

Oracle: Weapon, Tremor

Area of Effect: Area struck.

Avoidance-roll: If struck by a maximum strike, person or object must make a successful avoidance-roll Vs."Strength" or the part struck will be disrupted, being destroyed.

Charges: Permanently enchanted Oracle.

Command word(s): None.

Damage: As weapon type, or Tremor effect (as stated above). See “Explanation”.

Duration: Not applicable.

Effect time: This Oracle is in constant effect.

Explanation: Upon a successful strike the Tremor Weapon will cause disruption of the object or area of the creature struck. The person or object this weapon fall upon must make a successful avoidance-roll Vs. "Strength" or the part struck will be decimated.

:
:
:

Hand movement: None.

Healing: None.

History: This formidable weapon was created within the deep forges of Tremor Keep, the Kithrin Dwarf stronghold.

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: 1,000,000 W.G. + value of weapon + 750 W.G. per rank.