

# Javelin, Acid

**Area of Effect:** As the normal range of a weapon. Acid damage only effects where the Javelin has struck.

**Avoidance-roll:** None.

**Charges:** 1-6 (roll 1 D-6) javelins will be found. One use per javelin. when this javelin thrown, it will charge. The javelin is no good after it has been thrown.

**Command word(s):** None.

**Damage:** Acid: 3D-10 (roll 3 D-10) in the same area this weapon has struck the target. Physical: As the normal damage of the weapon wielder is holding.

**Duration:** Physical and acid damages are done in the same turn that targeted is struck.

**Effect time:** Instant. Acid damage is calculated directly after the physical damage has. Do them separately.

**Explanation:** The Acid Javelin is a weapon that has milky-white runes etched into its surface. Once shot, the next object that it comes into contact with will be damaged by Acid in the area struck. Even if one point of damage is taken by this javelin, it will charge, burning the target it touches with searing acid.

**Hand movement:** None.

**Healing:** None.

**History:** Unknown.

**Immunities:** Acid-dwelling creatures take only ½ damage, and Acid-using creatures take no damage from the acid damage of this enchanted weapon (although they are susceptible to the physical damage of the Javelin itself).

**Invoke time:** Not applicable.

**Maximum adjustment:** Not applicable.

**Notes:** None

**Preparation:** None.

**Range:** As the normal range of a weapon.

**Resting time:** None.

**Special:** Not applicable.

**Susceptibilities:** None.

**Value:** Javelin value + 750 W.G. per Rank + 1,000 W.G.