

Enchanted Items, Explanation of: Hair Pin, Paralysis

Area of Effect: One creature.

Avoidance-roll: Yes: Vs. "Paralysis".

Charges: 1-10 (roll 1 D-10).

Command word(s): None.

Damage: None.

Duration: Permanent. As long as Paralysis Hair Pin remains in targeted victim, one charge will be expended only. Once removed, another charge will be expended upon contact with target's flesh.

Effect time: Permanent as long as Paralysis Hair Pin is in victim.

Explanation: The Paralysis Hair Pin will, upon a successful strike to the skin, immobilize creature. It will remain in effect as long as the Hair Pin is in the victim. While under the influence of this item, hearing, vision, and sense of smell will not be lost. Physical movement will be lost.

Question: Do I take a charge off, even if it didn't work?

Answer: Yes.

Question: Can a creature breath while under the influence of paralysis?

Answer: Yes.

Hand movement: Victim must be pricked in the flesh by Paralysis Hair Pin.

Healing: None.

History: Unknown.

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

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: None.

Range: Touch

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000 W.G. per charge (Hair Pin is valued as an O.V.I.).