

Acid Rune (Spell)

Creates a floating rune of acid 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: 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 + 1-D10 per 4 levels of the caster. After the initial strike damage, upon the next turn and the next three turns following, additional acid damage will be taken (3-D10, 2-D10, and finally 1-D10).

Duration: Instant. See: "Damage". If left suspended as a trap, Acid 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, Acid Rune will seer upon the target causing terrible, painful, damage that will continue to burn for 3 turns (15 seconds) after being struck.

Hand movement: Two hands.

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

Immunities: None.

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: This spell will cause x2 damage vs. Amphibian creatures.

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