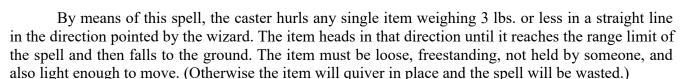
## **Catapult**

## Alteration

Level: 1

Range: 50 yds. Components: V, S Casting Time: 1 Duration: 1 rd.

Area of Effect: 1 object Saving Throw: None



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