

Acid Rain

This spell causes droplets of acid to fall from the sky over the area of effect. Creatures caught in this area continue to take damage even if they leave the area, as the acid sticks to their skin until such time as the spell's magic wears off (upon which the vapors disappears into nothingness), the acid is washed off the target's skin, or otherwise neutralized.

College: Forces

Philosophy: Conjunction

Special Effects: Arcane Magic, Forces, Conjunction, Acid

Effect: RKA 1d6

Casting Time: 1/2 Phase

Target/Area Affected: 5 meter radius

Duration: Constant

Range: 260 meters

Active Cost: 60

Skill Roll Penalty: -3

Real Cost: 24

END Cost: 6

Acid Rain: Ranged Killing Attack 1d6 - Costs END Only To Activate (+1/4), Indirect (Fires From Above; +1/4), Area Effect (5 meter radius; +1/2), Constant (+1/2), Sticky (+1/2), Uncontrolled (Lasts For 1 Turn, Or Until The Acid Is Washed Off Or Neutralized; +1/2), Penetrating (+1/2)(60 Active Points); Requires A Power Skill: Evocation Magic Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4), No Knockback (-1/4).

Spell created by Jack Butler

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