

# Akonet's Gemtrap

This spell allows the caster to create an explosive trap or an offensive missile weapon out of a gemstone. Only the caster can handle the gem safely once it has been enchanted. If another creature touches the stone (be it by picking the stone up, or even being hit by it in combat), the gem explodes in a shower of shards and fragments that injure those caught in the blast.

In most cases, the enchanted gem is left behind as a trap, but the wizard can also throw the gem as a weapon. The gemstone used as the focus of the spell is destroyed when it detonates.

**College:** Change

**Philosophy:** Enchantment

**Special Effects:** Arcane Magic, Change, Enchantment, Earth Magic

**Effect:** Energy Blast 4d6

**Casting Time:** 1/2 Phase

**Target/Area Affected:** 4 Meter Radius Explosion

**Duration:** Special

**Range:** Range Based On Strength

**Active Cost:** 35

**Skill Roll Penalty:** -2

**Real Cost:** 9

**END Cost:** 3

**Akonet's Gemtrap:** Energy Blast 4d6 - Trigger (Triggered When Someone Other Than The Caster Touches The Gemstone; Trigger Does Not Reset; +1/4), Area Effect (4 Meter Radius; Explosion; +1/4), Armor Piercing (+1/2)(35 Active Points); OAF: Gemstone To Be Enchanted (-1), Requires A Power Skill: Enchantment Magic Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4), Range Based On STR (-1/4).

**Spell created by Jack Butler**

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