

Burning Blade

A weapon enchanted by this spell is engulfed in flickering blue flames. These flames do not harm the weapon or the wielder, but until the spell expires they do increase the damage caused by the weapon. Despite the spell's name, it can be applied to nearly any weapon made of a conductive material.

College: Change

Philosophy: Enchantment

Special Effects: Arcane Magic, Change, Enchantment, Heat/Fire

Effect: Aid HKA 4d6

Casting Time: Full Phase

Target/Area Affected: Single Weapon

Duration: Instant

Range: No Range

Active Cost: 54

Skill Roll Penalty: -3

Real Cost: 17

END Cost: 5

Burning Blade: Aid Hand Killing 5d6 - Useable By Other (+1/4), Delayed Rate of Return (5 Points Per Minute; +1)(54 Active Points); Only Aids Weapon-Based HKAs (-1/4), OIF: Weapon To Be Bound (-1/2), Requires A Power Skill: Enchantment Roll (-1/2), Extra Time (Full Phase; Activation Only; -1/4), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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