

Desert Fist



Evocation, Province: Sand

Level: 5

Range: 20 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 rd.

Area of Effect: 1 creature or object

Saving Throw: None

An existing parcel of sand can rise up, form a fist, and pummel an enemy when this spell is cast. The fist (or tentacle) smashes against only one individual, chosen at the time of casting. The blow inflicts 4d4 points of damage. Any items worn or carried by the target must make a successful saving throw vs. crushing blow or be destroyed. If the fist is aimed specifically at an object (for example, a door, a barred window, or a cart), the target suffers a -4 penalty when making the save.

The fist's THAC0 is 4. It does not cause any heaving or shifting of the surrounding sand, so it can't form a barrier or throw a charging foe off his feet. It can leap up from the sand to attack a flying, jumping, or high-perched target up to 20 yards from the fist 's point of eruption.

To cast this spell, the wizard clenches his fist around a handful of sand, then brandishes it while uttering the incantation.

Notes: Common in arabian settings; otherwise very rare.