

Darkning Bolt



Evocation, Shadow

Level: 4

Range: 180 yds.

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: Bolt 60 ft. long x 5 ft. wide

Saving Throw: ½

This spell creates a bolt of "negative lightning." This bolt is so black that anyone seeing it has a 10% chance of going blind for 1d4 turns. Black sparks and tendrils of darkness play about the bolt for the brief instant it exists. The bolt starts up to 180 yards away from the caster and extends 60 feet farther. All creatures within the area of effect take 1d6 points of damage per level of the spellcaster (to a maximum of 10d6). A saving throw vs. spell for half damage is allowed. If the darkning bolt strikes a solid surface (such as a wall), it bounces back toward the caster until the total length of the bolt is 60 feet.

The material component is an onyx rod and a bit of black fur.

Notes: Uncommon for shadow mages; otherwise very rare. (Updated from DUNGEON Magazine.)