

Potions, Explanation of: Water (Holy)

Area of Effect: See: "Explanation"

Avoidance-roll: None.

Doses: 1

Damage: 1-D10 +1 x 2 for the "Duration" of the burning effect (this is for the non-mastered Holy Water).

See: "Special"

Duration: 1-D4 +1 turns.

Effect time: Instant.

Explanation: When thrown upon an Undead or UnHoly creature, the blessed water will cause severe burning damage. Roll on the following chart to see if the Holy Water found is master mixed:

%Roll: Special properties of Holy Water:

01-70: None. This Holy Water has no Mastery qualities to it. It is a common holy water.

71-00: Yes. This Holy Water has been master mixed. Roll on the following chart to see what master it is:

%Roll: Mastery mix:

01-55: 1st. Mastery

56-64: 2nd. Mastery

65-72: 3rd. Mastery

73-79: 4th. Mastery

80-85: 5th. Mastery

86-90: 6th. Mastery

91-94: 7th. Mastery

95-97: 8th. Mastery

98-99: 9th. Mastery

00: 10th. Mastery

See: "Special"

Hand movement: None. But the Holy Water must be poured into a drink, or poured / broken upon the intended target for the damages to work.

Healing: None.

History: Unknown.

Immunities: Only Undead and UnHoly Creatures are effected by the power of this potion.

Invoke time: Not applicable.

Liquid color: Clear.

Liquid texture: As water.

Liquid taste: As water.

Liquid smell: As water.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: See: Divine Favor: "Bless" for details on creating this potion.

Range: This potion can be thrown accurately 1 space (5') per 2 points of Dexterity (-5 offensive to strike a target per space above the thrower's range).

Resting time: None.

Special: For every level of mastery a Holy Water is created, damage will be increased as follows:

- 1st. Mastery: 1-D10 +1 x 4 for the "Duration" of the burning effect.
- 2nd. Mastery: 1-D10 +2 x 6 for the "Duration" of the burning effect.
- 3rd. Mastery: 1-D10 +3 x 8 for the "Duration" of the burning effect.
- 4th. Mastery: 1-D10 +4 x 10 for the "Duration" of the burning effect.
- 5th. Mastery: 1-D10 +5 x 12 for the "Duration" of the burning effect.
- 6th. Mastery: 1-D10 +6 x 14 for the "Duration" of the burning effect.
- 7th. Mastery: 1-D10 +7 x 16 for the "Duration" of the burning effect.
- 8th. Mastery: 1-D10 +8 x 18 for the "Duration" of the burning effect.
- 9th. Mastery: 1-D10 +9 x 20 for the "Duration" of the burning effect.
- 10th. Mastery: 1-D10 +10 x 22 for the "Duration" of the burning effect.

Susceptibilities: If an UnHoly or Undead creature drinks Holy Water, x2 will occur.

Value: See the value on the following chart:

Mastery Mix: Value

Common Holy Water (not master mixed): 100 white-gold

- 1st. Mastery Holy Water: 300 white-gold
- 2nd. Mastery Holy Water: 600 white-gold
- 3rd. Mastery Holy Water: 1,000 white-gold
- 4th. Mastery Holy Water: 1,500 white-gold
- 5th. Mastery Holy Water: 2,100 white-gold
- 6th. Mastery Holy Water: 2,800 white-gold
- 7th. Mastery Holy Water: 3,600 white-gold
- 8th. Mastery Holy Water: 4,500 white-gold
- 9th. Mastery Holy Water: 5,500 white-gold
- 10th. Mastery Holy Water: 6,600 white-gold