

Enchanted Items, Explanation of: Amulet, Mist

Area of Effect: 30 spaces (150') out from the wearer in all directions.

Avoidance-roll: None.

Charges: 1-20 (roll 1 D-20).

Command word(s): Chukka (ShaQual Dwarf for: Mist)

Damage: None.

Duration: 3 hours.

Effect time: 2 turns. Grayish-white mists will issue forth out of the necklace, stinging and half-blinding those within the "Area of Effect". The mist will also effect allies.

Explanation: This item will discharge a cloud of smoke-like mist that will cause all (within the "Area of effect") eyes to sting and burn. It will also have a partial blinding effect as well. This blinding effect will inflict a -25 to strike opponents and to evade attacks. Only the wearer is immune to the effects of this item's power.

Hand movement: Wearer must touch the amulet and speak, or think, the "Command word".

Healing: None.

History: It is only known that the ShaQual Dwarven race invented this item.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

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

Range: Necklace (mists must issue forth from the necklace).

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 75 W.G. per charge (the necklace is then considered as an O.V.I.).