

Decastave



Evocation, Force

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

The material component of this spell is a small piece of wood. When the spell is cast, the wood vanishes and is replaced by a 10-foot-long pole of magical force, 2 inches in diameter. The pole can be wielded only by the caster, and will cease to exist if it leaves his hands or is cut by metal (requires a hit against Armor Class 0).

The pole cannot be shortened from its 10-foot length, or bent. Other creatures can grasp the pole, but only if their total Strength exceeds 18 can they hamper its use or rip it out of the wizard's hands (causing it to dissolve).

The decastave can be wielded as a weapon, inflicting 1d6 points of damage per successful attack. The wizard suffers normal non-proficiency penalties if he does not have weapon proficiency with staves. The decastave is treated as a magical weapon for striking creatures that are immune to normal weapons.

Once per use of the spell the caster can use the decastave can be used to drain a target of 1d4 hit points. This is done in addition to the decastave's normal damage. The caster must determine before rolling to hit whether he will use the power. The drained hit points are channeled into the decastave's wielder, to heal current damage only. If the caster is uninjured, then the drained hit points are lost.

Notes: Uncommon spell. Known to be in Detho's Libram.