

# Bigby's Dexterous Digits



## Evocation

Level: 2

Range: 30 yds.

Components: V, S, M

Casting Time: 2

Duration: 3 turns/level

Area of Effect: 90-ft. radius from caster

Saving Throw: None

This spell summons into existence a pair of disembodied hands that will follow the wizard's every order and accompany him wherever he goes. The hands can perform all the functions of an unseen servant, but can also accomplish deeds requiring fine coordination, such as tinkering with tools, working with laboratory equipment, sculpting, painting, or playing a musical instrument. The hands can perform any task the caster can accomplish, including non-weapon proficiencies known by the wizard. The hands will perform with a dexterity equal to that of the caster. Each hand can hold and carry up to 20 pounds weight individually, or 50 pounds weight together. The hands can move no farther apart than the caster's own hands. The hands can move at a rate of 12, regardless of weight carried, but can move no farther than 90 feet away from the caster, or they vanish.

The hands cannot act out the somatic component of a spell. The hands cannot wield a weapon in melee or punch or grapple. They are immune to physical attacks, but can be destroyed by 6 or more points of magical damage.

The material component is a pair of gloves embroidered with the wizard's initials.

Notes: Uncommon or rare (WoG).