

Bladeleap



Alteration

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 1 rd.

Area of Effect: 1 bladed weapon

Saving Throw: None

This spell allows the caster to make any bladed weapon fly from his hand to strike at a chosen being. The weapon need not be one in which the caster is proficient, and it strikes only once, with a magical bonus of +4 on both attack and damage rolls.

The weapon is not consumed in the casting, but does not return to the caster. It falls to the ground after a single attack. If the caster tries to send it beyond 10 feet per experience level, the weapon falls to the ground at that distance and the spell is wasted.

The material components of this spell are a hair from the caster or a thread from the caster's garments.

Notes: Uncommon in the FORGOTTEN REALMS setting; virtually unknown elsewhere.