

# Oracle: Crown/Tiara of Might

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: Permanent Item.

Command word(s): None.

Damage: None.

Duration: Permanently in effect while wearing.

Effect time: 10 turns after placing it upon the head.

Explanation: When the Crown or Tiara of Might is worn the following adjustments will be in effect:

- (1) Strength will be at x2
- (2) Avoidance-rolls will be at maximum. If any are already at maximum chance, wearer will have two chances to succeed.
- (3) Crown or Tiara will hold a permanent + 10-60 (roll 10 D-6) Mental-Strength points that the wearer will gain to his or her own M.S. when placed upon the head.
- (4) Crown or Tiara will hold a resistance to damage of 10-60% (roll 10 D-6). This damage-resistance is only for physical attacks.
- (5) Discern: Crown or Tiara gives its wearer the ability to discern a lie (50% chance (roll 51+ to discern a lie).

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Only living creatures can benefit from the power of this Oracle (Undead also).

Invoke time: None.

Maximum adjustment: None.

Notes: %Roll: 01-15 = Crown, 51-00 = Tiara

Preparation: None.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 2,500,000 White-gold.