

# Cone of Cold

This spell creates a cone of freezing cold that lances out to damage the all targets caught in the area of effect

**College:** Forces

**Philosophy:** Evocation

**Special Effects:** Arcane Magic, Forces, Evocation, Cold/Ice

**Effect:** Energy Blast 6d6

**Casting Time:** 1/2 Phase

**Target/Area Affected:** 10 Meter Cone

**Duration:** Instant

**Range:** No Range

**Active Cost:** 67

**Skill Roll Penalty:** -3

**Real Cost:** 22

**END Cost:** 7

**Bolt Of Cold:** Energy Blast 6d6 - Area Effect (10 Meter Cone; +1/2), Penetrating (+1/2)(67 Active Points); No Range (-1/2), Requires A Power Skill: Evocation Magic Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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