

Fang Fist - Alhoon



Alteration, Necromancy

Level: 2

Range: 0

Components: V, S

Casting Time: 2

Duration: 1 rd./level

Area of Effect The caster's arm

Saving Throw: None

This spell temporarily transforms one of the caster's arms, from elbow to fingertips, into a snakelike, flexible body ending in a fanged, biting mouth. It is retractable, from a minimum of 1 foot in length to a maximum of 15 feet, and can lash out with lightning speed, to surprise foes who think they're out of reach.

This "sruura-ann" strikes with a bonus of +1 to all attack rolls, and bites for 1d8+4 points of damage. It can't be combined with poison effects, and the caster can use only verbal component spells while it's in existence. The arm is AC 4, and will turn back to the caster's real arm if dealt more than 12 points of damage in a single round (the caster takes all damage suffered by the arm in the normal way). The caster can also return the arm to normal at will; however, this ends the spell.

The snake-arm's jaws can grip and hold items such as wands and ropes. By curling its lips over the teeth, it can grasp quite firmly without sinking its teeth into fragile objects. The snake-arm has the same strength as the caster's real arm.

Notes: Restricted to Alhoon; common.