

Oracle: Weapon, Thunder

Area of Effect: Area struck.

Avoidance-roll: If hit by a maximum strike this weapon will release a thunder-clap into opponent or object in which a successful avoidance-roll Vs. "Strength" must be rolled or the part struck will be subject to vibrations similar in power to a minor earthquake, causing disruption and x5 damage.

Charges: Permanently enchanted Oracle.

Command word(s): None.

Damage: As weapon type, or Thunder effect (as stated above). See "Explanation".

Duration: Not applicable.

Effect time: This Oracle is in constant effect.

Explanation: If hit by a maximum strike, not only will x5 the normal damage be done, but a thunder-clap will accompany the strike, causing an intense vibration to run through an opponent, or through an object.

The Thunder ability will cause the following if a creature fails to successfully make the avoidance-roll Vs. "Strength":

1. Death if struck in the head unless a successful avoidance-roll Vs. "Death" is rolled. If this avoidance-roll is successful, avoid Vs. "Stun" or be stunned, unable to defend or attack for 1-4 turns (roll 1 D-4).
2. x5 damage will be automatically caused with each and every maximum strike.

The Thunder ability will cause the following if a non-living creature or object fails to successfully make the avoidance-roll Vs. "Strength":

1. Area struck will split, causing x20 the normal damage.
2. If this is earth or rock, it will violently shake, as if an earthquake has struck. The effects of this will be strictly up to the G.M., for the possibilities are vast and the outcome uncertain. The quake will last for 1-20 turns (roll 1 D-20).

Note: The strength of a non-creature (object) struck must be determined by the G.M.

Hand movement: None.

Healing: None.

History: The Legendary king of the Mortacon Wolves, a supposedly extinct race of half Giant Wolf, half Panther, created this deadly weapon long ago during the Age of War.

Immunities: Gaseous and Intangible creatures and objects are not effected.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: None.

Range: As weapon rolled up.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,200,000 White-gold + value of weapon + 750 W.G. per rank.

