

# Flying Fist



## Evocation, Force, Mentalism

Level: 2

Range: 10 yds./level

Components: V. S

Casting Time: 2

Duration: 1 rd./level

Area of Effect: Creates 1 fist

Saving Throw: None

This spell creates a small, utilitarian hand, normally in the shape of a gloved fist of magical force, which is visible only to the caster (though detect invisibility or similar spells will allow others to see it).

The hand has a movement rate of 12, but it must remain within 10 yards per level of the caster. It can hover, swoop, and dive at the mental command of the caster. No concentration is required to maintain the fist; it can follow a wizard as he moves and fights. If the wizard casts another spell or is knocked unconscious, the fist dissipates immediately.

The fist can perform any one of three tasks:

- It can grab small falling or floating objects weighing no more than 1 lb. and carry such objects for up to two rounds. The fist does not have the strength or the dexterity to remove items that are tethered, secured, or sheathed, or to take items from a creature's grasp.
- The fist can push or slap an opponent, causing a -1 penalty to the creature's next attack.
- The fist can physically attack an opponent, with the caster's THACO and a +2 bonus, causing 1-2 points of damage. (It is not considered a missile, magical or otherwise).

The fist cannot penetrate solid objects or pass through walls of force or anti magic barriers. It can be destroyed physically by 5 points of damage. Its AC is 3 if invisible, 7 if the attacker can see it. Destroying the fist does not affect the caster.

The flying fist is recorded in more ancient tomes as Alcimer's flying fist. Alcimer was extremely proud of the spell and disseminated its secret widely. Soon, so many mages were using it that they dropped Alcimer's name from the title.

Notes: Uncommon spell from the FORGOTTEN REALMS setting; known to be in Detho's Libram.