

Javelin, Electricity

Area of Effect: As the normal range of a weapon. Electricity 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: Electricity: 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 Electricity damages are done in the same turn that targeted is struck.

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

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

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Electricity-dwelling creatures take only ½ damage, and Electricity-using creatures take no damage from the Electricity 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.