Mordenkainen's Sword

Evocation

Range:	3"	**Components:**	V,S,M
Duration:	1 Round / Level	**Casting Time:**	7 Segments
Area of Effect:	Special	**Saving Throw:**	None

Level 7 Magic-User

Phase Door

Alteration

Range:	Touch	**Components:**	V
Duration:	1 Usage / 2 Levels	**Casting Time:**	7 Segments
Area of Effect:	Special	**Saving Throw:**	None

Level 7 Magic-User

Power Word, Stun

Conjuration/Summoning

Range:	1/2" / Level	**Components:**	V
Duration:	Special	**Casting Time:**	1 Segment
Area of Effect:	One Creature	**Saving Throw:**	None

Level 7 Magic-User

Description

Upon casting this spell, the magic-user brings into being a shimmering sword-like plane of force. The spell caster is able to mentally wield this weapon (to the exclusion of activities other than movement), causing it to move and strike as if it were being used by a fighter. The basic chance for Mordenkainen's Sword to hit is the same as the chance for a sword wielded by a fighter of one-half the level of the spell caster, i.e. if cast by a 14th level magic-user, the weapon has the same hit probability as a sword wielded by o 7th level fighter. The sword has no magical "to hit" bonuses, but it can hit any sort of opponent, even those normally struck only by +3 weapons or astral, ethereal or out of phase; and it will hit any armor class on a roll of 19 or 20. It inflicts 5-20 hit points on opponents of man-size or smaller, and 5-30 on opponents larger than man-sized. It can be used to subdue. It lasts until the spell duration expires, a dispel magic is used successfully upon it, or its caster no longer desires it. The material component is a miniature platinum sword with a grip and pommel of copper and zinc which costs 500 g.p. to construct, and which disappears after the spell's completion.

Description

When this spell is cast, the magic-user attunes his or her body, and a section of wall is affected as if by a passwall spell (q.v.). The phase door is invisible to all creatures save the spell caster, and only he or she can use the space or passage the spell creates disappearing when the phase door is entered, and appearing when it is exited. The phase door lasts for 1 usage for every 2 levels of experience of the spell caster. It can be dispelled only by a casting of dispel magic from a higher level magic-user, or by several lower level magic-users, casting in concert, whose combined levels of experience are more than double that of the magic-user who cast the spell.

Description

When o power word, stun is uttered, any creature of the magic-user's choice will be stunned - reeling and unable to think coherently or act - for 2 to 8 (2d4) melee rounds. Of course, the magic-user must be facing the creature, and it must be within the spell caster's ronge of %" per level of experience. Creatures with 1 to 30 hit points will be stunned for 4-16 (4d4) rounds, those with 31 to 60 hit points will be stunned for 2 to 8 (2d4) rounds, those with 61 to 90 hit points will be stunned for 1 to 4 (d4) rounds, and creatures with over 90 hit points will not be affected Note that if a creature is weakened due to any cause so that its hit points ore below the usual maximum, the current number of hit points possessed will be used.