

# Conduit - Elf



## Enchantment, Invocation

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: Up to 5 missiles

Saving Throw: None

Using this spell, the caster can temporarily enchant up to five missiles (typically arrows) with spells of 4th level or less. The conduit spell thus allows the caster to extend the range of a spell by the range of the missile weapon. Unless otherwise specified when the spell is cast, the effects of the spell radiate forward from the point the arrowhead strikes. The casting time for the conduit spell does not include the casting times of the spells loaded into the missiles, which are additional.

At least one missile affected by this spell must be fired within one turn after the last 1s enchanted, and no missile will hold its spell for longer than an hour.

Each missile receives its own spell; all spells em-placed with a Conduit spell must be those that the caster has memorized for the day. For example, a sorceress who has memorized but a single fireball can place a fireball on only one of her arrows.

An enchanted missile releases its spell when the head of the missile strikes something, whether that be the target, the ground, a tree, a rock, or whatever. This means a spell with a radius, such as a fireball, is often more effective than a spell such as burning hands or shocking grasp.

Targets are allowed normal saving throw against these spells, as if the mage had cast the spell. However, if the missile carries the spell beyond the spell's normal casting range, the mage has no more control over the spell.

For example, the web and dimension door spells require the caster to manipulate the spell and the caster cannot do so unless the missile strikes within the caster's range with the spell. Unless the mage carefully calculates the desired effect, these spells usually won't work (the range for a 9th-level caster to cast a web spell is 45 yards; if shot to a range of 60 yards, the caster can't control where the web should attach itself so the spell effect collapses).

The attack roll needed to hit an area (for purposes of this spell) is a successful attack roll against Armor Class 6; range modifiers will adjust this.

The material component is a copper wire twisted into the shape of an arrow.

Notes: Restricted to elves who guard it jealously; uncommon. Found mostly in the hands of fighter/mages.