

# Bolt, Acid

Area of Effect: One target.

Avoidance-roll: None.

Charges: 5-30 (roll 5 D-6) will be found. One use per bolt.

Command word(s): None.

Damage: 3-D10 acid damage.

After the initial strike damage, upon the next turn and the next three turns following, additional acid damage will be taken (3-D10, 2-D10, and finally 1-D10).

Duration: Instant.

Effect time: Instant.

Explanation: The Acid Bolt is an bolt that has milky-white runes etched into its surface. Once shot, the next object that it comes into contact with will be covered by Acid. Even if one point of damage is taken by this bolt, it will charge, burning the target it touches with searing acid.

Hand movement: None.

Healing: None.

History: Unknown

Immunities: Acid-dwelling creatures take only ½ damage, and Acid-using creatures take no damage from the acid damage of this enchanted weapon (although they are susceptible to the physical damage of the bolt itself).

Invoke time: Not applicable.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: None.

Range: As the normal range of the crossbow it is shot from.

Resting time: None.

Special: None.

Susceptibilities: Amphibians and snail/slug creatures = x3 damage.

Value: Bolt value + 75 W.G. per Rank + 1,000 W.G. ea.