

Frost (Spell)

A vapor of chill will rise up from the ground, causing cold-damage and slowing movement.

Modification Point cost: 10

Area of Effect: 15' radius (1 space and the next ring of spaces surrounding that space (6 spaces (30') high).

Avoidance-roll: Must dodge (this spell is considered as a hurled weapon (-30 to defensive roll).

See: "Susceptibilities".

Casting time: 1 turn (5 seconds)

Damage: 2-7 (1 D-6+1) + an additional 2-7 (1 D-6+1) per 7 levels advanced.

Duration: The chill of vapor will last for 1 turn (5 seconds), and then extinguish.

Movement, Defense and Offense penalty effects last for 2-5 (1-D4 +1) + an additional 2-5 (1-D4 +1) turns per 7 levels advanced.

Effect time: Instant.

Explanation: A deadly vapor of chill will rise up from the ground within the "Area of Effect". Any creatures caught within the "Area of Effect" will suffer the following:

Cold Damage: 2-7 (1 D-6+1), + an additional 2-7 (1 D-6+1) per 7 levels the caster has advanced.

Defense adjustment: -1 per 7 levels the caster has advanced.

Movement adjustment: -1 per 7 levels the caster has advanced.

Offense adjustment: -1 attack per turn.

See: "Avoidance-roll".

Hand movement: One hand. The caster must point at the space where the spell is to be cast.

Healing: Cold using creatures will be healed instead of damaged by this spell.

Immunities: Cold using creatures (i.e., Frost Dragon, Frost Wolf, Arctic Dragonman, etc.).

See: "Healing".

Maximum adjustment: None.

Notes: This spell stacks with the Seeker Spell, "Minor Frost".

Range: 10 spaces (50').

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: A creature that cannot move enough spaces to move out from the Area of effect", as it dodges, cannot avoid the effects of this spell. In other words, if your target can't clear the "Area of Effect", it will be effected by this spell, unless it has some form of cold protection to turn the effects of cold (i.e., leather armor, frost-protection spell or item, etc.).

This spell will cause x2 damage vs. fire using creatures.

Value: Scroll: 6,000 white-gold / **Spell-rune:** 60 white-gold