

Enchanted Items, Explanation of: Dice, Blessed

Area of Effect: Dice only.

Avoidance-roll: None.

Charges: 1-100 (roll 1-D100).

Command word(s): None.

Damage: None.

Duration: None.

Effect time: None.

Explanation: These dice will give a magical bonus to all gambling games that require a set of six-sided dice. The one thing that is mandatory is that these dice must touch the other (normal) dice. When this is done, the Blessed Dice will clone themselves to look exactly like the other dice.

The rules and gift of these dice are as follows:

1. The dice cannot be touched by another.
2. Any number that is rolled will shift to the next higher or lower number, depending upon what is better for the gambler.
3. If the dice (or even one of them) falls to the floor, they will permanently lose their magic, becoming normal, common, dice. When in a gambling game, the way to tell if this happens is if the player rolls two six-sided dice and they fall to the floor (in real life).

Hand movement: Just roll the dice as normal while gambling.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Normal dice must be switched with dice that are being used with the Blessed dice.

Range: None.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 100 + 10 W.G. per charge. Each gambling attempt will take off one charge.