

# Deathbolt - Old Empire



## Necromancy

Level: 8

Range: 10 yds./level

Components: V, S, M

Casting Time: 8

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Special

This spell causes a bolt of death energy to strike its target, which may be any living creature native to the Prime Material Plane. When this bolt strikes, the target dies unless it makes a successful saving throw vs. spell. Even if the roll succeeds, the victim suffers 10d6 points of damage.

The material component for this spell is vampire ichor.

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