

# Wrist-blade, Venom

**Area of Effect:** As wrist-blade.

**Avoidance-roll:** vs. "Poison".

**Charges:** Permanently enchanted weapon.

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

**Damage:** As a normal Wrist-blade + poison effects (see: "Explanation").

**Duration:** 24 hours. A successful avoidance-roll vs. "Poison" will cut the duration of the venom's effect by ½, bringing the duration down to 12 hours.

**Effect time:** Poison will be in effect in 3 turns (15 seconds) after you strike for more than ½ the maximum the blade can cause.

**Explanation:** Venom Wrist-blade will poison its target when more than ½ the maximum damage the blade can cause. Roll on the following chart for the "Venom effects":

## %Roll: Venom effects:

01-46: -4 to both Defense and Offense for 24 hours.

47-56: -8 to both Defense and Offense for 24 hours.

57-65: -12 to both Defense and Offense for 24 hours.

66-73: -16 to both Defense and Offense for 24 hours.

74-80: -20 to both Defense and Offense for 24 hours.

81-86: -24 to both Defense and Offense for 24 hours.

87-91: -28 to both Defense and Offense for 24 hours.

92-95: -32 to both Defense and Offense for 24 hours.

96-98: -36 to both Defense and Offense for 24 hours.

99-00: -40 to both Defense and Offense for 24 hours.

**Hand movement:** Not applicable.

**Healing:** None.

**History:** It is rumored that the Arcanist spell-casters, who supposedly exist within the Jungle Region, created this incredible item.

Looking through the Tome of Races, there is only one passage concerning the Venariom Elf race, who supposedly exist within jungle regions. Within the passage it described a race of elves, whose saliva held a potent venom, which became more deadly as the elf aged. I could find no other references verifying this, and so, at this point in time, I must treat such information as mere speculation.

I have embarked on three treks into three different jungle regions, but found no evidence that such a race exists. Maybe it was better that I did not find them. For if they are anything like the Amalagon Elves, who dwell within the same region, it was better I and my team had not encountered them (the Amalagon are high superstitious and territorial, unfriendly to strangers).

**Immunities:** Poison using and dwelling creatures whose venom is equal to, or stronger in the same effect.

**Invoke time:** None.

**Maximum adjustment:** See: "Explanation" of poisons.

**Notes:** Venom effects of this blade do not stack, but will start the venom process and effects over again when more than ½ damage is caused. If the venom effects are lesser in anyway, the current effects, duration, etc. will continue.

**Preparation:** Wrist-blade must be worn on the wrist to naturally invoke the venom effects.

**Range:** As wrist-blade.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** The victim of this poison will have only ½ the normal chance, (rounded down) of avoiding the effects of this poison if already under the influence of any type of venom.

**Value:** Wrist-blade value + 750 white-gold per Rank + the listed value to the right of the venom information stated in the "Explanation" section.