

## **Foothold - Old Empire**



**Alteration, Illusion, Alchemy, Earth**

Level: 3

Range: 10 yds./level

Components: V, S, M

Casting Time: 3

Duration: 1 turn/level

Area of Effect: 900 sq. ft.

Saving Throw: Neg.

A foothold spell causes stony hands to appear from the ground. These try to grab the legs of all creatures in a 30-foot by 30-foot area or a 90-foot by 10-foot area (depending on the desire of the caster). Creatures successfully held by this spell cannot move, but they can attack normally and cast spells. Those trapped by this spell are considered to have an effective Dexterity of 1.

The foothold spell cannot affect airborne or invisible creatures. A successful saving throw negates the effect of this spell on a target, but a new saving throw must be rolled every round the target is in the area of effect.

The material component for this spell is a vulture's claw.

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