

Earth Rune (Spell)

Creates a floating rune of earthen glyphs that can be set at 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).

Avoidance-roll: Yes: vs. "Stun" This spell can be used to either hurl at an opponent, or set as a trap (in which an Avoidance-roll vs. "Awareness" must be successful in order to detect it).

Casting time: 2 turns (10 seconds)

Damage: Target stunned for $3-D10 + 1-D10$ turns per 4 levels of the caster. **Stun effects:** -1 to defense and offence x the caster's level. Also, -1 movement while stunned per 10 levels of the caster.

Duration: Instant. See: "Damage". If left suspended as a trap, Earth 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 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, Earth Rune will slam thunderously upon the target causing a possible stun that will partially immobilize the target, crippling it for the "Duration" of the spell.

Hand movement: Two hands.

Healing: None. But earthen creatures will be healed instead of stunned by this spell.

Immunities: Animated creatures are immune to the stunning power of this spell. See: "Healing"

Maximum adjustment: None.

Notes: None.

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

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 10

Susceptibilities: None.

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