

Oracle: Weapon, Armorment

Area of Effect: Wielder only.

Avoidance-roll: None.

Charges: Permanently enchanted Oracle Weapon, usable 3 times / moon.

Command word(s): "Armorment!"

Damage: As the damage of a normal weapon Vs. the wielder.

Duration: 1 turn (5 seconds) per 4 levels of the wielder.

Effect time: 1 turn.

Explanation: When this weapon is used, armor will flow from the sword, like liquid, covering the wielder from head to toe, just as a normal set of armor. This armor will have all the "Special abilities" of a normal set of armor.

Roll up the armor in the "[Armor Creation \(humanoid\):](#)" section of the Enchanted Armors section of the Treasure Book.

To create the Armorment Weapon do the following:

(1) Fully roll one random weapon within the Enchanted Weapons section of the Treasure Book.

(2) Fully roll one random set of armor within the Enchanted Armors section of the Treasure Book.

Hand movement: Wielder of this weapon must hold the weapon high as the "Command word" is spoken.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Wielder of this weapon must hold the weapon high as the "Command word" is spoken.

Range: Wielder of the Armorment Weapon.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 750 W.G. x the Rank + See the Explanation.