

# Enchanted Items, Explanation of: Candle, Timeshift

**Area of Effect:** 15 leagues in all directions from the Timeshift Candle's position.

**Avoidance-roll:** None.

**Charges:** Only one candle will be found. See: "Explanation".

**Command word(s):** None. Merely light the candle.

**Damage:** None.

**Duration:** Up to 5 minutes (360 turns).

**Effect time:** As soon as the Timeshift candle is lit.

**Explanation:** Once the Timeshift Candle is lit, time will begin to flow backward, for up to 5 minutes. If the candle is extinguished after 1 minute, 4 minutes of burn-time will remain to be used. This candle can be burned no less than 1 minute at a time. So, essentially, the Timeshift Candle can be used five times. Once it has burned out completely, it will be spent forever.

**Hand movement:** Merely light the candle.

**Healing:** Not applicable.

**History:** Unknown.

**Immunities:** Enchantment-resistance and immunities.

**Invoke time:** Not applicable.

**Maximum adjustment:** This candle can burn for up to 5 minutes.

**Notes:** None.

**Preparation:** Merely light the candle.

**Range:** Candle. See: "Area of Effect"

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** 75,000 W.G. per minute of burn time.