

Cage of Fire

Upon casting this spell, a cage of flame appears centered on the target hex and capturing anybody therein. The bars of the cage are made from solid fire, and are capable of burning anyone who passes through them.

Rules-wise, this spell is purchased so that the "area of effect" is the borders of the 3 meter radius in question, rather than the full volume.

College: Forces

Philosophy: Evocation

Special Effects: Arcane Magic, Forces, Evocation, Heat/Fire

Effect: RKA 2d6

Casting Time: 1/2 Phase

Target/Area Affected: 2 Meter Radius

Duration: Constant

Range: 600 Meters

Active Cost: 60

Skill Roll Penalty: -3

Real Cost: 22

END Cost: 6

Cage of Fire: Ranged Killing Attack 2d6 - Area Effect (2 Meter Radius; +1/4), Hole In The Middle (2 Meter Hole; +1/4), Constant (+1/2)(60 Active Points); Requires A Power Skill: Evocation Magic Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4), Not In Any Environment Unable To Sustain A Flame (-1/4).

Spell created by Jack Butler

Go back to [start](#)

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