

Arrida's Accounting

After she vanquished the dragon Treghlamourne, Arrida of Blackheath developed this spell to quickly tally the wyrm's horde. When cast, the wizard instantly knows how many of each type of object is within his line of sight. For some reason, the spell will not function if the caster tries to use it to count living things.

College: Information

Philosophy: Divination

Special Effects: Arcane Magic, Information, Divination, Sight

Effect: Detect Precise Number And Type Of Inanimate Objects Within The Caster's Line Of Sight

Casting Time: 1/2 Phase

Target/Area Affected: Caster

Duration: Instantaneous

Range: No Range

Active Cost: 25

Skill Roll Penalty: -1

Real Cost: 9

END Cost: 2

Arrida's Accounting: Detect Precise Number And Type Of Inanimate Objects Within The Caster's Line of Sight 21- (Large Class Of Things; Sight Group), Discriminatory (25 Active Points) - Costs END (-1/2), Requires A Power Skill: Divination Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Sense Affected As Both Sight Group And Mystic Group (-1/4).

Spell created by Jack Butler

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