

Oracle: Weapon, Worm

Area of Effect: As the range of the weapon type it is, and the wielder.

Avoidance-roll: If this weapon strikes flesh, Yes: Vs. "Disease".

Charges: Permanently enchanted Oracle.

Command word(s): None.

Damage: As the damage of a normal weapon Vs. the wielder + 2-12 in the same area struck per 24 hours after being wounded. The 2-12 points a victim will suffer will be in the form of painful bruising and blacking' of the flesh (this is the Worm effect). This Worm damage will continue on until an successful avoidance-roll Vs. "Disease" is rolled three times in a row. The victim may only attempt the avoidance-roll Vs. "Disease" once per 24 hour period.

Duration: Rotting effect will continue for 2-12 (roll 2 D-6) days.

Effect time: This Oracle is in constant effect.

Explanation: Go to: "Enchanted Weapons" and randomly roll up a weapon type (not alloys . . . just the type it is). The fabric of this weapon is a black substance, much like the Omen Weapon. Its bite must strike flesh in order to effect a creature with the Worm ability. Otherwise, no further damage will be caused to a creature.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Creatures that are non-living and/or non-physical are not effected by this weapon's power.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: None.

Range: As the range of the weapon type it is, and the wielder.

Resting time: None.

Special: The Rot Damage this weapon causes cannot be healed by common healing spells and potions. This damage can only be healed by the following spells being cast upon the wound: Relieve Disease and then Regenerative Healing.

Susceptibilities: If a creature is currently under the influence of a disease, no avoidance-roll is possible.

Value: 550,000 White-gold.