

Oracle: Weapon, Detacher

Area of Effect: As the range of the weapon type rolled up.

Avoidance-roll: None.

Charges: Permanently enchanted Oracle.

Command word(s): None.

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

Duration: Not applicable.

Effect time: This Oracle is in constant effect.

Explanation: This weapon looks to be of ordinary make and type (random alloy and/or wood and make . . . but it is not. A maximum strike will inflict x10 the normal damage usually caused.

This is a Rank-60 weapon.

This weapon will not break, as do other weapons, when inflicting x10 damage, but can be broken if it is used to parry a weapon strike that causes more concussion damage than it can withstand.

Roll on the chart: "Weapons, Magic" to see what type of sharp-edged weapon this is. Continue rolling up a random weapon until the result is a sharp-edged weapon.

Hand movement: None.

Healing: None.

History: They say the spiteful enchanter of the KrillShen Goblin race created this incredible weapon. But most disbelieve this tale.

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

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: None.

Range: As the range of the weapon type rolled up.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 620,000 White-gold.