

Arrow, Weave

Area of Effect: 1 full space (5' radius).

Avoidance-roll: None.

Charges: 5-30 (roll 5 D-6) arrows found. One use per arrow.

Command word(s): None.

Damage: None. This arrow does not cause damage.

Duration: Permanent until cut free.

Effect time: As this arrow is shot from a bow it will form into a net that may capture the creature, weaving a strong web-like net about it.

Explanation: When this arrow is shot from a bow it will instantly change into a very real and strong web-like net. If it strikes its target it will wrap it up tight.

To be free of this net a creature must successfully make an avoidance-roll Vs. "Paralysis". Targeted has but one chance to succeed. If targeted fails the "Paralysis" check it will be helpless.

A target larger than 1 space, or in other words over 5' tall, must only make a successful avoidance-roll Vs. "Strength" to be free (2 chances to succeed (one chance per turn)).

A target larger than 2 spaces, or in other words over 10' tall, will only be delayed by one turn to escape from the netting.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: None.

Range: As the normal range of the bow it is shot from.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Arrow value + 750 W.G. per Rank + 3,000 W.G. ea.