

Oracle: Eye of Horrus

Area of Effect: All creatures within "Range of item".

Avoidance-roll: Yes: “Death”. Wielder of the Eye of Horrus must also make an avoidance-roll vs."Sudden Death" just for using it. If this avoidance-roll fails, the wielder will die also.

Charges: Permanent item. Usable 1 time/moon.

Command word(s): None.

Damage: See: "Avoidance-roll".

Duration: Permanent (death is permanent, unless raised from it).

Effect time: 1 turn (5 seconds).

Explanation: When the Eye of Horrus is held for the enemy to see, it will flash, radiating an awful energy of immense power and force. It is said this item turned the tide of war in favor of the diminishing Human race against a now extinct race of giants known as Leviathans. This was back during the Age of War; an ancient tale of great destruction.

There is only one Eye of Horrus in existence.

Hand movement: Only that the Eye of Horus is held high, for foe to see.

Healing: None.

History: Unknown.

Immunities: Animated, Death, Gaseous, and Organic creatures are not effected.

Invoke time: None.

Maximum adjustment: As "Range"

Notes: None.

Preparation: Only that the Eye of Horus is held high, for foe to see.

Range: Wielders Awareness x2 = spaces.

Resting time: 10 turns.

Special: None.

Susceptibilities: None.

Value: 50,000,000 White-gold