

# Enchanted Items, Explanation of: Wand, Light

Area of Effect: 16 space radius from the wand in a full circle (80' radius).

Avoidance-roll: None.

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

Command word(s): Luakk (ShaQual Dwarf for: Light).

Damage: None.

Duration: 8 hours.

Effect time: 1 turn.

Explanation: When a charge from this wand is expended, a light will emanate from its tip, lighting up an area of 16 spaces out all the way around the wand holder. When this wand illuminates, it becomes warm to the touch.

Wand movement: None.

Healing: None.

History: ShaQual Dwarven magicians invented this item as they delved deeply into the earth. At times, as minors excavate rock and earth, pockets of gas would be released, either dowsing lanterns, or causing them to ignite.

Dwarven magicians prepared the Light Wand to use if they were at the foremost of the dig, keeping workers safer from these gasses.

Immunities: Areas which have a magical darkness will clash with this magical light, nullifying both.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be holding Light Wand.

Range: Wand only (the tip of the wand illuminates).

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 300 + 25 White-gold per charge