

# Arnulf's Silver Light

This spell creates very bright illumination (almost as bright as full daylight) in the area of effect. The light isn't bright or powerful enough to blind anyone. However, any creatures within the area of effect who are vulnerable to silver (demons, lycanthropes, and some forms of undead, for example) will suffer damage every phase they remain in the light.

**College:** Forces

**Philosophy:** Evocation

**Effect:** RKA 1d6 plus Sight Group Images

**Casting Time:** 1/2 Phase

**Target/Area Affected:** 3 Meter Radius

**Duration:** Constant

**Range:** 380 Meters

**Active Cost:** 38

**Skill Roll Penalty:** -2

**Real Cost:** 10

**END Cost:** 4

**Arnulf's Silver Light:** Ranged Killing Attack 1d6 - Area Effect (3 Meter Radius; +1/4), Constant (+1/2)(26 Active Points); Only vs. Creatures Vulnerable To Silver (-1), Requires A Power Skill: Evocation Magic Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4) **plus** Images (Sight Group) - Area Effect (3 Meter Radius; +1/4)(12 Active Points); Set Effect (Only To Create Silvery Light; -1), Linked (Ranged Killing Attack; -1/2), Requires A Power Skill: Evocation Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4).

**Spell created by Jack Butler**

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