

Age to Destruction

This spell causes the target creature or object to age quickly; potentially, this aging can be fatal or ultimately destructive to the target. The longer the spell is held on the target, the more the target ages. The caster must concentrate on continuing the spell, or else it ends after an instant.

College: Change

Philosophy: Transfiguration

Special Effects: Arcane Magic, Change, Transfiguration, Time

Effect: RKA 1d6

Casting Time: 1/2 Phase

Target/Area Affected: Single Creature or Object

Duration: Constant

Range: 260 meters

Active Cost: 45

Skill Roll Penalty: -2

Real Cost: 18

END Cost: 4

Age to Destruction: Ranged Killing Attack 1d6 - Constant (+1/2), No Normal Defense (Defense is Longevity or Being Made Of A Long-Lasting Substance Like Granite; +1/2), Does BODY (+1)(45 Active Points); Requires A Power Skill: Transfiguration Magic Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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