

Archveult's Skybolt



Alteration

Level: 4

Range: 10 ft./level

Components: V, S, M

Casting Time: 4

Duration: 2 rds.

Area of Effect: 4-ft. diam. bolt, 10 ft. long/level

Saving Throw: ½

The spellcaster creates a luminescent bolt of energy by hurling a crystalline focus at a target creature or location up to 10 feet away per caster level. Beginning 10 feet from the caster, a skybolt 4 feet in diameter bursts into existence, flashing outward along the crystal's path.

The bolt ends where the crystal stops. A bolt will not form in water and, if the crystal has struck a barrier, the bolt will stop at the point of impact. If the crystal enters an area of magical protection that would not allow formation of the bolt, the bolt will form instantaneously to that point and dissipate immediately. Otherwise, the bolt remains in existence and dangerous through a second round and then fades away.

Any creature struck directly by the crystal (this requires the caster to make an attack roll as if hurling a missile), suffers 1d6 points of damage for each level or Hit Die it possesses, to a maximum of 10d6. A saving throw vs. spell is allowed for half damage.

Such a creature might try to catch and return the crystal (at success chances determined by the DM). The creature still takes damage and is allowed a saving throw, but must also make a system shock survival roll. Its throw determines the future path of the skybolt. The potential maximum length of the skybolt cannot exceed 10 feet per level of the caster.

If the caster misses with a throw, refer to the grenade-like missile scatter diagram (DMG).

Any living creature coming into contact with the bolt but not struck by the crystal will suffer 1d4 points of shock damage per Hit Dice or level it possesses, to a maximum of 10d4.

A skybolt lasts for two rounds. Once formed it cannot be deflected, grounded, or insulated against, save by antimagic effects or magic resistance. Creatures and objects entering the skybolt will not affect it.

The material component of the spell is a crystalline focus that is at least 1 inch long. This may be a faceted gem, a piece of quartz, or cut glass. It is hurled as the caster completes the incantation of the spell.

Notes: Uncommon or rare spell.