

## Flying Jambiya



**Alteration, Province: Wind**

Level: 2

Range: 10 yds/level

Components: V, S, M

Casting Time: 2

Duration: 3 rds. + 1 rd/level

Area of Effect 1 item

Saving Throw: None

This specialized magic enables a wizard to send a blade after a target like a hawk after a desert rat. Only small weapons with metal blades work, such as the jambiya, knife, dirk, dagger, and the blade created by a sand jambiyu spell. Otherwise, the weapon can be of any type. If the caster is not familiar or proficient with it, attacks are made with the usual THAC0 penalty (-5 for wizards).

To cast the spell, a wizard whispers an incantation, holds the chosen weapon in hand, blows on it, then throws or releases it. The caster directs the enchanted weapon against a specific individual. The weapon flies about to attack that opponent at a distance. The caster can change the target as long as the spell is maintained. In any case, he must be able to see his target; the weapon cannot fly without benefit of his sight.

The caster can move the weapon 60 feet per round. The weapon strikes once per round with the caster's normal THAC0 (and non-proficiency penalty, if applicable). It boasts a +2 bonus to attack rolls and is considered a +2 magical weapon for purposes of what it can strike. (If the blade was magical before this spell was cast, add these benefits to its usual bonuses.)

Damage, however, is at -1, to a minimum of 1. While animated, the weapon has an Armor Class of 0 and is considered to have 12 hit points. If it's reduced to 0 or fewer hit points, the spell ends, but the weapon itself is not actually damaged.

The caster must concentrate on the flying jambiya continuously to keep it animated. The spell ends instantly if the caster dies, begins any other spellcasting, falls unconscious, or goes out of range.

While the wizard is casting a flying jambiya, any injury to him ruins the spell. However, if the weapon is already animated, injury alone doesn't end control over the weapon. If control is ever lost, the spell ends and the weapon simply falls to the ground.

In addition to a suitable blade, this spell requires a teardrop from the caster.

Notes: Common in Arabian settings; otherwise very rare.