

Arnulf's Heat Lightning

With this spell, a variation on the *Bolt of Lightning* spell, the caster projects a bolt of purplish-red bolts of mystic lightning at his foes. In addition to its electrical power, the bolt is ferociously hot, and can ignite flammable materials it strikes.

\\

College: Forces

Philosophy: Evocation

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

Effect: RKA 3d6

Casting Time: 1/2 Phase

Target/Area Affected: Single Creature

Duration: Instant

Range: 450 meters

Active Cost: 56

Skill Roll Penalty: -3

Real Cost: 22

END Cost: 6

\\

Arnulf's Heat Lightning: Ranged Killing Attack 3d6 - Variable Special Effects (Counts As Both Electricity And Heat; +1/4)(56 Active Points) - Requires A Power Skill: Evocation Magic Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

Go back to [start](#)

From:

<https://curufea.com/> - Curufea's Homepage

Permanent link:

https://curufea.com/doku.php?id=roleplaying:hero:resources:gp:arnulfs_heat_lightning

Last update: 2009/08/31 21:28

