

# Arnulf's Comet

This spell, a variation on *Worndai's Screaming Meteor*, creates a flaming missile that flies toward the target, trailing behind it a " of of superheated, noxious gases. The Comet strikes one target, then explodes a moment later, doing damage to everyone within its radius. In addition, any creature caught in the " as the missile passes also takes damage. The initial missile, being solid, can be missile deflected by anyone along its flight path. If this happens, the coinciding explosion does not occur.

**College:** Forces

**Philosophy:** Conjunction

**Special Effects:** Arcane Magic, Forces, Conjunction, Heat/Fire

**Effect:** RKA 2d6 plus RKA 1d6+1

**Casting Time:** 1/2 Phase

**Target/Area Affected:** Special

**Duration:** Instant

**Range:** No Range

**Active Cost:** 62

**Skill Roll Penalty:** -3

**Real Cost:** 19

**END Cost:** 6

**Arnulf's Comet:** Ranged Killing Attack 2d6 - Area Effect (6 Meter Radius Explosion; +1/4)(37 Active Points); Requires A Power Skill: Conjunction Magic Roll (-1/2), Spell (-1/2), Extra Time (Delayed Phase; -1/4), Gestures (-1/4), Incantations (-1/4), Limited Range (Detonates Only At The Far End Of The Linked Flash's 15 Meter Line; -1/4) **plus** RKA 1d6+1 - Area Effect (15 Meter Line: +1/4)(25 Active Points) Linked (Ranged Killing Attack; -1/2), No Range (-1/2), Requires A Power Skill: Conjunction Magic Roll (-1/2), Spell (-1/2), Can Be Deflected (-1/4), Gestures (-1/4), Incantations (-1/4).

**Spell created by Jack Butler**

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