Oracle: Pandora's Box

Area of Effect: 10 leagues (30 miles) out from Pandora's Box in all directions.

Avoidance-roll: Yes: Mental-strength check (your Mental-strength = your % chance to avoid). If luck is used, it is gone forever (only personal luck can be used).

Charges: Permanently charged item.

Command word(s): None.

Damage: See: "Explanation".

Duration: Permanent while the lid to Pandora's Box is open.

Effect time: 24 hours.

Explanation: When Pandora's Box is opened, a silver mist will be seen twisting and revolving steadily. If the lid is left open, when the "Effect time" has elapsed, it will pour over the eges and begin stranding its way through every place that will allow the passage of the mist. If this happens see: "Special".

All creatures that do not successfully make the avoidance-roll, will become infected with a form of chaos reality that will cause a raging disease to spread slowly through their minds that will eventually drive them into a chaotic frenzy that will drive them to attacking each other until only one stands.

Each day there will be a 1% chance of this chaos creating a vicious murderer out of a creature (i.e., 1% chance the first day, 2% chance the second day, 3% chance the third day, and so forth until, at 100 days, a 100% chance of driving every creature within the "Area of Effect" completely mad.

This madness will never end until Pandora's Box is closed.

Note: None.

Hand movement: None. Merely open Pandora's Box.

Healing: None.

History: Unknown.

Immunities: Animated, Dead and Gaseous creatures are not effected.

Invoke time: None.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: None. Merely open Pandora's Box.

Range: Pandora's Box (this vicious chaos flows from the box itself).

Resting time: None.

Special: None.

Susceptibilities: Creatures whose intelligence is 20 points higher than their wisdom will have double the chance of becoming effected, per day, by Pandora's Box.

Value: A value cannot be placed upon Pandora' Box. One could say the value is . . . negotiable.