

Forcelash - Pbaerimm



Evocation

Level: 4

Range: 0

Components: V, S

Casting Time: 4

Duration: 4 rds.

Area of Effect: 1 forcelash, 80 ft. long

Saving Throw: Special

This spell creates a whip or shimmering force, projecting from the caster's arm (or another limb or protrusion of the caster's choice) to the limits of the lash's length. Controlled by the caster's will, this crackling hand of force strikes at one being per round. It penetrates shield spells and other magical barriers or 3rd level or less and always hits, inflicting 6d4 points of damage.

A struck being must make two saving throws vs. spell. The first, if successful, reduces the damage by half; the second governs the target's mobility. If successful, the victim can move and act normally; if it fails, the victim is rooted to the spot, body convulsed with the energy discharge of the forcelash. This lessens Armor Class by 2 points, denies Dexterity Armor Class adjustments, and prevents the victim from moving, launching attacks, aiming or readying items, and ruins any attempted spellcasting that round. The DM may require a Dexterity check to see if a convulsing target drops items. Fragile items dropped on hard surfaces might require their own saving throws vs. crushing blow.

The lash wielder has the option to keep a victim immobilized with the lash instead of striking with it; the whip and the arm wielding it cannot be used for other actions. An individual who tries to free an immobilized creature by seizing the lash immediately takes 3d4 points of damage, but the immobilized victim is instantly freed. This does not end the spell; the wielder is free to use the lash against any target on the next round.

Notes: Restricted to phaerimm; common.