Banishment

This spell breaks the mystic bindings that hold a summoned extra-planar being to its plane and sending it back to wherever it came from.

Philosophy: Abjuration and Summoning
Effect: Dispel Summon 20d6
Casting Time: 1/2 Phase
Target/Area Affected: Single Creature
Duration: Instant
Range: 600 Meters
Active Cost: 60
Skill Roll Penalty: -3
Real Cost: 27
END Cost: 6

Banishment: *Dispel Summon 20d6 (60 Active Points) - Spell (-1/2), Gestures (-1/4), Incantations (-1/4), Requires A Power Skill: Abjuration Magic Or Power Skill: Summoning Magic Roll (Player Can Choose; -1/4).*

Spell created by Jack Butler

Go back to start

From:
https://curufea.dreamhosters.com/ - **Curufea's Homepage**

Permanent link:
https://curufea.dreamhosters.com/doku.php?id=roleplaying:hero:resources:gp:banishment

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