

The background is a textured, aged parchment. In the center, there is a large, circular, ethereal explosion of light. The explosion is composed of swirling green and purple hues, with a bright white core. The light radiates outwards, creating a sense of dynamic energy. The overall effect is that of a magical or mystical event.

THE
EXPLOSION
SPELL SOURCE

SPELL LIST

Rank 1

Blasting Ward
Friend of the Blossom
Lesser Concussive Blast
Minor Bomb Shards

Rank 2

Lesser Magic Grenade
Lesser Time Bomb
Minor Explote
Warding Disk

Rank 3

Lesser Bomb Shards
Mage's lol Clay
Phasing
Whirling Explosion

Rank 4

Brittlize
Concussive Mace
Greater Concussive Blast
Lesser Explote

Rank 5

Greater Bomb Shards
Lesser Sands of Kolier
Pulse Wave
Trip Mine

Rank 6

Greater Explote
Greater Magic Grenade
Quaking Destruction
Wall of Destruction

Rank 7

Barrage
Greater Time Bomb
Magic Mortar
Unwarding

Rank 8

Greater Sands of Kolier
Kiliaope
True Bomb Shards
Wave of Concussion

Rank 9

Father of the Blossom
Fracture of Force
Hex of the Blossom
Sundering Wasteland

Rank 10

Ancient Bomb Shards
Eruptive Ground
Kile's Magnificent Explosion
Shattering

SPELL PROFILE

	Rank	Cost	CsD	CsT	Range	AoE	Dur	Res
Blasting Ward	1	2 SpP	2	14M	10 yards	10 yard Radius	3 Rounds	N/A
Friend of the Blossom	1	2 SpP	2	19M	10 yards	1 Target	5 Rounds	N/A
Lesser Concussive Blast	1	2 SpP	2	6M	0	10 yard Radius	Instant	None
Minor Bomb Shards	1	3 SpP	3	18M	0	Caster	Special	N/A
Lesser Magic Grenade	2	3 SpP	3	18M	25 yards	10 yard Radius	Instant	+0
Lesser Time Bomb	2	4 SpP	5	21M	6 yards	1 Item	1 hour	+2
Minor Explote	2	3 SpP	4	9M	10 yards	1 Item	Instant	N/A
Warding Disk	2	3 SpP	3	18M	0	Caster	6 Rounds	N/A
Lesser Bomb Shards	3	5 SpP	7	21M	0	Caster	Special	N/A
Mage's lol Clay	3	5 SpP	5	1 Round	0	Special	Special	N/A
Phasing	3	5 SpP	7	5M	10 yards	1 Target + 1 Target per 3 RO	1 Round	+0
Whirling Explosion	3	9 SpP	8	19M	6 yards	4 yard Radius	5 Rounds	+0
Brittlize	4	12 SpP	7	14M	0	45° Cone with a 20 yard reach	2d4 Rounds	None
Concussive Mace	4	7 SpP	7	19M	0	Caster	10 Rounds	N/A
Greater Concussive Blast	4	7 SpP	7	Snap-Cast	0	15 yard Radius	Instant	None
Lesser Explote	4	7 SpP	7	9M	10 yards	1 Item	Instant	N/A
Greater Bomb Shards	5	9 SpP	9	25M	0	Caster	Special	N/A
Lesser Sands of Kolier	5	9 SpP	8	1 hour	Touch	Special	1 Passing	N/A
Pulse Wave	5	9 SpP	9	11M	2 yards	Special	4 Rounds	N/A
Trip Mine	5	12 SpP	10	3 Rounds	10 yards	10 yard Radius	3 Passings	N/A

	Rank	Cost	CsD	CsT	Range	AoE	Dur	Res
Greater Explote	6	11 SpP	9	12M	10 yards	1 Item + 1 Target per 3 Lvs	Instant	N/A
Greater Magic Grenade	6	11 SpP	9	18M	25 yards	Special	2 Rounds	+0
Quaking Destruction	6	14 SpP	9	1 minute	50 yards	50 yard Radius	3 minutes	N/A
Wall of Destruction	6	12 SpP	10	17M	10 yards	Special	6 Rounds	N/A
Barrage	7	13 SpP	10	0	0	0	0	0
Greater Time Bomb	7	13 SpP	10	0	0	0	0	0
Magic Mortar	7	13 SpP	10	0	0	0	0	0
Unwarding	7	13 SpP	10	0	0	0	0	0
Greater Sands of Kolier	8	15 SpP	11	0	0	0	0	0
Kiliaope	8	15 SpP	11	0	0	0	0	0
True Bomb Shards	8	15 SpP	11	0	0	0	0	0
Wave of Concussion	8	15 SpP	11	0	0	0	0	0
Father of the Blossom	9	17 SpP	12	0	0	0	0	0
Fracture of Force	9	17 SpP	12	0	0	0	0	0
Hex of the Blossom	9	17 SpP	12	0	0	0	0	0
Sundering Wasteland	9	17 SpP	12	0	0	0	0	0
Ancient Bomb Shards	10	21 SpP	15	0	0	0	0	0
Eruptive Ground	10	21 SpP	15	0	0	0	0	0
Kile's Magnificent Explosion	10	21 SpP	15	0	0	0	0	0
Shattering	10	21 SpP	15	0	0	0	0	0

FAMILY OF SPELLS

Minor Bomb
Shards



Lesser Bomb
Shards



Greater Bomb
Shards



True Bomb
Shards



Ancient Bomb
Shards

Minor Explote



Lesser Explote



Greater Explote

Lesser Time
Bomb



Greater Time
Bomb

Lesser Concussive
Blast



Greater
Concussive Blast

Lesser Magic
Grenade



Greater Magic
Grenade

Barrage



Kiliaope

Blasting Ward

Rank 1 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 2 SpP

Range: 10 yards

Duration: 3 Rounds

CsD: 2

CsT: 14M

AoE: 10 yard Radius

Resistance: N/A

WARD

Places a Ward on the ground. All within automatically take $\frac{1}{2}$ damage from any Explosive or Concussive Damage, have a +3 ResCheck against such onslaughts and have 1 Absorb, +1 per 2 RO, to a maximum of +6 Absorb at RO 10, while within the AoE.

Friend of the Blossom

Rank 1 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 2 SpP

Range: 10 yards

Duration: 5 Rounds

CsD: 2

CsT: 19M

AoE: 1 Target

Resistance: N/A

The target becomes 30% immune to any Explosive or Concussive Damage, +5% per 2 RO, or a maximum of 65% at RO 14.

Lesser Concussive Blast

Rank 1 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 2 SpP

Range: 0

Duration: Instant

CsD: 2

CsT: 6M

AoE: 10 yard Radius

Resistance: None

Sends out a wave of concussive force radially around the caster. Anything within the AoE suffers 1d4 Concussive Damage per 2 Levels of the Caster of and is expelled out of the AoE if they weight 300 lbs. (120 Enc.) or less. The expelling force may have other effects as dictated by the environment.

Minor Bomb Shards

Rank 1 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 3 SpP

Range: 0

Duration: Special

CsD: 3

CsT: 18M

AoE: Caster

Resistance: N/A

MAGIC MISSILE

Enchants any metal item, no bigger than .3 Enc, or about 1 lb. Up to 2 items can be enchanted in this manner, **+1 per 4 RO** to a maximum of 4 at **RO 8**. Once the spell is cast, the shards remain active for 4 Rounds, **+1 per 4 RO**. At the end of the duration, any unused shards explode. When thrown, they have a 25 yards range, and only 1 can be thrown per Round. Upon impact, hit or miss, the metal objects explode, causing **1d10+10 Concussive Damage**. On a miss, the secondary explosion may still do damage. Misses negate the 1d10, and the +10 has -2 Damage per yard any target is away from the explosion.

The caster calls their target as normal. A hit means the intended target was struck. A miss puts the shard always 1 yard away behind the target, per number rolled under the target's Evade, e.g. a roll to-Hit of a 10 against Evade 17 means the shard lands 7 yards behind the target.

Lesser Magic Grenade

Rank 2 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 3 SpP

Range: 25 yards

Duration: Instant

CsD: 3

CsT: 18M

AoE: 10 yard Radius

Resistance: +0

First in the line of a very powerful, and feared, spell family. Magic Grenade creates an orb of purple and green energy, which is lobbed into the desired target area. The spell always hits its intended target area and the action of thrown is considered in the spell casting time. Upon impact, the area bursts into a brilliant blossom of purple and green swirling explosion (which is the hallmark visage of the Explosion Source), that resembles a rose if viewed from above.

All within the AoE take **2d12+1 Explosive Damage**, **+1d12+1 per 3 RO** to a maximum of 6d12+5 at **RO 12**. Only those living sentient things are affected, anything with no intelligence or inanimate is unaffected. The magical explosion goes through walls, around cover and all within the AoE take the damage, no matter what is between them and the explosion - except spells and Abilities that specifically combat Explosive Damage. **Successful ResChecks** reduce the damage by 1 per RO.

Lesser Time Bomb

Rank 2 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 4 SpP

Range: 6 yards

Duration: 1 hour

CsD: 5

CsT: 21M

AoE: 1 Item

Resistance: +2

ENCHANTMENT

The caster enchants an item, no larger than himself. At first, the item glows purple, but this resides within a minute. The caster chooses a fuse, which can be as long as 1 hour to a little as 6 Rounds (-1 Round per 4 RO, to a minimum of 2 Rounds with a RO of 16). The item can be detected as enchanted through normal (magical) means, and most Wizards would recognize it with a cursory inspection.

When the fuse ends, the item explodes in a large blossom of purple and green energy, affecting everything with the radius of 50 yards with the same force as a bomb. Anything unfortunate enough to be in the AoE suffers 3d12+6 Explosive Damage, +1d12+2 per 2 Levels (4d12+8 at Level 3, 5d12 at Level 5 and so on), to a maximum of 7d12 at Level 9. Additionally, a flat 2 damage per RO is added to the total. ResChecks reduce the damage by 3 per RO.

This explosion has as much an effect on the inanimate as the animate. All within the radius take damage and objects may be destroyed. As such, cover and Line of Sight from the actual epicenter may offer lessened damage or a Cover Save.

Minor Explote

Rank 2 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 3 SpP

Range: 10 yards

Duration: Instant

CsD: 4

CsT: 9M

AoE: 1 Item

Resistance: N/A

ENCHANTMENT

Explote causes an item to bust into fragments, showering all within a 6-yard radius with shards of fragments. When the spell is cast, the item will explode in 5 Rounds, -1 Round per Level of the caster. Reduction of the delay is optional. The item cannot be something touching the skin, or very close to the target that touches the majority of their body (such as armor or a jacket... but a weapon will do). The item is destroyed in the explosion, and enchanted items cannot be affected. Items that have some kind of effect have that effect expended, as would be with a potion (potions are not "enchanted").

Damage is highly contingent on the item exploded, but always Puncturing. Nonridged materials, like leather and cloth, deal no base damage. Softer items like wood deal 1d4. Hard materials like stone deal 2d4, and very hard metal-like materials deal 3d4.

Those at the epicenter of the explosion take double die damage (roll double the amount of dice) and must ResCheck or be Stunned for up to 1 Round per die damage dealt. Meaning, if 4d4 is the damage, the target may be Stunned for up to 4 Rounds. How long they are stunned is based if the target was right next to the explosion, and if it was near their head.

Warding Disk

Rank 2 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 3 SpP

Range: 0

Duration: 6 Rounds

CsD: 3

CsT: 18M

AoE: Caster

Resistance: N/A

Creates 2 disks, each one oriented in the direction of the caster's palm, about 6 inches from - like a shield. The disks are purple in color and swirling with harsh energies. While the spell is active, the caster cannot use their hands to do anything else, except cast spells. The disks grant a Block Score of +5, +1 per 4 RO, to a maximum of +10 at RO 20. No Parry can be used while the spell is active.

Anything Blocked causes the disks to burst forth with explosive energies, causing 1d8 Explosive Damage, +1 per 4 RO to the attacker for each blocked strike, to a maximum of 1d8+5 at RO 20. The explosion surges back, inflicting the RO-granted bonus damage to the caster.

The disks are about 2 feet in radius and move easily with the caster hands, allowing them to block as many incoming attacks as possible within their front arc. Ranged attacks can also be blocked and missiles semi-penetrate the disks, causing 1d4 Explosive Damage to the caster, but the missile is destroyed in the process.

Lesser Bomb Shards

Rank 3 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 5 SpP

Range: 0

Duration: Special

CsD: 7

CsT: 21M

AoE: Caster

Resistance: N/A

MAGIC MISSILE

Enchants any metal item, no bigger than .3 Enc, or about 1 lb. Up to 2 items can be enchanted in this manner, +1 per 4 RO to a maximum of 5 at RO 12. Once the spell is cast, the shards remain active for 4 Rounds, +1 per 4 RO. At the end of the duration, any unused shards explode. When thrown, they have a 25 yards range, and only 1 can be thrown per Round. Upon impact, hit or miss, the metal objects explode, causing 1d10+20 Concussive Damage. On a miss, the secondary explosion may still do damage. Misses negate the 1d10, and the +20 has -2 Damage per yard any target is away from the explosion.

Mage's Iol Clay

Rank 3 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 5 SpP

Range: 0

Duration: Special

CsD: 5

CsT: 1 Round

AoE: Special

Resistance: N/A

From the caster's hand springs forth a "rope" of green glowing putty-like substance, up to **1 foot long per RO**. The band cannot be cut but acts like a malleable object. The caster (and only the caster), once done casting, may form the rope into any shape their natural Dexterity allows using their hands. Once the caster puts any portion of the rope into a position, that portion becomes solid. The rope can be broken with the same force as if it were made out of pottery, but immediately explodes if this happens. The caster must declare when they are done forming the rope, and it is considered Channeling while doing so. The maximum amount of time they have to form the rope is no more than 2 minutes.

The rope will stick to any surface the caster desires. It may also be formed directly into the air, levitating in the chosen shape. It will move with any surface it is placed on if the surface moves.

Once the caster is done forming the entire rope, 1d8+1 Rounds elapse, then the rope explodes. The force of the explosion is similar to a shape charge, being extremely effective against whatever it is placed against. It has enough force to blast through about 3 feet of stone, 6 inches of steel and even an inch of Mithrel or Adament.

Anything within 10 yards of the final explosion take **3d10 Concussive Damage**.

Phasing

Rank 3 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 5 SpP

Range: 10 yards

Duration: 1 Round

CsD: 7

CsT: 5M

AoE: 1 Target, + 1 Target per 3 RO

Resistance: +0

The Spell "blinks" a target out of reality for exactly 30 Marks. From the time the spell finishes until 30 Marks later, the target is not part of reality and immune to anything. They reappear in the exact location and pose as when they left, having no memory of anything during that 30 Marks.

Whirling Explosion

Rank 3 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 9 SpP

Range: 6 yards

Duration: 5 Rounds

CsD: 8

CsT: 19M

AoE: 4 yard Radius

Resistance: +0

The caster creates a blossoming explosion, looking much like that of Magic Grenade, but sustained. The explosion may not be formed if any living and sentient things is within the AoE. The AoE of the actual explosion is the 6-yard radius listed.

Each Round at Mark 30, the caster chooses a location within 50 yards of themselves as a Half Action. At Mark 15, the blossom streaks toward that location, damaging everything that its path crosses for **3d12 Explosive Damage, +1 per RO** to a maximum of **3d12+20 at RO 20**. Those caught in the final position of the blossom take double dice damage and are thrown outside of the radius of the blossom if smaller than Huge-Sized.

Like Magic Grenade, this explosion is immaterial and only hurt living sentient things. It also means it cannot be blocked and cover is useless. Anything affected may **R.Mag.0** to reduce the damage by 1 per RO.

Brittlize

Rank 4 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 12 SpP

Range: 0

Duration: 2d4 Rounds

CsD: 7

CsT: 14M

AoE: 45° Cone with a 20 yard reach

Resistance: None

ENCHANTMENT

An enchantment that causes all ridged and non-magical materials within the AoE to temporarily becomes as brittle as glass. For the Duration, these items behave as glass.

Concussive Mace

Rank 4 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 7 SpP

Range: 0

Duration: 10 Rounds

CsD: 7

CsT: 19M

AoE: Caster

Resistance: N/A

Creates a very large mace-like device that only the caster can use. It looks as if the explosions of a spell are contained within a glass weapon. It also seems to float in midair and takes no effort for the caster to keep aloft, but also moves very slowly, restricting the caster to only 5 movement per Round. The caster may leave the mace, but then it drops to the ground, shattering, and causing Concussive Damage within a 10-yard radius, expelling anything weighing 300 lbs. or less out of the radius.

It can be used as a weapon, but not in the normal sense. The caster starts to swing, and initially, the mace moves very slowly. By the end of the swing, it picks up incredible momentum, often pulling the caster along with it.

The caster may strike at anything within 2 Hexes - no roll to-Hit is needed. Instead, the caster rolls 1d6. On a roll of 4 or 5, the mace hits. A roll of 6 is a Critical Strike with Critical Severity of 1d6, +1 per 5 RO. Evade is useless as the mace "seeks" out the enemy and moves far too fast to dodge.

The weapon inflicts 5d10 Concussive Damage, lessening 1d10 with each successful strike. This is the same damage it causes if dropped. Along with the damage, any Large-Sized or smaller target is shoved back by a number of Hexes equal to the coefficient die damage, i.e. 4d10 means the target is thrown back 4 Hexes. Anything thrown back *Stands Stupid* for 2 Rounds.

Greater Concussive Blast

Rank 4 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 7 SpP

Range: 0

Duration: Instant

CsD: 7

CsT: Snap-Cast

AoE: 15 yard Radius

Resistance: None

Sends out a wave of concussive force radially around the caster. Anything within the AoE suffers 1d4 Concussive Damage per Level of the Caster of and is expelled out of the AoE if they weight 500 lbs. (200 Enc.) or less. The expelling force may have other effects as dictated by the environment.

This Snap-Cast spell, while still a spell, is allowed to be cast even if the Caster has already cast a spell that Round. The caster must still have enough Initiative to do so.

Lesser Explote

Rank 4 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 7 SpP

Range: 10 yards

Duration: Instant

CsD: 7

CsT: 9M

AoE: 1 Item

Resistance: N/A

ENCHANTMENT

Works the same as the Minor Power version in most ways. Now, things that are worn may be targeted. Anything touching the someone's skin (or very close to their skin like a shirt) takes triple die damage - which is still based on the kind of material.

Greater Bomb Shards

Rank 5 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 9 SpP

Range: 0

Duration: Special

CsD: 9

CsT: 25M

AoE: Caster

Resistance: N/A

MAGIC MISSILE

As its Lesser Power version. Damage is increased to **1d10 +30 Concussive Damage**, with the same damage drop-off due to proximity as the Lesser Power version.

Lesser Sands of Kolier

Rank 5 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 9 SpP

Range: Touch

Duration: 1 Passing

CsD: 8

CsT: 1 hour

AoE: Special

Resistance: N/A

ENCHANTMENT

The caster enchants a bucket full of sand. These sands are now highly explosive, and anything strong as a hammer blow sets off the stuff.

There are 20d12's worth of Explosive Damage within each cast. The sand can be split up into smaller portions, a maximum of 20, each doing 1d12 Explosive Damage. If placed in a glass vial, the vial breaking is enough to set off the stuff.

Each d12-worth of sand explode in a 10-yard radius. Thus, the whole amount would cause 20d12 in a 200-yard radius. Smaller than 1/20th portions don't inflict any damage, but still have the same explosive qualities.

Obviously, great care is needed when handling the sands, which once enchanted, turn deep black with an iridescent sheen to the grains. While sand is the primary target, coarser sands may be used, all the way up to something akin to pea gravel. At the end of the duration, all unexploded sand explodes.

Pulse Wave

Rank 5 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 9 SpP

Range: 2 yards

Duration: 4 Rounds

CsD: 9

CsT: 11M

AoE: Special

Resistance: N/A

The caster creates a wall 10 yards long and about 10 yards high. The wave must fit into the natural surroundings. If not, the waves will attempt to carve out that space, and would most certainly make perfectly cut rectangular holes in soft material.

After the first Round, whichever direction the caster is facing, the wave shoots forward as another one begins to form. All that the wave crosses paths with take **3d10 Concussive Damage** and are pushed back 3 Hexes - this includes the once in front of the caster. Gargantuan creatures are not affected, Huge creatures are held from moving forward, Large pushed back 1 Hex and Small are flung 6 Hexes back.

Aside from damage, the concussive wave causes **Hazing (5)** automatically and makes anything pushed back 1 Hex or more **Stand Stupid/Negate** for 1 Round. Likewise, all manner of loose items are also pushed back, possibly causing secondary shrapnel.

Trip Mine

Rank 5 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 12 SpP

Range: 10 yards

Duration: 3 Passings

CsD: 10

CsT: 3 Rounds

AoE: 10 yard Radius

Resistance: N/A

WARD

The caster places a ward on the ground and assigns a password. Anything coming into the Ward has 2 Rounds to speak the password, which can only be done if inside the Ward's AoE. The password disarms the Ward. Anything still inside after 2 Rounds takes **8d12 Explosive Damage** with an Explosive Critical Strike of Critical Severity 1d20.

Greater Explote

Rank 6 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 11 SpP

Range: 10 yards

Duration: Instant

CsD: 9

CsT: 12M

AoE: 1 Item, + 1 Target per 3 Lvs

Resistance: N/A

ENCHANTMENT

As the Lesser Power version, but now more than one target is allowed.

Greater Magic Grenade

Rank 6 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 11 SpP

Range: 25 yards

Duration: 2 Rounds

CsD: 9

CsT: 18M

AoE: Special

Resistance: +0

Very similar to the Lesser Power version. However, now 2 orbs are created, or 3 with an RO of 15+. The first orb still acts as before, lobbing into the chosen target area causing **5d12+1 Explosive Damage**, **+1d12+1 per 3 RO** to a maximum of 10d12+5 at RO 15, in a 16-yard radius.

The next Round (and possibly the one after that), another orb lobs into another target area, which is chosen when casting (just as the first one).

Quaking Destruction

Rank 6 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 14 SpP

Range: 50 yards

Duration: 3 minutes

CsD: 9

CsT: 1 minute

AoE: 50 yard Radius

Resistance: N/A

Cast on any inanimate object and non-enchanted or magical. If the object is larger than the AoE, that portion which fits in the AoE is affected. Also, continuous structures, like a building or cave, may also be targeted – again, only that which fits in the AoE is affected.

The material of the thing starts to spot green and purple fissures over the course of one minute. Over the next minute, they grow and interconnect. By the third minute, the whole of the material is covered by the fissures. Then, the AoE explodes in a violent blossom of magical energy, tripling the AoE of the spell, and causing **10d12 Explosive Damage** to all within. Like Time Bomb, this explosion is material, providing cover to those behind things and also destroying other things within the explosion.

Wall of Destruction

Rank 6 Spell

Explosion Source, The Spell Sphere of Shadows

Cost: 12 SpP

Range: 10 yards

Duration: 6 Rounds

CsD: 10

CsT: 17M

AoE: Special

Resistance: N/A

The caster creates a wall of continuous explosions, deafening to hear. The wall slowly sinks into the ground, as it carves a groove, at the rate of 1 foot per Round. The wall itself covers a 180-degree arc, 6 feet tall and 10 yards away from the caster with a total length of 44 yards (to create the full arc)

Anything senseless enough to touch the wall is met with a blast, as the wall lets loose a barrage of explosion right at that individual, causing **5d12 Explosive Damage**, -1 damage per RO on a ResCheck. The blow back comes out in a 45-degree cone, 6 yards back. However, that a 2-yard portion of the wall (where touched) of the wall also shrinks down 1 foot.



