

# Enchanted Items, Explanation of: Wand, Frost

Area of Effect: 1 space and the next 2 sets of spaces around that space (25' radius).

Avoidance-roll: None.

Charges: 1-20 (roll 1-D20).

Command word(s): Ice Strike (Human).

Damage: See: "Explanation of Enchanted Item".

Duration: 1 turn.

Effect time: Instant.

Explanation: This wand comes in different powers. Roll on the following chart to see what power the wand will have:

<u>%Roll</u>	<u>Frost-Cloud powers:</u>	<u>Damage:</u>	<u>Value per charge:</u>
01-70	Minor Frost-Cloud	Up to 12 in up to 14 areas of the body.	500 + 500 W.G.
71-86	Frost-Cloud	Up to 25 in up to 14 areas of the body.	1,000 + 1,000 W.G.
87-97	Super Frost-Cloud	Up to 50 in up to 14 areas of the body.	2,000 + 2,000 W.G.
98-99	Core-Frost-Cloud	Up to 100 in up to 14 areas of the body.	4,000 + 4,000 W.G.
00	True-Frost-Cloud	Up to 200 in up to 14 areas of the body.	8,000 + 8,000 W.G.

The wielder of this wand will gain a bonus of 45 to strike a target, unless it is standstill (in which a bonus of 60 to strike will be given. If the caster misses his or her target, roll on the following chart to see the distance for the target the Frost-Cloud will strike:

<u>%Roll</u>	<u>Miss-distance</u>	<u>Damage</u>
01-02	1 space (5') away	Up to 125 in up to 7 areas of the body.
03-05	2 space (10') away	Up to 125 in up to 7 areas of the body.
06-09	3 space (15') away	Up to 125 in up to 7 areas of the body.
10-14	4 space (20') away	Up to 125 in up to 7 areas of the body.
15-20	5 space (25') away	Up to 125 in up to 7 areas of the body.
21-00	6 space (30') away	Wielder missed.

Once it is determined what the miss-distance is, roll on the following chart to see where the Frost-Cloud will detonate (remember: North will always be considered towards the caster of the Frost-Cloud):

<u>%Roll</u>	<u>Miss-point</u>
01-15	North
16-27	North-East
28-39	East
40-51	South-East
52-65	South
66-77	South-West
78-89	West
90-00	North-West

Wand movement: None.

Healing: None.

History: Humans devised this item under the eye of Yorlon, The Great.

Immunities: Cold using creatures are not effected by the power of this wand. Cold dwelling creatures take only 50% of the damage.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: None.

Range: 50 spaces (250').

Resting time: None.

Special: None.

Susceptibilities: Fire-using creatures take x2 damage.

Value: See: "Explanation of Enchanted Item".