

# Airball



## Evocation, Air

Level: 8

Range: 120 yds.

Components: V, S, M

Casting Time: 3

Duration: Special

Area of Effect: Creates one 10-ft. diam. sphere

Saving Throw: None

When this spell is cast, a stormy-blue, boulder-sized sphere of air under incredible pressure is created within 120 yards of the caster. If created in the air, the ball (which weighs about 5 lbs.) immediately falls toward the ground. If it falls 20 feet or more, the ball breaks into eight separate blasts of wind upon striking the ground, each equal to a gust of wind spell cast by an 8th-level spellcaster (winds of 30 m.p.h.); each blowing in one of eight compass directions from the point of impact (N, NE, E, etc.). In addition, the winds stir up all local dust and dirt for 1d4 rounds, limiting vision to 10 feet in their areas of effect. If the airball lands on water, the spray blast has the same effect.

If the airball fails to burst, then it cannot be moved once it touches the ground, remaining stationary and permanent until broken. The sphere is AC 6; any damage will penetrate its sensitive surface and set it off, although touching or pushing on it won't do so.

The material component requires one million cubic feet of air: for example, a 100 x 100 x 100-foot volume. From this open air is drawn the compressed air for the sphere. Note, however, that casting this spell does not create a vacuum.

Notes: Rare; uncommon for Air mages. (Updated from DRAGON Magazine.)