

# Age to Destruction

This spell causes the target creature or object to age quickly; potentially, this aging can be fatal or ultimately destructive to the target. The longer the spell is held on the target, the more the target ages. The caster must concentrate on continuing the spell, or else it ends after an instant.

**College:** Change

**Philosophy:** Transfiguration

**Special Effects:** Arcane Magic, Change, Transfiguration, Time

**Effect:** RKA 1d6

**Casting Time:** 1/2 Phase

**Target/Area Affected:** Single Creature or Object

**Duration:** Constant

**Range:** 260 meters

**Active Cost:** 45

**Skill Roll Penalty:** -2

**Real Cost:** 18

**END Cost:** 4

**Age to Destruction:** Ranged Killing Attack 1d6 - Constant (+1/2), No Normal Defense (Defense is Longevity or Being Made Of A Long-Lasting Substance Like Granite; All Or Nothing; +1/2), Does BODY (+1)(45 Active Points); Requires A Power Skill: Transfiguration Magic Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4).

**Spell created by Jack Butler**

Go back to [start](#)

From:

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

Permanent link:

[https://www.curufea.com/doku.php?id=roleplaying:hero:resources:gp:age\\_to\\_destruction](https://www.curufea.com/doku.php?id=roleplaying:hero:resources:gp:age_to_destruction)

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

