

Arrow, Electricity

Area of Effect: As arrow. Also, See: “Damage”.

Avoidance-roll: None.

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

Command word(s): None.

Damage: 3-D10 electricity damage.

Duration: Instant.

Effect time: Instant.

Explanation: The Electricity Arrow is an arrow that has yellow runes etched into its surface. Once shot, the next object that it comes into contact with will be shocked by Electricity. Even if one point of damage is taken by this arrow, 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 arrow itself).

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: Water-dwelling creatures take 50% more damage, and Electricity-using creatures take x2 damage from the Electric shock of this enchanted weapon.

Value: Arrow value + 75 W.G. per Rank + 1,000 W.G. ea.