

Water Rune (Spell)

Creates a floating rune of watery stands that can be set as a barrier or hurled at a target.

Modification Point cost: 20

Area of Effect: 1 space and the next ring of spaces surrounding that space (15' x 15' circular pattern).

xAvoidance-roll: Hurlled at opponent: Must dodge (this spell is considered as a hurled weapon).

Set as a trap: Avoidance-roll vs. "Awareness" to detect rune-trap must be rolled in order to see it.

Casting time: 2 turns (10 seconds)

Damage: 3-D10 After the initial strike damage, upon the next turn and the next three turns following, additional oxygen-point loss will be taken (3-D10, 2-D10, and finally 1-D10).

Duration: Instant. If left suspended as a trap, Fire Rune will be set in place for 1 moon (30 days) x the level of the caster.

Effect time: Instant.

Explanation: This spell will cause a, watery, web-like thin runed glyph to suspend itself where the caster wishes. It can then be left in place as a trap, or hurled at a target (as the caster wishes). Upon being made contact with, or upon being struck by, Water Rune will splash upon the target causing it to choke. This will continue to burn for 3 turns (15 seconds) after being struck.

Hand movement: Two hands.

Healing: None. But water creatures will be healed instead of damaged by this spell.

Immunities: None.

Maximum adjustment: None.

Notes: Fire using creatures will lose their fire ability for 1 turn per 10 levels of the caster if struck by this spell.

Range: 2 spaces (10') per 5 levels of the caster.

Resting time: 2 turns (10 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 10

Susceptibilities: None.

Value: Scroll: 120,000 white-gold / Spell-rune: 1,200 white-gold