

# Faerie Sword - Elf



## Invocation/Evocation

Level: 7  
Range: 0  
Components: V, S, M  
Casting Time: 6  
Duration: 1 rd./2 levels  
Area of Effect: Special  
Saving Throw: None

This spell creates a slender, shimmering sword in the caster's hands. The sword gives a single-class mage a +4 to hit, and can hit creatures that can be hit only by magical weapons. The sword inflicts 4d4 points of damage against man-sized or smaller opponents, and 5d4 points against larger creatures.

A caster who successfully attacks can elect to inflict either damage or a random magical effect upon the target. If the caster elects to inflict a magical effect, roll d100, add the caster's level, and refer to the table.

Die Roll	Effect
01-25	No effect; victim takes no damage
26-50	Target suffers 8d4 points of damage
51-75	Target suffers 10d4 points of damage
76-85	Target imprisoned in a forcecage
86-90	Target randomly polymorphed
91-95	Target must successfully save vs. petrification or be turned to stone
96-97	Target randomly teleported d100 yards
98-99	Target randomly teleported d100 miles
100+	Target dies; saving throw vs. death magic negates this effect

The material component of this spell is a tiny gold or crystal sword (worth at least 250 gp ), which disappears immediately after the spell is cast

Notes: Restricted to elves; rare.