

Enchanted Items, Explanation of: Magic Scout

Area of Effect: None.

Avoidance-roll: None.

Charges: Permanent.

Command word(s): Mischen Askeeja (Vosk Elf for: Magic Scout).

Damage: None.

Duration: None.

Effect time: 1 turn (5 seconds).

Explanation: The Magic Scout is a ball of energy (black in color) that has telepathic abilities. The one who commands it will be telepathically linked to the Magic Scout as it roams and spies out areas for its owner. The Magic Scout will relay all that it see's as it spies. The Awareness of the magical scout is as its wielder.

The following are the stats of the Magic Scout:

Damage-points: 100

Movement: 6

Defense: 25

Offense: None. The Magic Scout is not offensive.

Strength: 10

Special: When this item is attacked, roll 1D6 before attempting to evade the attack. If a 5 or 6 is rolled, the attack will be evaded automatically (this does not apply to area of effect attacks in which the area of attack is greater in distance than the Magic Scout can move per turn. **Example:** If a dragon breaths fire on this item, in which the flame's area of effect covers more than 6 spaces about the Magic Scout, there will be no way for the Magic Scout to evade or defend against the attack (it cannot move far enough to get out of the way of the attack).

Hand movement: Magic Scout must be touched with both hands.

Healing: None.

History: The Vosk Elven nation uses these devices for scouting and flushing out potential enemies.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: The structure of this curious item appears as a solid onyx-black globe, the size of a Crystal Ball. The material this item is crafted with is only known to Vosk Elves.

Preparation: "Command word(s)" only.

Range: Awareness x10 = Range (i.e., a 20 awareness = 200 spaces (1,000') from your current position the Magic Scout can wander. This item will not venture further than the Range of the user.

Resting time: None.

Special: A Magic Scout will simply not work after its owner is either knocked unconscious, or dies. If this happens, the item can be used by the first to cast the spell, "Reveal" upon it.

Susceptibilities: None.

Value: 7,500 White-gold.