

Arrow, Explosive

Area of Effect: As arrow. Also, See: “Damage”.

Avoidance-roll: None.

Charges: 5-30 (roll 5 D-6) arrows will be found. One use per arrow. when this arrow is shot from a bow, it will explode when it comes into contact with any object. The arrow is no good after it has been shot.

Command word(s): None.

Damage: Target struck: 5 D-20 points of explosive damage (roll 5 D-20) in all areas of the body.

All targets 1 space from the target struck: 3D-20 points of Explosive damage (roll 3 D-20) in 2-8 areas of the body (roll 2 D-4).

All targets 2 spaces from the target struck: 1D-20 points of Explosive damage (roll 1 D-20) in 2-5 areas of the body (roll 1 D-4 +1).

Note: If a miss occurs, roll on the following chart to see if the arrow lands close enough to still cause damage:

<u>%Roll</u>	<u>Miss range:</u>
01-10	Target is missed, yet the arrow lands 1 space from targeted.
11-20	Target is missed, yet the arrow lands 2 spaces from targeted.
21-00	Miss. Arrow is wasted.

Duration: Instant.

Effect time: Instant.

Explanation: The Explosive Arrow is an arrow that has black and silver runes etched into its surface. Once shot, it will detonate with the next object that it comes into contact with. Even if one point of damage is taken by this arrow, it will explode, damaging the target it touches.

Hand movement: None.

Healing: None.

History: Unknown

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: None.

Range: As the normal range of the bow it is shot from.

Resting time: None.

Special: None.

Susceptibilities: Water-dwelling creatures take 50% more damage, and Electricity-using creatures take x2 damage from the Electric shock of this enchanted weapon.

Value: Arrow value + 750 W.G. per Rank + 2,000 W.G. ea.