

Enchanted Items, Explanation of: Sash, Monk's

Area of Effect: Wearer of Sash, or as explained in the "Explanation of Enchanted Item".

Avoidance-roll: None.

Charges: Permanent item.

Command word(s): None.

Damage: See: "Explanation of Enchanted Item".

Duration: See: "Explanation of Enchanted Item".

Effect time: Instant.

Explanation: Roll on the following chart to see what sash has been found.

<u>%Roll</u>	<u>Sash type</u>	<u>Sashe power</u>	<u>Usable</u>	<u>Value</u>
01-20	Avvan	+1-D10 to all Offensive rolls.	Permanent while wearing	2,000 white-gold. per + to offensive rolls.
21-35	Dragon	10 +1-D20 to all Offensive rolls.	Permanent while wearing	2,000 white-gold. per + to offensive rolls.
36-50	Healing	Item works as Healer's spell "Healing".	1 per day (must be wearing)	8,000 white-gold.
51-00	Nakka	+1-D10 to all Defensive rolls.	Permanent while wearing	2,000 white-gold. per + to defensive rolls.

Hand movement: None.

Healing: See: "Explanation of Enchanted Item".

History: Unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Sash.

Range: Wearer of Sash

Resting time: None.

Special: None.

Susceptibilities: None.

Value: See: "Explanation of Enchanted Item".