

Catapult



Alteration

Level: 1
Range: 50 yds.
Components: V, S
Casting Time: 1
Duration: 1 rd.
Area of Effect: 1 object
Saving Throw: None

By means of this spell, the caster hurls any single item weighing 3 lbs. or less in a straight line in the direction pointed by the wizard. The item heads in that direction until it reaches the range limit of the spell and then falls to the ground. The item must be loose, freestanding, not held by someone, and also light enough to move. (Otherwise the item will quiver in place and the spell will be wasted.)

This spell can be used offensively to hurl an item into an enemy. The item hits the individual in its path with the caster's THAC0, with a +3 bonus to the roll. The missile is considered a +3 magical weapon for purposes of hitting an opponent but has no damage bonus (note that items projected by the catapult spell penetrate the protection from normal missiles spell). The damage caused depends on the item catapulted but uses the guidelines provided.

Notes: Uncommon spell. Known to be in Detho's Libram.

Catapult Damage Guidelines

Weapon	As normal weapon +1
Small item	2- 3 points
Large item (2-3 lbs.)	2-4 points