

Trident, Fire

Area of Effect: One space, and the next ring of spaces directly surrounding that space.

Avoidance-roll: None.

Charges: 1-100 (roll 1 D-100).

Command word(s): None.

Damage: See: "Explanation".

Duration: 1 turn (5 seconds).

Effect time: Instant.

Explanation: This trident will create a Fire-Cloud engulfing the target doing 1-D6 x the level of the wielder in up to 14 areas of the body. If the user misses his or her target, roll on the following chart to see the distance for the target the Fire-Cloud will strike:

If the user misses his or her target, roll on the following chart to see the distance for the target the Fire-Cloud will strike:

<u>%Roll</u>	<u>Miss-distance</u>	<u>Damage</u>
01-02	1 space (5') away	Targeted will take 50% of the normal damage.
03-05	2 space (10') away	Wielder missed.
06-09	3 space (15') away	Wielder missed.
10-14	4 space (20') away	Wielder missed.
15-20	5 space (25') away	Wielder missed.
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 Fire-Cloud will detonate (remember: North will always be considered the way the targeted creature or object is facing):

<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

Hand movement: None.

Healing: None.

History: Unknown.

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

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Preparation: Trident must be held in hand.

Range: 20 spaces (100').

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Trident value + 750 W.G. per Rank + 55,000 W.G.