

Accuracy



Enchantment/Charm, Geometry, Reversible

Level: 1

Range: 10 ft.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 1 missile/level

Saving Throw: None

Using this spell, a wu jen can temporarily enchant missiles, both normal and magical, to improve the chance of hitting distant targets. Missiles that can be so enchanted include all items that can be discharged or thrown by a normal man-sized creature. A bundle of arrows could be so enchanted, but the bolt fired by a ballista could not. Likewise, a stone thrown by a giant is not affected by this spell nor could the boulder thrown by an individual wearing a girdle of giant strength be affected.

Upon casting the spell, the missile is enchanted and glows faintly, making it easy to distinguish from normal missiles. For the duration of the spell, all range categories for the missile are double their normal range. Thus, an arrow fired from a daikyu (great bow) would have ranges in yards of 140 (short), 280 (medium), and 420 (long) instead of the normal 70, 140, and 210 yards. This improves the accuracy of the missile since the range modifiers may be less than those that would normally apply. The enchantment remains on the missile until the duration ends. It is possible that a missile fired at an opponent could be fired back, if it could be easily found.

The material component brush and ink, which are used to write a mystical character on each missile so enchanted.

The reverse of this spell, inaccuracy, is cast upon a creature, not a missile. For the duration of the spell, all missiles fired at that creature are treated as if the target were one range category farther away than it actually is. Short range becomes medium range, medium range becomes long range, and a long range target is considered out of range. A thick piece of ground glass is required for the reverse of the spell.

Notes: Common in oriental settings; otherwise very rare.