

Dune - Old Empire



Conjuration

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 1 hr./level

Area of Effect: Creates 1 sand dune

Saving Throw: None

When this spell is cast, the wizard creates a magical sand dune that can carry one man-sized creature per two levels of experience of the caster through any sandy area (for example, three creatures at 7th level, four at 8th and 9th level, five at 10th and 11th, and so on). This dune can move at a rate of 4 per level of the spellcaster but only through sandy areas. It has a maximum movement rate of 48.

The material component for this spell is a pinch of sand.

Notes: Uncommon spell. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a read Southern magic spell.