Bombard - Old Empire

Evocation

Level: 8
Range: 10 yds./level
Components: V, S, M
Casting Tin1e: 8
Duration: 1 rd./4 levels (round down)
Area of Effect: 1 creature
Saving Throw: ½

When this spell is cast upon a single creature within spell range, giant stones appear and bombard the target, inflicting 10d6 points of damage. A successful saving throw vs. spell reduces the damage by half. Each successive round, a new bombardment strikes the target. causing 10d6 points of damage.

This spell lasts one round for every four levels of the caster, rounded down (thus a bombardment from a 16th- through 19th-level wizard lasts four rounds, a bombardment from a 20th- through 23rd-level wizard lasts five rounds, etc.). Each bombardment after the first round strikes before any other actions take place in the round.

A creature with magic resistance checks each round- a successful resistance roll ends the spell. This check is made before taking bombardment damage for the round. The spell ends if the target moves out of range. A successful dispel magic spell cast on the target negates the spell.

The material component for this spell is a piece of meteoric iron.

Notes: Rare spell. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a read Southern magic spell.