

# Enchanted Items, Explanation of: Amulet, Time-Stop

Area of Effect: 25 spaces out from the wearer in all directions.

Avoidance-roll: None.

Charges: 1-6 (roll 1-D6).

Command word(s): Time Stop.

Damage: None.

Duration: 24 hours.

Effect time: Instant.

Explanation: A very valuable item indeed! When the "Command words" are spoken this Amulet will stop all time, bringing about the total stillness of all people, creatures, wind, plant life, etc. within the "Area of effect" (with the exception of the holder of the Amulet).

To bring another out of this time-stop effect, all one must do is roughly make contact with him or her and the magic will be broken.

To successfully strike a time-stopped target, an attack roll of 05+ is all that is needed (in this condition, all attack rolls will be a Maximum Strike).

Hand movement: None.

Healing: None.

History: It is suspected that the Time-Stop Amulet was created by Humans, but the clarity of this history has been buried by the passage of time (very little more is known about this rare thing).

Immunities: Only Magic Resistance can defend against this item's magic.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Amulet must held in hand as the "Command word" is spoken.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 10,000 + 2,000 W.G. per charge