

Choking Fog

\ \

This spell generates a cloud of fog that suffocates of living creatures within it. Such creatures cough and gasp for air as long as they are within the area of effect. The fog dissipates once the spell's duration ends.

College: Forces

Philosophy: Conjunction

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

Effect: Energy Blast 4d6 plus Change Environment

Casting Time: 1/2 Phase

Target/Area Affected: 5 Meter Radius

Duration: Constant

Range: 400 Meters

Active Cost: 91

Skill Roll Penalty: -4

Real Cost: 36

END Cost: 9

Choking Fog: Energy Blast 3d6 - Costs END Only To Activate (+1/4), Constant (+1/2), Uncontrolled (Lasts 1 Turn; +1/2), Area Effect (5 Meter Radius; +1/2), No Normal Defense (Defense Is Being In An Airtight Area or No Need To Breathe; +1)(75 Active Points); Requires A Power Skill: Conjunction Magic Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4) **AND** Change Environment (-3 To Sight PER Rolls; Long Lasting: 1 Turn) - Area Effect (5 Meter Radius; +1/2)(16 Active Points); Linked (Energy Blast; -1/2), Requires A Power Skill; Conjunction Magic Roll (-1/2), Spell (-1/2), Gesturea (-1/4), Incantations (-1/4).

Spell created by Jack Butler

Go back to [start](#)

From:

<http://curufea.dreamhosters.com/> - Curufea's Homepage

Permanent link:

http://curufea.dreamhosters.com/doku.php?id=roleplaying:hero:resources:gp:choking_fog

Last update: **2009/08/31 21:30**

