

Enchanted Items, Explanation of: Reins, Control

Area of Effect: One creature.

Avoidance-roll: Yes: Vs. "Paralysis" for every turn Control Reins are upon the creature in which they do overcome it. Once this enchanted item overcomes a creature, subduing it, no more charges will be taken off unless they are taken off and, once again, placed upon the creature again.

Charges: 1-4 (roll 1 D-4).

Command word(s): Mitcheio (Sardakk Elf for: Domination).

Damage: None.

Duration: As long as Control Reins are on creature, 1 moon.

Effect time: Instant.

Explanation: When Control Reins are placed upon an unwilling creature, that creature must make a successful avoidance-roll Vs. "Paralysis" to resist its effects. This avoidance-roll may be attempted every turn, but once the creature fails the paralysis check, it will be under the influence of the Control Reins (permanently) until they are taken back off.

If a willing creature is bridled with Control Reins, no avoidance-roll is necessary.

These reins can be adjusted and changed to fit any creature which can be ridden.

Hand movement: Hold reins.

Healing: None.

History: Due to the hostile climate of the Wastelands, the Sardakk Elves created this item to ensure the control of their highly needed mounts.

Immunities: Animated, Dead, and Undead creatures are not effected.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Put Control Reins on creature.

Range: One creature.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 2,000 White-gold + 500 per charge.