

# Ainthe's Spell of Dessication

This spell evaporates moisture from the body of the target creature. It does not affect those creatures immune to great heat, nor those creatures whose body chemistries are not based on a water.

**College:** Change

**Philosophy:** Transfiguration

**Special Effects:** Arcane Magic, Change, Transfiguration, Heat/Fire

**Effect:** Energy Blast 3d6

**Casting Time:** 1/2 Phase

**Target/Area Affected:** Single Creature

**Duration:** Instant

**Range:** 225 meters

**Active Cost:** 37

**Skill Roll Penalty:** -2

**Real Cost:** 15

**END Cost:** 4

**Ainthe's Spell of Dessication:** Energy Blast 3d6 - Does BODY (+1), No Normal Defense (Defense Is LS: Safe In Intense Heat or a Non-Liquid-Based Biochemistry; All Or Nothing; +1/2)(37 Active Points); Requires A Power Skill: Transfiguration Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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