

Blizzard

This spell creates a large area of intensely cold wind and thickly blowing snow. This effect does not injure those caught in it, but it does blind them.

College: Forces

Philosophy: Conjuration

Special Effects: Arcane Magic, Forces, Conjuration, Air Magic, Weather Magic

Effect: Change Environment

Casting Time: Full Phase

Target/Area Affected: 1 km radius

Duration: 6 Hours

Range: 1440 Meters

Active Cost: 139

Skill Roll Penalty: -7

Real Cost: 43

END Cost: 16

Blizzard: Change Environment (-5 Temperature Levels, +5 Wind Levels, And -5 To Sight Group PER Rolls, Long Lasting (6 Hours)) - Increased Maximum Range (1440 Meters; +1/4), MegaArea (1" = 1 km; +1)(139 Active Points); Extra Time (1 Turn; Activation Only; -3/4), Requires A Power Skill: Conjuration Magic Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4), Limited Range (20" -1/4).

Spell created by Jack Butler

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