

Smoke

Note: all of these spells are subject to local and magical wind conditions as well as spells such as *Fresh Air*.

1 - Cloud

Time to Cast: 1 R
Resist Check: none
Target: LOS 100 + 25/F'
Duration: 4 + 2/F R
Area: 10' radius
Effect: smoke cloud

This spell creates a white cloud of smoke that obscures all objects within the area of effect.

2 – Incense

Time to Cast: 1 R
Resist Check: none
Target: 40 + 20/F'
Duration: 10 + 5/F M
Area: 10' radius
Effect: smelly air

This spell creates a faint cloud of gray smoke that fills the area with a non-offensive odor. The exact smell of the incense is of the caster's choosing.

3 - Smog

Time to Cast: 1 R
Resist Check: 3d6 vs. HEA negates
Target: 20 + 5/F'
Duration: 1 + 1/F M
Area: 10' radius
Effect: unpleasant smoke/dust

This spell creates a brown, noxious cloud of smoke that contains dust and other fine particles. Anyone in the area of effect that fails the RC begins coughing. They continue until they are exposed to clean air.

4 - Hide

Time to Cast: 1 R
Resist Check: none
Target: 20 + 5/F'
Duration: 4 + 2/F R
Area: 10' radius
Effect: thick smoke

The area of effect is filled with a thick black smoke that prohibits anyone from seeing into or out of the area. Magical forms of vision (*Heat Vision*, *Witchsmeller*, etc.) can be used to see through the smoke.

5 – Tint

Time to Cast: 2 R
Resist Check: 2d6 vs. PWR negates
Target: touch
Duration: permanent
Area: single object
Effect: tint glass

Any crystal or glass object that fails the RC darkens and becomes translucent. This will block half of all light from passing through the object. Light-based spells passing through the affected glass are affected accordingly (GM's discretion).

6 - Tear

Time to Cast: 2 R
Resist Check: 4d6 vs. HEA negates
Target: 40 + 10/F'
Duration: 4 + 2/F R
Area: 10' radius
Effect: tear gas

All breathing creatures within this white smoke that fail the RC are brought to tears. Their vision is reduced to a couple of feet and targeting LOS spells is very difficult (GM's discretion).

7 – Intoxicate

Time to Cast: 2 R
Resist Check: 4d6 vs. HEA negates
Target: 10 + 5/F'
Duration: 10 + 5/F M
Area: 10' radius
Effect: get high

This spell creates a green smoke that fills the area. Those in it who fail the RC feel the effects normally associated with Sago Weed. They become happy, hungry, and lethargic. If the victim leave the area of effect, then the feeling of being “doped up” will remain for an additional half an hour.

8 – Sleep

Time to Cast: 2 R
Resist Check: 4d6 vs. WIL negates
Target: 40 + 10/F'
Duration: 4 + 2/F R
Area: 10' radius
Effect: put to sleep

This spell creates a purple smoke that fills the area. All creatures within the area of effect fall into a magical sleep for one hour. Resistance checks must be made for every round that a creature is in the area of effect.

9 - Spirit

Time to Cast: 3 R
Resist Check: none
Target: 40 + 10/F'
Duration: 4 + 2/F R
Area: 10' radius
Effect: show spirits

This red smoke fills the area and outlines all ethereal creatures and spirits.

10 - Pain

Time to Cast: 3 R
Resist Check: 5d6 vs. HEA for half
Target: 40 + 10/F'
Duration: 4 + 2/F R
Area: 10' radius
Effect: 4d6 damage

This spell creates a white smoke in the area. Targets in the area of effect who breathe in the smoke start coughing violently and must make the RC every round to avoid taking full damage.

11 – Cataract

Time to Cast: 3 R
Resist Check: 5d6 vs. HEA negates
Target: touch
Duration: permanent
Area: one creature
Effect: cloud vision

If the target fails the RC, then they develop cataracts in both of their eyes. The lenses of their eyes cloud over and vision is reduced by $50 + 10/F\%$. A successful *Revocation* spell will reverse the effects.

12 – Apparition

Time to Cast: 3 R
Resist Check: 3d6 vs. WIL negates
Target: touch
Duration: $30 + 10/F$ M
Area: 1 creature
Effect: assume gaseous form

The target assumes a gaseous form that slightly resembles an arovervo. While in this form, the target can pass through small cracks, pipes, or move through the air at their normal land movement rate. Wind conditions can affect the target's normal movement. The color is of the caster's choosing. While in this form, the target cannot be physically harmed, but they can be harmed by spells (*Fireball*, *Lightning Bolt*, etc.).

13 – Armor

Time to Cast: 1 R
Resist Check: None
Target: Caster
Duration: $1 + 1/F$ minutes
Area: one creature
Effect: create magical armor

This spell creates a suit of full plate that envelops the caster. It gives the DVs of steel full plate (8/8/6). The additional grapple DV is due to the intangible nature of the smoke; the surface of the armor has low friction and no hand holds. This armor is un-encumbering and causes no penalty to PWR checks.

14 – Burning Smoke

Time to Cast: 2R
Resist Check: 5d6 vs. HEA for Half
Target: $120 + 20/F'$
Duration: $4 + 2/F$ R
Area: 40' Radius
Effect: Damaging smoke

This spell summons a cloud of caustic, burning smoke. The acid and heat suspended in the smoke cause 5d6 damage to any creature every round they remain in the area of effect. The cloud can be moved by natural or magical wind, but will retain its shape for the duration of the spell. Fresh Air or similar spells will not purify the area.

15 – Summon Smoke Servant

Time to Cast: 3 R
Resist Check: None
Target: LOS 10'
Duration: $10 + 5/F$ M
Area: special
Effect: summon quasi-elemental

This spell summons an elemental servant of the quasi-elemental plane of smoke to the caster's service. A volume of smoke approximately 10' in radius must be available for the summoning to function. The servant will serve the caster as he desires; even battling opponents. They will not turn on the caster, but will remember who summoned them.

Smoke Elemental

Hgt: var

Wgt: var

Move: 0/0/120

DP: 65

C M G

MOD 12/ 0/ 8

DV 17/ 16/ 16

DMG 12x2

Skills:

7 Spirit Armor

Immaterial

1 Parallax

2 Tear

Silver Shield

Protected from Air

9 Speech

2 Exceptional AGI

This elemental comes from the quasi-elemental plane of smoke. They have no wish to remain on the elemental plane any longer than required by the spell above. They tend to take the form of a humanoid torso that floats on a wispy cloud. They can extend their arms in combat to strike or grapple opponents up to 20' away.

16 – Killer Smoke

Time to Cast: 2R

Resist Check: 5d6 vs. HEA

Target: 120 + 20/F'

Duration: 4 + 2/F R

Area: 10' Radius

Effect: deadly smoke

This spell summons a cloud of poisonous smoke. Those in the area of effect must make a 5d6 health check each round they remain in the area or die.