SPELL VS. SPELL
1: FIREBALL VS. LIGHTNING BOLT

INTRODUCTION

Imagine you are playing an arcane spellcaster and you have just gained the ability to cast 3rd-level spells. You smile as you take a quick glance at the spell list and you decide you want one that deals damage. Lots of damage. You have two obvious choices, each of them classic spells harkening back to the old days of the world's oldest role-playing game: they are fireball and lightning bolt.

But which do you choose? They have many similar features: they deal the same amount of damage, they both require Reflex saves, they are the same level and even the same school of magic. Yet fireball and lightning bolt are quite different in many ways, from their range and area of effect to the type of damage they do, which can be important in more situations that you can imagine.

This product analyzes the similarities and differences between these two classic spells and provides advice for the spellcaster trying to decide which spell to prepare, including a full list of all of the monsters in the core rules with resistances or vulnerabilities to these spells. Whether you choose fireball or lightning bolt, you will also find a number of tips and tricks for interesting ways to use each spell in order to fry your opponents in the most effective manner possible. Finally, this product provides new feats for fans of fireball and lightning bolt and four new spells to be used as alternatives to or in conjunction with the classics.

BASIC COMPARISON

Many of the two spells' basic statistics are similar: they are both 3rd-level sorcerer/wizard spells, they both have a casting time of 1 standard action and require verbal, somatic, and material components, they both are instanta-

FIREBALL

School evocation [fire]; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a ball of bat guano and sulfur)

Range long (400 ft. + 40 ft./level)

Area 20-ft.-radius spread

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

A *fireball* spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

LIGHTNING BOLT

School evocation [electricity]; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (fur and a glass rod)

Range 120 ft.

Area 120-ft. line

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

The *lightning bolt* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

The key differences in the spells lie in the type of damage they deal, their range, and their shape.

neous in duration and allow Reflex saving throws for half damage, and spell resistance applies to each. In addition, the effects of the spells have similarities: they can each melt certain metals and penetrate interposing barriers if they deal enough damage.

FIRE VS. ELECTRICITY

A mage's decision whether to prepare a fireball or a lightning bolt spell is often determined by the type of damage that the spell deals. The primary difference between energy types is the way that they interact with monsters. The mage who prepares a lightning bolt while patrolling a troll-infested swamp will soon become a dead mage, ripped to shreds as the trolls' electricity-induced wounds quickly regenerate. The well-prepared mage will choose fireball in this situation, causing wounds which cannot be regenerated by the fearsome trolls.

Please see Appendix I for a full list of the core monsters that are resistant or vulnerable to fire and/or electricity, as well as those that are affected in special ways by these types of magic. Often you will find that although a creature is immune to either fire or electricity damage, it is not immune to both. Few creatures even have resistances to

both fire and electricity, and they are usually easy types of monsters to remember, such as angels and demons. The mighty balor is predictably immune to both electricity and fire, but all devils have no resistance whatsoever to electricity (*they also immune to fire*). In addition to using the table in Appendix I to help decide which spell to learn or to prepare on a given day, it will be helpful to study this table closely or even try to memorize which monsters have resistances and immunities to fireball or lightning bolt. It might be easy to remember that a shocker lizard is immune to electricity and a hell hound is immune to fire, but it is difficult to recall in the heat of battle that a wood golem is vulnerable to fire damage despite the well-known ability of all golems to be immune to most magic.

RANGE AND AREA

The second major difference between a fireball and a lightning bolt spell is in their ranges and areas. A quick look at each spell tells us that a fireball has a much longer range than a lightning bolt, but stopping our comparison there would leave out a great deal of important tactical information.

A fireball spell can travel quite far- a minimum of 600 feet at 5th level and up to 1,200 feet at 20th level. Compared to the static 120-foot range of a lightning bolt spell, a fireball's range is clearly far superior. However, when you cast a fireball spell, you must choose a specific point within that range at which to "detonate" the spell. It will only affect creatures within 20 feet of this point. A lightning bolt, on the other hand, will damage every single creature in a 120-foot line. A 120-foot line is the equivalent of roughly 24 squares long for those using a grid, whereas a 20-foot radius burst will cover 44 squares in a "burst" (counting only the squares on a horizontal axis).

KEY TACTICAL DIFFERENCES

The Tips and Tricks section includes specific uses for the fireball and lightning bolt spells, while this section covers basic tactical differences to consider.

Both spells are useful when confronted with a massive group of bunched-up enemies, such as an opposing army. Similarly, while fighting a singular large for, each spell should have no problem targeting the enemy. When we start to look at other types of encounters, such as fighting against a number of foes roughly equal to the party's size, is when we need to start asking other questions. If the enemies are bunched together and not adjacent to your allies, it should be easy to catch them all with a fireball. On the other hand, once the battle has closed to melee range, a fireball becomes extremely difficult to use without

frying your allies (*or yourself*) to a crisp. A lightning bolt will likely prove more useful in this situation: you likely will be unable to hit every opponent with it, but you should be able to catch two or three. A final thing to consider in terms of the proximity of your enemies is that you will have difficulty damaging enemies at close range with a fireball, as detonating it too close will also damage yourself. A lightning bolt, on the other hand, never presents the risk of damaging its caster.

In general, larger opponents make more effective lightning bolt targets, especially once you have closed into melee: your allies will be father away from one another simply because the enemies are larger, so it should be easier to aim around them.

In addition to the number of enemies you face and their size, another important factor- if not the most important- is the surrounding terrain. The most common terrain in many adventures will be the dungeon. Inside dungeons, each spell is amazingly useful in some situations and terribly ineffective in others. Generally, narrow corridors and large rooms are perfect for lightning bolts, while medium-sized rooms (*at least 30 by 30 feet*) are best for fireballs. Rooms much smaller than 30-by-30 are not particularly good locations to cast either spell.

In the outdoors, your major concerns are going to be those mentioned above: the position and number of your enemies. However, it is also worth considering what objects or terrain features you might light on fire or completely destroy with your spells. As each spell ignites combustibles and destroys objects caught within the damage radius, caster discretion is advised. Dry fields and forests are never quite the same after being visited by reckless mages. Additionally, remember that terrain features such as trees and hills are likely to limit the range of each of these spells just as dungeon walls and pillars would: fireballs will explode as soon as they strike a single tree, while lightning bolts, although they will pass through objects they destroy, will likely be stopped by all but the smallest trees: remember that wood has hardness 5 and 10 hit points per inch of thickness, and your most powerful lightning bolt will only do a maximum of 60 points of damage.

CHOOSING A SPELL

If you are deciding which spell to add to your mage's arsenal, whether as a spell written into a spell book, a new spell known, or even a new wand from Ye Old Magic Shoppe, you should ask yourself the following questions:

What types of enemies am I likely to face in my adventures? What are their likely sizes and weaknesses?

What sorts of terrain or dungeon features am I likely to encounter?

How many allies will I be adventuring with? Do they have particular strengths or weaknesses related to fire or electricity?

If you know that you will be facing a lot of enemies that are resistant to fire, you will likely want to choose lightning bolt as your 3rd-level damage spell, and vice versa. Similarly, rampaging hordes of goblins or other small creatures will fall quickly to a fireball spell, while a lightning bolt can quite effectively target larger enemies around your allies. If you expect to be wandering large underground caverns, a fireball may suit your needs, while long corridors are easily cleared with a lightning bolt. In addition, if you are adventuring alone, you need not worry about the finesse of a lightning bolt over the room-clearing power of a fireball, while adventuring with a large number of allies makes fireball much more dangerous of a choice. Finally, consider your allies resistances and vulnerabilities: if you have an ally who is resistant to fire damage, it may be wise to learn fireball: you won't have to worry as much about hurting your ally if he happens to be caught in the blast.

When choosing which of the two spells to prepare on any given day, you will need to ask yourself essentially the same questions, but more emphasis can be placed on the types of enemies and terrain that you expect to encounter that day. The aid of divination magic such as augury or scrying may even provide useful insights into the weaknesses of your enemies.

TIPS AND TRICKS

Now that you have chosen which spell to learn and/or prepare, look over the tips and tricks below for fireball and lightning bolt. In specific situations, each of them can be used in ways which will surprise both your enemies and your Game Master (*or, for the tricky GM, your players*)!

TIPS AND TRICKS: FIREBALL

Cover is no obstacle: You can choose to detonate a fireball at any point, even before it strikes an enemy or object. This can be used to your advantage when you are fighting against foes behind cover, or those hiding just out of sight. For instance, if opponents are attacking you from a ledge high above, and you are only able to see them when they peek out from cover and launch their attack, you can aim your fireball above or past your enemies and detonate it behind them, obliterating everything on the ledge while leaving those below unharmed. This trick can also be used to attack enemies around a corner or to the side of an opened door or passageway: aim the center of the fireball just inside the room and let fly.

Flaming mage: Although it is possible to be caught in your own fireball, sometimes a mage just wants to attack every enemy nearby. With the aid of a spell which protects against energy damage- especially fire shield- a mage can protect himself while dealing great harm to the foolish enemies who thought to surround him.

Knock-knock-boom: Because a fireball can destroy and pass through doors, it is possible to attract the attention of enemies inside a room, back up, and then blast the door with a fireball and roast those inside. Of course, you had best be sure of who is inside before using this tactic. While it is possible to use a lightning bolt to similar effect, a fireball will damage enemies to the sides of the door in addition to those directly on the other side. Note that thick wooden doors may possess too many hit points for this trick to work, especially for the lower-level mage.

Forced scatter: There's nothing quite as effective as a fireball for forcing opponents to break from a tight formation. The strategy here is simple: aim your spell at the center of the enemies and let fly. This is particularly useful if you plan ahead of time with your allies: split the enemies and then surround those who flee to one side, mimicking the traditional "divide and conquer" tactic. The remaining enemies will be easy pickings.

Forced clump: This strategy is the opposite of a forced scatter. If you can somehow get your opponents to gather around a particular area: perhaps by providing some sort of bait or other incentive, like a wall of fire surrounding them, then you can greatly increase the effectiveness of your fireball spell.

Fake delayed-blast trick: While not exactly a fireball trick, this effect is manageable with even the simplest of illusions and can help to clear a room of enemies, if not harm them. Simply create the illusion of a small bead of fiery energy similar to a fireball or delayed blast fireball spell and set it near some enemies. Even the stupidest amongst them- especially if they have witnessed or heard of a fireball before- will flee immediately from the tiny bead. The best part is that an enemy only gets a saving throw if they interact with the bead; however, beware of enemy mages who use Spellcraft to determine which spell you are actually casting.

Ideal feats: Most metamagic feats can be applied to a fireball spell with great effect. Some of the best to use include Widen Spell, Empower Spell, and, of course, Maximize Spell. Occasionally an Extended Spell fireball will be useful, but the range is already generally large enough to fit most situations.

TIPS AND TRICKS: LIGHTNING BOLT

Bottlenecking: Whenever you find yourself facing down a large number of enemies coming through a narrow passage, alley, or street, lightning bolt becomes your best friend. Simply point and shoot, and even if your enemies are not slain, they will think twice about continuing their attack. This strategy also works if a large number of enemies are climbing a ladder or other straight, narrow surface: those who survive may even decide to jump off rather than risk another shock.

Clear a path: If you ever find yourself in need of an unhindered path through heavy undergrowth or even brambles, you can always try casting lightning bolt in the general direction you wish to travel. The spell will easily destroy and pass through the undergrowth until it reaches its maximum range or strikes an object it cannot destroy, such as a decently-sized tree or a hill. This tactic works best if you can also line up a couple of enemies in the spell's path.

All lined up: There are a great number of situations in which a number of your enemies will line themselves up in a perfect row, making themselves ideal targets for a lightning bolt spell. You never know when such situations might present themselves. Here are a few possible examples: firing squads preparing for an execution; members of a jury or audience; guards attempting to form a defensive line; ranks of an army; enemies traveling in a lined-up marching formation; and a royal or other ceremonious procession.

Around the corner: Although it is difficult to visualize, a lightning bolt spell can be used to attack an enemy hiding behind a nearby corner or another form of cover such as a tree. The sample images given in the Magic section of the core rules for the shape of a 30-foot line show that a slightly diagonal line is indeed shaped in such a way that it can strike an enemy behind a corner which would normally provide cover for a ranged attack. You can use this fact to your advantage in many dungeon corridors and even in forests and cities.

Ideal Feats: Like fireball, many feats can be usefully applied to a lightning bolt. Widen Spell is much more useful for a lightning bolt as increasing the range of the spell will also increase its area. Empower Spell and Maximize Spell will help it deal more damage. Extend Spell is not useful for either fireball or lightning bolt as they have instantaneous durations.

NEW FEATS

The following feats are particularly useful for spellcasters interested in using fireball and/or lightning bolt, as well as the new spells presented here.

ELECTROMANCER'S GIFT

Prerequisites: Ability to cast at least two spells with the Electricity descriptor

Benefit: Whenever you cast a spell with the Electricity descriptor, you may choose to apply any one of the following effects to the spell: increase the Difficulty Class of the saving throw to resist the spell's effects by 1; or increase the damage dealt by the spell by 1d6 (*even above the spell's normal maximum*); or cause the spell to be accompanied by a loud clap of thunder which causes all creatures damaged by it to become deafened for a number of rounds equal to one-half of your caster level unless they succeed at a Fortitude save (*DC equal to the spell's DC*).

PYROMANCER'S GIFT

Prerequisites: Ability to cast at least two spells with the Fire descriptor

Benefit: Whenever you cast a spell with the Fire descriptor, you may choose to apply any one of the following effects to the spell: increase the Difficulty Class of the saving throw to resist the spell's effects by 1; or increase the damage dealt by the spell by 1d6 (*even above the spell's normal maximum*); or cause all creatures damaged by the spell to suffer from severe burns unless they succeed at a Fortitude save (*DC equal to the spell's DC*) - these burns reduce the creatures' Dexterity by 2 until they receive magical healing or rest for 8 hours.

NEW SPELLS

The following spells are additional options for the mage considering fireball and lightning bolt. They are each third-level spells with damaging effects, but their effects are quite different than those of their more traditional counterparts.

BALL LIGHTNING

School evocation [*electricity*]; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (*a tiny copper bead*)

Range 60 ft.

Area Up to 60 ft. "line" plus 10-ft.-radius burst (*see text*)

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

You create a ball of lightning roughly 3 feet in diameter which originates in an adjacent square and instantly follows a path of your choosing. The ball lightning deals 1d6 points of electricity damage per two caster levels (*maximum 5d6*) to any creature along the path, although it is unable to cross over the same spot more than once. At any point along the path you may choose to detonate the ball lightning: it explodes in a 10-ft.-radius burst, dealing 1d6 points of electricity damage per two caster levels to any creature within the burst, except those that the spell already passed over. The ball lightning also detonates if it moves out of your sight or reaches the end of its 60-ft. movement limit.

The ball lightning sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the ball lightning may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

ELECTRIC FIELD

School evocation [*electricity*]; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (*a small copper rod*)

Range personal

Area 20 ft. emanation, centered on the caster

Duration concentration, up to 1 round per level

Saving Throw Fortitude half (see text); **Spell Resistance** yes

When you cast this electric field, you become surrounded by a field of crackling electricity which instantly deals 1d6 points of electricity damage per two caster levels (*maximum 5d6*) to all creatures within the field (*except the caster*). Any creature that remains in the field at the end of its turn takes an additional 2d6 points of electricity damage per turn, although a successful Fortitude save against this secondary effect negates all of the damage rather than half.

An electric field spell generates almost no heat and does not ignite combustibles or penetrate barriers.

ENGULF

School evocation [*fire*]; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (*a small piece of oil-soaked cloth*)

Range close (*25 ft. + 5 ft./2 levels*)

Target one creature

Duration concentration, up to 1 round per level

Saving Throw Fortitude negates; **Spell Resistance** yes

An engulf spell causes the target creature to become surrounded by searing flames which initially deal 1d6 points of fire damage per two caster levels to the creature (*maximum 5d6*). The creature remains engulfed in flames for as long as you concentrate on the spell and takes an additional 2d6 points of fire damage every round when you maintain the spell (*no save*). In addition, any creature that ends its turn within 10 feet of the engulfed creature takes 1d6 points of fire damage (*no save*). The flames may be doused by submerging the creature completely in water (*which ends the spell*), dispelling the spell, or disrupting your concentration.

FIREBOLT

School evocation [*fire*]; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (*a brass arrowhead*)

Range 60 ft.

Area 60-ft. line

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

You raise your hand and unleash a bolt of fire which deals 1d6 damage per caster level (*maximum 10d6*) to each creature within its area. Additionally, any creature adjacent to the area of the spell (*excluding the caster*) takes half of this amount of damage.

The firebolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

APPENDIX I: MONSTER RESISTANCES AND VULNERABILITIES

The table below will help you to decide which spell to prepare and use against specific monsters. Every monster in the core rules with vulnerabilities, resistances, and immunities to fire or electricity is listed, as well as those such as the iron golem which is affected in special ways by fire or electricity. A monster that is not listed has no particular weakness or strength against either energy type.

Monster Name	Resistances to Fire/Electricity	Vulnerabilities to Fire/Electricity	Other Effects
Aasimar	Electricity 5, Fire 5		
Angel, Astral Deva	Electricity 10, Fire 10		
Angel, Planetar	Electricity 10, Fire 10		
Angel, Solar	Electricity 10, Fire 10		
Army Ant Swarm			50% extra damage from area spells
Archon, Hound	Immune to electricity		
Archon, Lantern	Immune to electricity		
Archon, Trumpet	Immune to electricity		
Assassin Vine	Fire 10, immune to electricity		
Azata, Bralani	Fire 10, immune to electricity		
Azata, Ghaele	Fire 10, immune to electricity		
Azata, Lillend	Fire 10, immune to electricity		
Bat Swarm			50% extra damage from area spells
Behir	Immune to electricity		
Centipede Swarm			50% extra damage from area spells
Crab Swarm			50% extra damage from area spells
Demon, Babau	Fire 10, immune to electricity		
Demon, Balor	Immune to electricity and fire		
Demon, Dretch	Fire 10, immune to electricity		
Demon, Glabrezu	Fire 10, immune to electricity		
Demon, Hezrou	Fire 10, immune to electricity		
Demon, Marilith	Fire 10, immune to electricity		
Demon, Nabasu	Fire 10, immune to electricity		
Demon, Nalfeshnee	Fire 10, immune to electricity		
Demon, Quasit	Fire 10, immune to electricity		
Demon, Shadow	Fire 10, immune to electricity		
Demon, Succubus	Immune to electricity and fire		
Demon, Vrock	Fire 10, immune to electricity		
Devil, Barbed	Immune to fire		
Devil, Bearded	Immune to fire		
Devil, Bone	Immune to fire		
Devil, Erinyes	Immune to fire		
Devil, Horned	Immune to fire		
Devil, Ice	Immune to fire		
Devil, Imp	Immune to fire		
Devil, Lemure	Immune to fire		
Devil, Pit Fiend	Immune to fire		
Dragon, Chromatic: Blue	Immune to electricity		
Dragon, Chromatic: Red	Immune to fire		
Dragon, Chromatic: White		Vulnerability to fire	
Dragon, Metallic: Brass	Immune to fire		
Dragon, Metallic: Bronze	Immune to electricity		
Dragon, Metallic: Gold	Immune to fire		
Dragon, Metallic:			

Silver		Vulnerability to fire	
Dragon Turtle	Immune to fire		
Eel, Electric	Electricity 10		
Elemental, Fire	Immune to fire		
Froghemoth	Fire 10, immune to electricity		Slowed by electricity
Gelatinous Cube	Immune to electricity		
Genie, Efreeti	Immune to fire		
Genie, Shaitan	Immune to electricity		
Giant, Fire	Immune to fire		
Giant, Frost		Vulnerability to fire	
Giant, Storm	Immune to electricity		
Golem, Clay			Immune to magic
Golem, Flesh			Immune to magic: slowed by fire, healed and broken out of slow effects by electricity
Golem, Ice		Vulnerability to fire	Immune to magic, except fire, and slowed by electricity
Golem, Iron			Immune to magic, slowed by electricity, healed and broken out of slow by fire
Golem, Stone			Immune to magic
Golem, Wood		Vulnerability to fire	Immune to magic, except fire
Gray Ooze	Immune to fire		
Half-Celestial	Electricity 10		
Half-Fiend	Electricity 10, Fire 10		
Hell Hound	Immune to fire		
Hydra, Cryo		Vulnerability to fire	
Hydra, Pyro	Immune to fire		
Intellect Devourer	Electricity 20, immune to fire		
Leech Swarm			50% extra damage from area spells
Lich	Immune to electricity		
Linnorm, Crag	Immune to fire		
Mummy		Vulnerability to fire	
Night Hag	Immune to fire		
Ochre Jelly	Immune to electricity		
Oni, Ogre Mage			Fire bypasses regeneration
Phoenix	Immune to fire		
Rat Swarm			50% extra damage from area spells
Remorhaz	Immune to fire		
Roper	Immune to electricity	Vulnerability to fire	
Salamander	Immune to fire		
Sea Serpent	Fire 30		
Shambling Mound	Fire 10, immune to electricity		
Shocker Lizard	Immune to electricity		
Shoggoth	Electricity 20, Fire 20		
Spider Swarm			50% extra damage from area spells
Tarrasque	Immune to fire		Immune to line effects (lightning bolt included)
Tiefling	Electricity 5, Fire 5		
Treant		Vulnerability to fire	
Troll			Fire bypasses regeneration
Vampire	Electricity 10		

Vegepygmy	Immune to electricity		
Wasp Swarm			50% extra damage from area spells
Will-o'-Wisp			Immune to magic
Worg, Winter Wolf		Vulnerability to fire	
Xorn	Electricity 10, immune to fire		
Yeti		Vulnerability to fire	

APPENDIX II: VERSION 3.0 AND 3.5 RULES

There are few differences between the different versions of the fireball and lightning bolt spells in the 3.0, 3.5, and Pathfinder rules. The main difference lies in the 3.0 version of the lightning bolt spell: each time you cast the spell you were allowed to shape it as a long 5-foot-wide bolt, or a shorter 10-foot-wide bolt. Your GM may allow you to use this older version of the spell, but this simple difference makes lightning bolt quite a bit more versatile and your GM may feel the change makes the spell too powerful.

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