

Enchanted Items, Explanation of: Eye, Medusa

Area of Effect: All on-looking creatures within (“Range of item”) 30 spaces (150’).

Avoidance-roll: None.

Charges: Permanent. Usable 1 time per fortnight.

Command word(s): None.

Damage: None.

Duration: Permanent.

Effect time: Instant.

Explanation: This item works exactly as the ability of a Medusa, in that it will cause all creatures in the “Range of item” to turn to stone. This effect does not happen automatically. The user of the Medusa Eye must state that he or she will use the power of the Medusa Eye.

Any persons or creatures that have a front, front-side, or side view of the Medusa Eye as it is used, must win an initiative roll with the user of the eye, or be turned to stone.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated, Dead and Organic creatures are not effected.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: See: "Explanation of Enchanted Item"

Range: 30 spaces (150’).

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 400,000 White-gold.