

# 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.).