

Alustriel's Fang



Alteration

Level: 2

Range: 60 ft.

Components: V, S, M

Casting Time: 2

Duration: 2 rds.

Area of Effect: 1 weapon

Saving Throw: None

This spell allows the caster to fire a dagger, dart, or other piercing weapon shorter than the forearm, in a straight line from hand to target, at a foe within 60 feet. The caster must be proficient in the use of the weapon.

The weapon makes one attack each round, as if wielded by a wizard two levels higher than the caster, does +1 more than its normal damage per hit, and then returns to the caster's hand, unless prevented from doing so, flying at rate of 12 (MC: A).

The enchanted weapon is a +1 magical weapon for purposes of what it can hit, and it is not harmed by the spell in any way. To prevent the weapon's return, a target must have been struck by the weapon, must have made a successful Dexterity check to grasp the weapon, and must have made a successful Strength check to retain hold, breaking the spell. If either check fails, the weapon slips free and returns to the caster.

The weapon awaits the caster having a free hand on its return, hanging motionless in midair as near the caster as possible if the caster's hands are both busy. In other words, it does not interrupt climbing or spell casting. If one of the caster's hands does not become free, the weapon simply falls to the ground when the spell expires.

The material components of this spell are the weapon and a pinch of iron filings.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; uncommon or rare.