

Entomb



Alteration, Province: Sand

Level: 3

Range: 30 yds.

Components: V, M

Casting Time: 3

Duration: 1 turn + 1 rd./level

Area of Effect: 30-ft. cube

Saving Throw: Neg.

This spell captures creatures in its area of effect by raising a block of solid stone out of the earth to engulf them. The block must be raised from natural earth, sand, rock or similar material, though it can burst through natural vegetation. Each target creature must make a successful saving throw vs. spell or be swallowed by the rock. Captured creatures can still breathe and speak, but, they cannot break free or move unless they can pass through solid stone. Creatures that make their saving throws are not engulfed by the rising stone and are instead flung out of the area of effect.

This spell is popular among the slave-takers. Because it requires no somatic component, it can be used to preserve the secrecy of a slaving mission.

The material component is a cube of stone scored with lines on each side.

Notes: Common in arabian settings; very rare elsewhere.