that you are renouncing the throne, break your crown with your mace, and put the pieces on the seat of the throne. Then spit in the court wizard's face, take off your robes, walk out of the castle, and dive into the moat, singing the following song ... "

The subject being is given an immediate choice: Follow the caster's commandment or die. In the case of NPCs and monsters, the DM must decide which course is followed given alignment, temperament, and situation.

If the target being accepts the task and becomes a "bladed one," the spell empowers the caster to observe the target from afar whenever desired until the deed is done. A round of mental concentration is necessary to establish contact. The caster can then see and hear all the target creature can for as long as the caster concentrates on doing so. When the deed is done, the spell ends, and the caster has no further control over the actions of the bladed one.

At any one time before the deed is completely fulfilled, the caster can by silent act of will teleport without error into the presence of the bladed one without casting that spell. (This transportation is fueled by the original spell.)

If the target being refuses the task and fights the spell, an immediate saving throw vs. spell must be made. If it succeeds, the target suffers 1d2 points of damage per level of the caster and must make a system shock roll. Failing the saving throw results in instantaneous death.

If the target creature dies from the damage, system shock, or as a result of trying to carry out the task, the target rises as a zombie after a day has passed (even if blasted to dust), and begins to travel toward the caster. Although this lumbering undead creature may frighten beings who see it, its foremost purpose is to get to the caster. It avoids combat wherever possible.

When it reaches the caster, it touches the caster. After contact is made, it becomes an absolutely loyal zombie under the caster's control. If the zombie is destroyed before or after reaching the caster, it remains destroyed and does not rise again. The person on whom the spell was cast can then be resurrected or raised normally.

Certain of the sisters (notably Laeral, who once had this spell used on her) refuse to use this spell, but the Simbul is almost never to be encountered without it.

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