

Battlemist

This spell creates a cloud of choking, poisonous fog. The cloud is heavier than air, and will sink to the ground when it appears. Thus, creatures who are larger than man-sized, as well as creatures who are elevated in some way (at the top of a staircase, standing in a wagon-bed, on a balcony, flying, etc.) are all safe from the cloud's effects. The cloud is easily dispersed by rain or wind.

College: Forces

Philosophy: Conjunction

Special Effects: Arcane Magic, Forces, Conjunction, Air Magic

Effect: RKA 2d6

Casting Time: 1/2 Phase

Target/Area Affected: 8 Meter Radius

Duration: 5 Minutes

Range: 300 Meters

Active Cost: 75

Skill Roll Penalty: -4

Real Cost: 17

END Cost: 7

Battlemist: Ranged Killing Attack 2d6 - Area Effect (8 Meter Radius; Nonselective, Conforming; +1/4), Costs END Only To Activate (+1/4), Constant (+1/2), Uncontrolled (Lasts 5 Minutes Or When Dispersed By Wind Or Rain; +1/2)(75 Active Points) - Only vs. Man-Sized Or Smaller Targets (-1/2), Only vs. Creatures On The Ground (-1/2), Requires A Power Skill: Conjunction Magic Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4), Limited Range (300 Meters; -1/4), Not In Windy or Rainy Conditions (-1/4), Only vs. Creatures That Must Breathe (-1/4).

Spell created by Jack Butler

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