

Fogbolt - Phaerimm



Evocation

Level: 1

Range: 10 yds.

Components: V, S, M

Casting Time: 1

Duration: 2d4 rds.

Area of Effect I creature

Saving Throw: Special

This spell creates a flying teardrop of fog-like vapor and hurls it at any one being chosen by the caster. The target creature is enveloped in an aura of thick, smoke-like fog, and temporarily shrouded (-3 to attack rolls, AC worsened by 2, saving throws reduced by 3 if based on dodging; that is, the "Starlight" penalties from the DMG Table 72). All phaerimm are immune to this spell; its fog will not cling to them.

Any fiery light sources (torches, candle lamps, and open lanterns) carried by or in contact with the target get a saving throw vs. magical fire. If this fails, the flames are instantly extinguished and can't be reignited by any means (their fuel won't burn) for 2d4 rounds.

The target creature is allowed a saving throw vs. spell. If successful, the cloud dissipates on the round after striking; if not, it clings to the target, foiling vision-related spells, missile aiming, spying attempts on surroundings, and the like, by reducing the range of effective vision to less than 1 foot.

The fog lasts for 2d4 rounds. If an affected creature touches another creature within 4 rounds of being enveloped, the second creature must save vs. spell. Failure means the spell effects are transferred to the second creature, regardless of the intent of the creature already affected. This holds true even if only an item held, carried, or worn touches the second creature.

In hot, daytime desert conditions, the fog lasts only 1d6 rounds (1d4 if strong winds are present, including gust of wind).

The material component of this spell is a large drop of water or spittle, or a drop of sweat, let fall into smoke of any sort.

Notes: Restricted to phaerimm; common.