

# Enchanted Items, Explanation of: Gloves, Electricity

Area of Effect: Creature or object touched.

Avoidance-roll: The only way to avoid the effect of this item is to not be touched.

Charges: 1-20 (roll 1-D20).

Command word(s): “Touch of lightning”.

Damage: Up to 30, yet no less than 10 (in all areas of the body).

Duration: 1 turn.

Effect time: Instant.

Explanation: Electricity Gloves will, upon contact, cause an electrical charge to sear through an opponent causing electrical damage. A successful strike must be rolled against an opponent to deliver the impact.

These gloves give a +30 strike an opponent.

Electricity Gloves adjust to the hand-size of the wearer when they are put on.

Hand movement: Target must be touched.

Healing: None.

History: Humans designed this fantastic item. It was invented in the city of Gaunten, under the eye of a powerful wizard by the name of Yorlon. Yorlon served King Asmond until the day he passed on into the next world. Yorlon is renowned and revered in the great circle of magic practitioners. He created many enchanted items and spells which are still in full use today.

Immunities: Electricity using creatures are immune, and electricity dwelling creatures take only 50% damage.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Electricity Gloves.

Range: None.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 500 + 300 per charge (the gloves are then considered as an O.V.I.).