

Airbolt



Alteration, Air, Force, Water

Level: 3

Range: 20 yds. (60 yds. underwater)

Components: V

Casting Time: 3

Duration: Instantaneous

Area of Effect: 1 creature or object

Saving Throw: None

Using only verbal components, this spell focuses the air around the caster into a powerful invisible bolt; a concentrated blast of air roughly 3 inches in diameter. Airbolt is particularly effective underwater.

Only one creature or object can be the target of this spell. Damage for this spell underwater is 1d6 per level, to a maximum of 10d6 at 10th level. A saving throw vs. spell is allowed for half damage. The spellcaster blows a puff of air as this spell is cast.

In the air, this bolt inflicts only half the number of dice damage as it does underwater (round up), and it will not work in a vacuum at all.

Notes: Uncommon for Air and Water mages; rare for others. (Updated from DRAGON Magazine.)