

Duhlark's Long Reach



Alteration, Conjunction/Summoning

Level: 4

Range: 25 yds. + 5 yds./level

Components: V, S, M

Casting Time: 7

Duration: 5 rds./level

Area of Effect: Creates 1 arm

Saving Throw: None

This spell creates a magical arm out of materials present in the area of effect. The arm can form from any surface—for example, from a wall or from the ground—creating a large arm of wood, packed dirt, or stone. The arm can be normal man-sized or it can be up to gargantuan size (3 feet long, plus the caster's level in feet maximum). Once formed, the long reach arm is rooted to its original creation point and limited to its specific size.

Its primary purpose is to grab and hold objects, persons, or creatures. It grabs at a creature selected by the wizard, attacking with the wizard's THAC0 and a +2 bonus. It holds any prey grasped with the equivalent of 19 Strength, regardless of size. The arm can punch down walls and doors (striking like a battering ram) and it can make an attack roll to punch opponents for 2d6 points of damage. Like spectral hand, touch delivered spells cast by the controlling wizard can be projected through an existing magical arm.

The magical arm is under the control of the caster and can be used for purposes beyond capture and attack; the caster cannot, while controlling the arm, perform any other actions. If the wizard performs any other activity, the arm freezes in its last position until the wizard exerts control.

If created of wood, the arm has an AC of 4, while a stone arm has an AC of 0; the arm's hit points are equal to the wizard's. The arm collapses back into its raw material and disappears when it is reduced to 0 hit points.

While created by Duhlark the transmuter, a wizard of Waterdeep, this spell is known for its use by watch-wizards and is often referred to as the "Long Arm of the Law." In the hands of the watch-wizards, this spell performs many functions, like catching fleeing felons, battering down doors, halting runaway wagons, tossing Dock Ward rowdies into the harbor, and even stretching to rescue children trapped in burning buildings before pulling the burning wreck down. Duhlark is proud to see his spell in good use, but he grows furious if people don't use its "proper title, not a populist caricature of a name!"

The material components for the spell are a small piece of wood or stone and a pinch of sulphur.

Notes: Restricted to Du lark, the Wizard's Guild, and the Watch of Waterdeep; common.