

Potions, Explanation of: Water (UnHoly)

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 UnHoly Water).

See: "Special"

Duration: 1-D4 +1 turns.

Effect time: Instant.

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

%Roll: Special properties of UnHoly Water:

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

71-00: Yes. This UnHoly 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 UnHoly 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 Holy 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 UnHoly 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 Holy creature drinks UnHoly Water, x2 will occur.

Value: See the value on the following chart:

Mastery Mix: Value

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

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