

Bone Javelin



Alteration, Evocation

Level: 7

Range: 10 yds./level

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: Creates 1 javelin

Saving Throw: None

A bone javelin springs into being in the air above the caster's hand and flashes as the caster points, at a movement rate of 30. The javelin turns after striking or reaching maximum range, returning to the caster at the same speed. It floats above the caster's hand until sent forth again.

Spellcasting or other activities can be performed between javelin casts without sending forth or dismissing the javelin. The javelin can twist and turn as necessary to overcome barriers and return to its caster. It strikes only once per round, requiring a successful attack roll. Other creatures in the javelin's path may be imperiled if the javelin misses the target first chosen by the caster.

The javelin inflicts 1d4 points of damage, plus 1 point per level of the caster. It can damage undead, ethereal, other-planar, and Prime Material Plane creatures alike. The javelin is AC -4 and shatters if dealt at least 7 points of damage.

This magic requires a tiny carved replica of a javelin fashioned of any organic material, a drop of the caster's blood, and a bone fragment, all of which are destroyed in the casting.

Notes: Uncommon in savage settings or among wizards allied with Beast Cults; otherwise very rare. Known to be in *The Book of Shangalar the Black*