Oracle: Stone, Rebuking

Area of Effect: All creatures present that the thrower wishes to be safe from.

Avoidance-roll: None.

Charges: Once a Rebuking Stone is used, it is gone forever. 3-18 found (roll 3 D-6).

Command word(s): "Be gone!"

Damage: None.

Duration: Permanent.

Effect time: Instant.

Explanation: When the Rebuking Stone is used, the thrower and the ones to be effected will roll initiative. If the thrower wins the initiative, banishment of enemies will be successful. If the initiative roll is lost, nothing will happen and the stone used will be wasted.

Banished creatures will never again, in their existence, be able to be in the presence of the thrower. If this law is broken, for every turn that a creature is in the presence of the thrower, for a creature can defy the banishment, the following will occur:

(1)   2-200 points of damages will be taken to all areas of the body per turn.

(2)   A successful avoidance-roll Vs. "Pain" must be rolled or the banished will feel horrible pain and agony, unable to do anything by writhe and grovel before the thrower of the Rebuking Stone. This avoidance-roll must be rolled successfully every turn. If the banished is experiencing the throes of pain and agony, each turn there will be a chance to still roll the avoidance-roll Vs. "Pain".

Hand movement: Holder of Rebuking Stone must have it in his or her hand. As the words, "Be gone!" are stated, the Rebuking stone must be cast between the thrower and the one to be banished from the presence of the thrower.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: As "Hand movement".

Range: The thrower must clearly see the one who he or she is attempting to banish. In other words the one to be banished must be identified by detailed description (not color of eyes).

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 275,000 White-gold each.