

Enchanted Items, Explanation of: Amulet, Silence

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: 1-10 (roll 1 D-10).

Command word(s): Serein (Aldarian Elf for: Silence)

Damage: None.

Duration: 3 hours.

Effect time: 3 turns.

Explanation: The Silence Amulet is a handy item for sneaking and surprise attacks. When the effect of this item it is activated, the wearer will be silenced. He or she will not be able to make a sound. But if the silenced person steps on dry leaves, or slips on loose gravel, noise will be made (yet only at 10% of the normal).

G.M.: Remember that some creatures have a keen sense of smell, so determine if the wearer is sniffed out and discovered (how this will be done will be completely up to you). The Silence Amulet can be used in many different ways by the players, yet must be done logically, and within the bounds of the game.

Hand movement: Wearer must touch the necklace, or chain upon which it hangs, and speak, or think, the "Command word".

Healing: None.

History: It is supposed that the Aldarian Elf race invented this item due to the "Command word".

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Necklace only needs to be touched to activate the enchantments (if the necklace is worn underneath clothing, it is already in contact with the wearer; only the "Command word" must be invoked).

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 800 white-gold per charge (the necklace is then considered as an O.V.I.).