

### Snake Whip, +1

(from "Wondrous Weapons" by Judges Guild)

This whip can only be used by persons familiar with magic (e.g. magic-users, illusionists, witches). The whip is an 8' long flat leather belt with a rounded leather handle. The handle is ringed with 7 small bronze snakes. The whip does regular damage until the word "Cobra" is spoken. When this word is spoken, the whip, upon striking, will turn into an 8' long cobra snake who will bite for 1 point of damage and also inject poison into the wound, thus inflicting 12 points of damage per minute, unless a saving roll of Constitution or less is made on a 1d20. If made, they take 6 points of damage total. After biting the opponent, the snake will automatically turn back into the whip. It is usable three times a day.

The Snakewhip is now in the employ of the Royal Torturer of Tarantis. This information will be sold for 150 GP.

XP Value: 2,500

GP Value: 12,000

