

A Murder of Crows

A *Murder of Crows* summons a flock of crows that surround and attack the target creature, swarming around him so tightly that he cannot see (or be seen) and pecking and clawing at him. They have almost no chance of harming an armored man, but an unprotected one could potentially die from such an attack. This spell does not function if there are no crows in the surrounding area when it is cast.

College: Forces

Philosophy: Summoning

Special Effect: Arcane Magic, Forces, Summoning, Animals, Birds

Effect: RKA 1/2d6 and Sight Group Darkness

Casting Time: 1/2 Phase

Target/Area Affected: Single Creature

Duration: Constant

Range: 155 meters

Active Cost: 31

Skill Roll Penalty: -1

Real Cost: 8

END Cost: 3

A Murder of Crows: Ranged Killing Attack 1/2d6 - Area Effect (One Meter Radius; +1/4), Constant (+1/2)(17 Active Points); Crows Must Inhabit The Locale (-1/2), Extra Time (Full Phase To Affect Target; -1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4), Physical Manifestation (-1/4) **plus** Darkness (Sight Group) 1 Meter Radius - Ranged (+1/2), Useable As An Attack (Sticks To Victim And Moves With Him; +1 1/4)(14 Active Points); Crows Must Inhabit The Locale (-1/2), Extra Time (Full Phase To Affect Target; -1/2), Linked (Ranged Killing Attack; -1/2), Requires A Power Skill: Summoning Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4), Physical Manifestation (-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:a_murder_of_crows

Last update: **2009/08/31 21:28**

