

Arrowstorm

This spell is cast on a single missile (despite the spell's name, it will work with any sort of small missile weapon; sling stones, javelins, crossbow bolts, blowgun darts, etc.) about to be fired from a weapon. During flight, the spell summons hundreds of duplicate missiles, covering a wide area in a terrible hail of death.

College: Forces

Philosophy: Conjunction

Special Effects: Arcane Magic, Forces, Conjunction

Effect: RKA 3d6

Casting Time: 1/2 Phase

Target/Area Affected: 3 Meter Radius

Duration: Instant

Range: Range Limited By Weapon Type

Active Cost: 67

Skill Roll Penalty: -3

Real Cost: 21

END Cost: 7

Arrowstorm: Ranged Killing 3d6 - Area Effect (5 Meter Radius)(67 Active Points); OIF: Missile To Be Fired (-1/2), Requires A Power Skill: Conjunction Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4), Limited Range (Range Limited By Weapon Type; -1/4).

Spell created by Jack Butler

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