

ŞTORM



FOG

Area A cylinder, 3 yards tall with a 5-yard radius, centered on a point within medium range

Duration 1 hour; see the effect

Fog spreads through and partially obscures the area for the duration or until dispersed by wind.

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SHOCK

Target One creature within short range

Make a Will attack roll against the target's Agility. You make the attack roll with 1 boon if the target is wearing metal or is made from metal. On a success, the target takes 1d6 damage.

Attack Roll 20+ The target also becomes dazed until the end of the round.

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FORKED LIGHTNING

Target Up to two creatures or objects within short range of each other and within medium range of you

For each target, make a Will attack roll against its Agility. You make the attack roll with 1 boon if the target is wearing metal or is made from metal. On a success, the target takes 1d6 + 2 damage.

Attack Roll 20+ The target takes 1d6 extra damage.

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FREEZING FOG

Area A cylinder, 3 yards tall with a 5-yard radius, centered on a point within medium range

Duration 1 minute; see the effect

Fog spreads through and partially obscures the area for the duration or until dispersed by wind. The ground in the area becomes slippery and is difficult terrain until the effect ends. Any creature in the area when you cast the spell or at the end of a round for the duration must make a Strength challenge roll. On a failure, it takes 1d3 damage and becomes slowed for 1 round.

SHADOW 141

ATTACK 1

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ST. ASTRID'S FLAME

Target Up to three creatures or objects within short range

Duration 1 minute

Harmless green flames envelop each target for the duration. Each target sheds light in a 1-yard radius and cannot become invisible or hidden from creatures that can see it, and creatures make attack rolls against it with 1 boon.

SHADOW 141

UTILITY 1

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CALL LIGHTNING

Requirement You must be outdoors.

Target A point on the ground within long range

A bolt of lightning strikes the target from the sky and deals $3d6 + 5$ damage to everything within 3 yards of that point. Each creature that takes damage in this way must make a Strength challenge roll. It becomes deafened for 1 hour on a failure, or just takes half the damage on a success.

Sacrifice You can expend a casting of this spell to cast forked lightning.

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POISON FOG

Area A cylinder, 2 yards tall with a 5-yard radius, centered on a point within medium range

Duration 1 minute; see the effect

Purple fog spreads through and heavily obscures the area for the duration or until dispersed by wind. The fog is heavier than air, so it settles into cracks and openings in the ground below it. At the end of each round for the duration, roll a d6. If the number is even, the cloud moves half that many yards away from you.

When the fog appears and at the end of each round for the duration, each creature in the area must get a success on a Strength challenge roll or take 1d6 damage and become poisoned for 1 round. While poisoned in this way, the creature is also immobilized.

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HAILSTORM

Area A cylinder, 2 yards tall with a 5-yard radius, centered on a point within long range

Duration 1 minute

Hail falls from clouds that spread through the area and remain for the duration, partially obscuring the area below. For the duration, creatures in the area and within 5 yards of the area's edge are deafened. The ground in the area becomes difficult terrain until the hail melts.

When you cast the spell, and at the end of each round for the duration, the hail deals 3d6 damage to anything in the area that does not have shelter. Each creature that takes damage in this way must make an Agility challenge roll. It falls prone on a failure, or just takes half the damage on a success.

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LIGHTNING BOLT

Area A line, 30 yards long and 1 yard wide, originating from a point you can reach

Lightning travels 5d6 yards along the area. If it encounters a solid object before it reaches the end of the line, the bolt rebounds and travels back toward you in a straight line up to the remaining distance. The lightning deals 5d6 damage to everything in the area. Each creature in the area must make an Agility challenge roll, with 1 bane if it is made from metal or wearing heavy armor. A creature in the path of a rebounding lightning bolt makes the roll twice. On a success, the creature takes half the damage.

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ACID RAIN

Area A cylinder, 2 yards tall with a 5-yard radius, centered on a point within long range

Duration 1 minute

Acidic green rain falls from clouds that spread through the area and remain for the duration, partially obscuring the area below. When you cast the spell, and at the end of each round for the duration, the rain deals 5d6 damage to each creature in the area that does not have shelter. Each creature that takes damage in this way must make a Strength challenge roll, taking half the damage on a success.

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LEAPING LIGHTNING

Target One creature within long range; see the effect

You hurl lightning at the target. Make a Will attack roll against its Agility. You make the attack roll with 1 boon if the target is wearing metal or is made from metal. On a success, the target takes 8d6 damage, and you can repeat the attack against a different target within long range of the first. Each time you do so, you must choose a target you have not attacked with this casting of the spell and reduce the damage dealt by 2d6. When the number of damage dice drops to 0, the effect ends.