

# 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