

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.

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- 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

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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

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