

Enchanted Items, Explanation of: Crystal, Annihilation

Area of Effect: 20 spaces (100 foot) Diameter.

Avoidance-roll: Magic. See: "Explanation of Enchanted Item".

Charges: One use only.

Command word(s): Arkellion Morgel (Sardakk Elf for: Falling Death)

Damage: "Explanation of Enchanted Item".

Duration: 1 turn.

Effect time: Instant.

Explanation: When this hand-sized crystal is thrown into the air it will explode into a rainbow-hue of colorful energy. This energy will descend upon the area of effect, engulfing all creatures within, ally and foe alike. Once this happens, the magic will attack every creature present as follows:

- 1 All enemies within the area of effect (starting with the lowest level creatures and working up to the highest level) must make an avoidance-roll Vs. "Magic" or die instantly.
- 2 As soon as all enemies in the area of effect have attempted the avoidance-roll Vs. "Magic", all allies of the crystal's user must do the same.
- 3 The thrower of the crystal will be checked for last of all.

The last thing you must do is to see how powerful the Annihilation Crystal is. Roll on the following chart to see what level the crystal will be:

01-02 = Ancient

03-06 = Greater

07-00 = Lesser

Lesser roll 1-D30 +1

Greater roll 1-D30 +31

Ancient roll 1-D30 +61

The "Level of crystal" determines the highest level creatures that can be effected. Creatures which are higher level than the crystal are not effected. A level #2 crystal can only effect level #1 and #2 creatures (a level #3 creature would not be effected).

Hand movement: Wielder must throw the Annihilation Crystal high into the air.

Healing: None.

History: Due to the harshness of their Wasteland surroundings, the Sardakk Elves contrived this powerful device to use in moments of dire need.

Immunities: Animated, Dead, and Undead creatures are not effected.

Invoke time: Not applicable.

Maximum adjustment: None

Notes: None.

Preparation: As "Hand movement".

Range: As far as the wielder can throw it (1 space per point of Dex. + Str. above 10).

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 3,000 White-gold