

Agony of the Damned

Summoning a demon without a suitable means of control has been the demise of many a wizard. When the usual bribes and threats fail, a summoner can threaten a demon with this spell. The mind of the demon is assaulted by wave after wave of mental anguish, crippling his ability to resist. This spell is black magic, and its use puts the caster's soul in peril.

College: Forces

Philosophy: Summoning

Special Effects: Arcane Magic, Forces, Summoning, Demonology, Black Magic

Effect: Mental Blast 4d6

Casting Time: 1/2 Phase

Target/Area Affected: Single Demon

Duration: Constant

Range: 5 meters

Active Cost: 60

Skill Roll Penalty: -3

Real Cost: 11

END Cost: 6

Agony of the Damned: Mental Blast 4d6 - Constant (+1/2)(60 Active Points); Only vs. Demons (-1), Side Effects (The Corrupted Soul Process; -1), Requires A Power Skill: Summoning Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4), Normal Range (-1/4), Limited Range (5" -1/4).

Spell created by Jack Butler

Go back to [start](#)

From:

<https://curufea.com/> - Curufea's Homepage

Permanent link:

https://curufea.com/doku.php?id=roleplaying:hero:resources:gp:agony_of_the_damned

Last update: **2009/08/31 21:29**

