

# Enchanted Blade



## Evocation

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

When cast, this spell causes a sword blade of crackling electrical energy to appear in the recipient's hands. It is the size of a normal long sword, but is virtually weightless.

Electrical sparks flash up and down the length of the glowing blade. The enchanted blade can be used in two ways - in normal melee combat, or to fire a bolt of crackling energy from its tip up to a range of 30 feet. An attack roll must be made in either case. Either method can be used at any point in a combat (the wielder decides).

The spell has an absolute duration of 1 turn. However, it can disappear earlier. The sword can inflict damage up to the caster's level in six-sided dice to a maximum of 10d6 before disappearing.

Before rolling the attack, the wielder states how many dice will be used. If the hit is successful, that amount of damage is inflicted, and that many dice are subtracted from the sword's remaining potential. However, the defender, if hit, is allowed a saving throw vs. death. If this save is successful, the damage is reduced by half. If a 7th-level wu jen casts the spell, one attack can be made doing 7d6 of damage or several attacks can be made whose total damage equals 7d6.

The enchanted blade is magical energy and thus can be used to hit creatures that can be hit only by magical weapons. However, the magical bonus to hit such creatures is only +1 for every 4 levels of the caster's experience (+1 at levels 1-4, +2 at levels 5-8, and so on). This bonus is only used to determine if the creature can be struck by the weapon; it does not improve the chance to hit or the damage caused by a successful hit.

The material components for the spell are a small wooden sword and a silver rod.

Notes: Common in oriental settings; virtually unknown elsewhere.