

Oracle: Weapon, Cleaver

Area of Effect: See: "Explanation".

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: Permanently enchanted weapon.

Effect time: The power of 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. An offensive roll of +60 over your foe's defensive roll will cause a "Cleave", which will inflict x5 damage.

If you defeat a foe with this weapon, or bring it to 0 damage-points, you will gain an additional free strike upon the next foe in the path of the weapon. A foe must be in the space directly connecting to the space of the last defeated foe for this to work, and that foe must be directly in front, front-side, or to the side of you. Remember, the next foe effected must be in the path of the swing.

If your offensive attack-roll is +60 over the defensive roll of the next foe struck, you will, again, gain a free attack. This will continue on until there are no more foes in the path and range of the Cleaver Weapon, a foe is not defeated by the strike, or your offensive attack-roll is not high enough.

This weapon has a random Rank to it. Roll on the chart: "Weapons, Magical" to find out the Rank and type of sharp-edged weapon this Cleaver Weapon will be (continue rolling up a random weapon until the result is a sharp-edged, hand-held, weapon).

Hand movement: Not applicable.

Healing: None.

History: Unknown.

Immunities: Foes directly behind and to the back side cannot be cleaved until your stance is turned so they are positioned directly in front, front-side and to the side of you.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: None.

Range: See: "Explanation".

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 2,000,000 White-gold.