

Forcewave



Abjuration, Evocation, Force

Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 2

Duration: 1 rd,

Area of Effect: 1 creature

Saving Throw: Special

This spell hampers a single creature for one round. A wave of translucent, silent, colorless force, visually resembling an ocean wave breaking on a beach, comes into being in front of the caster. The caster must point to, name, or concentrate upon the creature during the casting. The wave rushes toward the creature at a rate of 30 yards per round. It affects only the intended target.

If the target creature is within range, the forcewave strikes it. The target receives a saving throw vs. spell to determine the forcewave's effect. If successful, the creature suffers one point of impact damage and is thrown off-balance; a running or charging creature, or one on a narrow bridge or high place, must make a Dexterity check on 1d20 to avoid falling. A failed saving throw means the creature suffers 1d4+1 points of impact damage, is repulsed (forced away from the caster) 10 feet, and has any ongoing spellcasting ruined. Only missile attacks are permitted on the round during which it is struck. A Dexterity check must be made to avoid falling (at -1 if the target creature is small, weak, surprised, or precariously situated).

Non-corporeal beings cannot be affected by a forcewave, but a being employing a displacement or blink effect, or that shifts rapidly from one plane to another, can be affected by this spell.

The material components of this spell are a small piece of rope or string and a drop of water, spittle, or a tear.

Notes: Rare spell. Known to be in Laeral's Libram.