

Enchanted Items, Explanation of: Dust, Misheivin's

Area of Effect: 1 space (5') and the next 10 spaces surrounding that space (105' diameter circle).

Avoidance-roll: None.

Charges: 1-6 uses found (roll 1 D-6).

Command word(s): Ne'Misheivin (unknown dialect -- it is suspected that this is the name of the person who created this enchanted dust, although the beginning of the command word signifies much more than just a name).

Damage: None.

Duration: 72 hours.

Effect time: 10 turns (50 seconds).

Explanation: When cast into the air the following will bless the caster and allies of Misheiven's Dust while within the "Area of Effect":

1. **Armorment:** +5 to defense.
2. **Avoidance:** +10 to all avoidance rolls (two chances to succeed if avoidance-roll is already at maximum chance).
3. **Evasion:** Cloaked as if by the Enchanted Item, "Amulet, Anti-location".
4. **Healing:** While withing the "Area of Effect" wounds, even wounds needing regeneration, will heal at 3-30 points per turn (roll 3 D-10).
5. **Mind Link:** Caster of Misheivin's Dust will have E.S.P.
6. **Resistance:** 70% MENTAL and SPIRITUAL resistance.
7. **Skill:** +10 to offence.

Hand movement: One hand (holder of Misheiven's Dust must cast it into the air above him or herself).

Healing: None.

History: The origin of this fantastic enchanted item is unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation:

Range: 1 space (5').

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 2,500 White-gold per use.