

# Enchanted Items, Explanation of: Stone, Fuse

Area of Effect: Two identical items

Avoidance-roll: None.

Charges: 1 use only.

Command word(s): Nivishanna (unknown dialect).

Damage: None.

Duration: Permanent.

Effect time: 3 turns.

Explanation: The Fuse Stone will bring together, in one, two identical items, joining them in power. When the Fuse Stone is used there will be a 10% chance (roll 01-10) that something will go wrong, and both items, and the Fuse Stone, will be destroyed (they will simply vanish into vapor. **Example:** If a common Rank-12 Chopping and Rank-18 Tracer Dagger is placed side by side, touching each other, and the Fuse Stone used, the result would create a Rank-18 Chopping-Tracer dagger. The Fuse stone is highly valued as you can see.

Hand movement: As “Command word” is spoken, the Fuse Stone must touch the items to be fused.

Healing: None.

History: Unknown.

Immunities: Items that are not identical are not effected, and the Fuse Stone is wasted.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: As “Command word” is spoken, the Fuse Stone must touch the items to be fused.

Range: Holder of stone.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 35,000 Whit-gold.