

# Bolt, Electricity

Area of Effect: One Target.

Avoidance-roll: None.

Charges: 5-30 (roll 5 D-6) will be found. One use per bolt.

Command word(s): None.

Damage: 3-D10 electricity damage.

Duration: Instant.

Effect time: Instant.

Explanation: The Electricity Bolt is an bolt that has yellow runes etched into its surface. Once shot, the next object that it comes into contact with will be shocked by Electricity. Even if one point of damage is taken by this bolt, it will charge, shocking the target it touches.

Hand movement: None.

Healing: None.

History: Unknown

Immunities: Electricity-dwelling creatures take only  $\frac{1}{2}$  damage, and Electricity-using creatures take no damage from the electricity damage of this enchanted weapon (although they are susceptible to the physical damage of the bolt itself).

Invoke time: Not applicable.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: None.

Range: As the normal range of the crossbow it is shot from.

Resting time: None.

Special: None.

Susceptibilities: Water-dwelling creatures take 50% more damage, and Electricity-using creatures take x2 damage from the Electric shock of this enchanted weapon.

Value: Bolt value + 75 W.G. per Rank + 1,000 W.G. ea.