

# Enchanted Items, Explanation of: Horn, Summoning

Area of Effect: One space, and all spaces directly connecting to that space.

Avoidance-roll: None.

Charges: Permanent. Usable once per turn.

Command word(s): None.

Damage: None.

Duration: One battle.

Effect time: 3 turns (15 seconds).

Explanation: When this horn is blown, the G.M. will roll up one random encounter from within the region the person is currently travelled within. This encounter will be magically gated in as follows:

1st turn after blowing Summoning Horn: A magical, blue, ring of light will begin to flicker on the ground where the user of the horn indicates.

2nd turn after blowing Summoning Horn: The magical, blue, ring of light will begin to solidify, becoming brighter and more stable upon the ground.

3rd turn after blowing Summoning Horn: The magical, blue, ring of light will solidify completely, the center will fall into blackness, and one random creature will, from the region of the horn is blown within, rise from the blackness.

4th turn after blowing Summoning Horn: Now the G.M. will do a dice check. If a roll of 01-30 is rolled, the creature will either flee, or attack the user of the horn (G.Ms. choice). A summoned creature knows instinctively that it is being forced to do the bidding of another. This creature will resent and remember this.

Note: As soon as a situation has ended the creature summoned, returning to the gate in which it was forced through. Instinctively it will know that if it is entered it will return from whence it came, fully healed of all wounds.

The area of effect that the light of the gate will shed is 16 spaces out from it center in all directions.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must blow on the Summoning Horn.

Range: 1-10 spaces (5 - 50'), it is up to the user of the horn.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 80,000 White-gold.