

Potions, Explanation of: Fire

Area of Effect: 1 space and the next 2 sets of spaces around that space (25' radius).

Avoidance-roll: None.

Doses: 1-D6.

Damage: See: "Explanation of Potion".

Duration: 1 turn.

Effect time: 1 turn.

Explanation: When this potion is imbibed, the drinker will be able to cast Fire magic. Roll on the following chart to see what power the potion will have:

<u>%Roll</u>	<u>Fire-Cloud powers:</u>	<u>Damage:</u>	<u>Value per dose:</u>
01-70	Minor Fire	1-D12 damage in 1-D12 areas of the body.	100 W.G.
71-86	Fire	1-D12 x2 damage in 1-D12 areas of the body.	200 W.G.
87-97	Super-Fire	1-D12 x4 damage in 1-D12 areas of the body.	400 W.G.
98-99	Core-Fire	1-D12 x8 damage in 1-D12 areas of the body.	800 W.G.
00	True-Fire	1-D12 x16 damage in 1-D12 areas of the body.	1,600 W.G.

Caster will gain a +45 to strike a target, unless it is standstill (in which a +60 to strike will be given). If the caster misses his or her target, roll on the following chart to see the distance for the area the Fire spell will strike:

<u>%Roll</u>	<u>Miss-distance</u>
01-10	1 space (5') away from where target is standing.
11-20	2 space (10') away from where target is standing.
21-40	3 space (15') away from where target is standing.
41-60	4 space (20') away from where target is standing.
61-80	5 space (25') away from where target is standing.
81-00	6 space (30') away from where target is standing.

Once it is determined what the miss-distance is, roll on the following chart to see where the Fire will ignite.

Remember: North is considered way the drinker of this potion 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: Sardakk magicians created this potion. Nothing else is presently known.

Immunities: Fire using creatures are not effected by the power of this draught. Fire dwelling creatures take only 50% of the damage. If the target of this spell is wet, only 10% of the normal damage will be taken.

Invoke time: None.

Liquid color: Red

Liquid texture: Smooth, like oil.

Liquid taste: Spicy.

Liquid smell: Cinnamon.

Maximum adjustment: None.

Notes: None.

Preparation: Drink the potion.

Range: 50 spaces (250').

Resting time: None.

Special: None.

Susceptibilities: None.

Value: See: "Explanation".