

Acid Bolt



Evocation, Alchemy

Level: 4

Range: 60 yds. + 10 yds./level

Components: V, S

Casting Time: 4

Duration: Instantaneous

Area of Effect: 1 or 2 creatures

Saving Throw: None

This spell summons two teardrop-shaped bolts of flesh-corrosive force that dart forth from the caster's hands to strike their targets unerringly. Each target must be a single creature that the caster can see and distinguish from others during casting. Once hurled, a bolt will follow a fleeing target out of the caster's view and dodge around obstacles and other creatures, even those who move to intercept it. The caster cannot aim the bolts at specific body parts, areas, or carried items.

Any being struck by an acid bolt suffers 4d4 points of damage. Skeletal or non-corporeal undead and nonliving objects (even wood and cloth) are unaffected by an acid bolt.

Notes: Rare spell. (Updated from DRAGON Magazine.)