

Potions, Explanation of: Explosion

Area of Effect: See: chart #2 following “Damage”

Avoidance-roll: None.

Doses: 1 dose.

Damage: This potion will do from 10 to 100 points of damage in the initial strike area. It will also effect other spaces surrounding it, carrying a destructive impact circle, rolling out into other areas of the board at lightning speed, damaging all within its wake. The method of determining damages is to divide the initial maximum amount of damage that the potion can cause in the initial strike area and divide it in half for every space outward that the numbers last (always rounding as the damage is divided). Example: If an Explosion 10 Potion is used, the damage will be 10 for the initial strike area (where the potion lands). Creatures within the second space out (from the strike area) will take up to 5 points of damage in up to 14 areas of the body. Creatures in the third space out from the initial strike area will take up to 2 points of damage in up to 14 areas of the body. Creatures in the fourth space out from the initial strike area will take up to 1 points of damage in up to 14 areas of the body. Keep dividing the damages in half until you cannot divide any more. If you do this, you will know the range of the Explosive 10 potion. If an Explosive 100 potion is used, the range and devastating damages caused will be much greater.

Duration: 1 turn.

Effect time: Instant.

Explanation: The initial strike area will always be a “Maximum Strike” (See: Maximum Strike” in the Basic Rules Book for complete information on Maximum Strike). Any other avoidance-rolls that are enforced upon a character, due to the nature of this item, will be strictly enforced by the G.M. Roll on the following chart to see the power of this potion:

| <u>%Roll</u> | <u>Power of potion:</u> | <u>Help note for damages:</u> | <u>Value</u> |
|--------------|-------------------------|-------------------------------|--------------|
| 01-46 | Explosion 10 | 5 / 2 / 1 | 25 W.G. |
| 47-56 | Explosion 20 | 10 / 5 / 2 / 1 | 50 W.G. |
| 57-65 | Explosion 30 | 15 / 8 / 4 / 2 / 1 | 100 W.G. |
| 66-73 | Explosion 40 | 20 / 10 / 5 / 2 / 1 | 200 W.G. |
| 74-80 | Explosion 50 | 25 / 12 / 6 / 3 / 2 / 1 | 400 W.G. |
| 81-86 | Explosion 60 | 30 / 15 / 8 / 4 / 2 / 1 | 800 W.G. |
| 87-91 | Explosion 70 | 35 / 18 / 9 / 5 / 2 / 1 | 1,600 W.G. |
| 92-95 | Explosion 80 | 40 / 20 / 10 / 5 / 2 / 1 | 3,200 W.G. |
| 96-98 | Explosion 90 | 45 / 23 / 12 / 6 / 3 / 2 / 1 | 6,400 W.G. |
| 99-00 | Explosion 100 | 50 / 25 / 12 / 6 / 3 / 2 / 1 | 12,800 W.G. |

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Dead and Spirit creatures are not effected.

Invoke time: None.

Liquid color: Unknown.

Liquid texture: Unknown.

Liquid taste: Unknown.

Liquid smell: Unknown.

Maximum adjustment: None.

Notes: None.

Preparation: Must throw the Explosion.

Range: As far as the holder of the Explosion Potion can be thrown by the wielder.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: See: "Explanation".