

Fellblade



Abjuration, Evocation, Necromancy

Level: 6

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Creates 1 blade

Saving Throw: None

The casting of this spell brings into being a smoky gray, blade-shaped bar of force (up to 4 feet in length) in the caster's grip. Fellblade passes into nothingness in an instant if it leaves the caster's hand. (It cannot be given away or sheathed to be wielded later.) Its use precludes spellcasting of any type. It vanishes instantly if the caster dies, becomes unconscious, or is feebleminded. Otherwise the blade can be wielded for one strike per round (normal attack roll required).

The fellblade's strike can have one of three fell effects, selected by the caster prior to each attack.

- **Damage.** The blade can inflict 2d4 points of damage, functioning as a weapon able to hit all creatures at normal chances.
- **Drain.** The blade can drain from any creature it hits the exact hit points necessary to heal all current damage to the sword-wielder, up to the maximum possessed by the target. Each time hit points are actually drained, the duration of the spell shortens three full turns.
- **Curse.** The blade can inflict 1 point of physical damage and bestow curse (the reversed form of the 4th-level wizard spell remove curse). This power can be used only thrice per day by any spellcaster, even if more than one fellblade spell is cast.

The magics used evoking this blade are potent and extremely evil. Spellcasters of good or neutral alignment are all risk if they employ this spell.

The material components of this spell are a drop of the caster's blood, a piece (any size) of cold-wrought iron, and a drop of unholy water.

Notes: Very rare, usually found in the hands of evil wizards. Known to be in The Glandar's Grimoire.