

Solid Air (Spell)

Causes air to become more solid, hindering movement

Modification Point Cost: 25

Area of Effect: 1 space + all spaces surrounding that space.

Avoidance-roll: To avoid being caught within the grips of this spell the targeted must make a successful avoidance-roll vs. "Awareness". If successful target must then dodge the Elemental Magician's weapon strike (which is considered a thrown weapon by the caster (-15 to dodge)).

Casting time: Instant.

Damage: None.

Duration: 2-D4 turns +1 turn per 5 levels advanced after learning this spell

Effect time: Instant.

Explanation: This spell will cause air to be more solid within the Area of Effect. This will hinder and slow the movements of the target(s) that enter, or are caught, within. While caught within this spell's effect targets cannot attack, and cannot be attacked, physically, and can only move at a rate of 1 space (5') per 2 turns (10 seconds) until exiting the "Area of Effect", or until the "Duration" expires.

Hand movement: Two hands.

Healing: None.

Immunities: Creatures consisting of the composition of air are not effected by this spell.

Maximum adjustment: Not applicable.

Notes: If there is no air within the "Area of Effect" this spell cannot be cast. This means that this spell cannot be cast under water (or within a liquid state), within a solid mass of dirt, stone, ice, etc., and cannot be cast where no oxygen is present.

Range: 10 spaces (50')

Resting time: 1 turn (5 seconds)

Special: The caster is immune to this spell only if he or she has personally cast it.

Spell Preparation: None.

Spell-points to cast: 10

Susceptibilities: None.

Value: Scroll: 35,000 White-gold / Spell-rune: 3,500 White-gold