

Oracle: Flute, Obsession

Area of Effect: All within clear hearing distance of the flute's music.

Avoidance-roll: Yes. "Mental Attack".

Charges: Permanent item. Usable always (as long as the player is not exhausted or weary).

Command word(s): None. But the flute must be played by one that is master in the art of the flute.

Damage: None.

Duration: 24 hours.

Effect time: 3 turns.

Explanation: When a person or creature is effected by the Obsession Flute's enchantment, the player will then depict the type of emotion that he or she wishes all in the "Area of effect" to feel. The recipient of this devise will feel the emotion very strongly, and will not attempt to fight it. The choices, as to which emotion will be felt, and its opposite, is as follows. The player of the flute will depict the emotion, and then choose the positive or negative side:

<u>Positive</u>	<u>Negative</u>
Desire	Moderation
Greed	Generosity
Happiness	Sadness
Hate	Love
Mania	Depression
Respect	Disrespect

The G.Ms. job is to enforce the rules on this emotion, positive or negative. It will be up to the G.M. to enforce all role-play on this spell, for the outcomes are vast.

Hand movement: Only that a song is played perfectly.

Healing: None.

History: Unknown.

Immunities: Animated, Dead, Undead, and mindless creatures are not effected by this Oracle.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: As "Command word".

Range: Awareness. Any who hear the enchanted melody of the Obsession Flute has a chance to succumb to its power.

Resting time: After using the power of this Oracle, the player must rest for 24 hours. If ample rest is not taken, the player will be susceptible to the following adjustments:

- 1 -50 to strike an opponent.
- 2 P-30% movement (rounded).
- 3 Mental-strength will lower by 10% (rounded).
- 4 Mild hallucinations will occur for the duration of the "Resting time". These hallucinations will be up to the G.M. to enforce.

Special: None.

Susceptibilities: Any, who hear the power of this music, who are currently drained of mental-strength, wounded mentally, or spell-bound must make the avoidance-roll Vs. "Mental-attack" with one-half the chance to succeed (rounded down).

Value: 400,000 White-gold.