

Enchanted Items, Explanation of: Flute, Dancing

Area of Effect: A creature within the “Range of item:” (Vs. its Awareness).

Avoidance-roll: Yes: Vs. “Magic”.

Charges: Permanent item.

Command word(s): None.

Damage: None.

Duration: As long as the player of the Dancing Flute continues to play.

Effect time: 1 turn.

Explanation: When this flute is played it will cause all who fail to make a successful avoidance-roll Vs. “Magic Item” to irrevocably begin to dance, thus giving the following penalties:

(1) -30 to strike.

(2) -5 on defense.

(3) -1 on movement

Hand movement: Only that a person plays the Dancing Flute.

Healing: None.

History: It is suspected that the light-hearted race of the Shallants created this item. That is all that is known.

Immunities: Only Animal, Enchanted, Fiend, and Monster types are effected by the power of this flute.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Only that a person plays the Dancing Flute.

Range: AWARENESS LEVEL Distance that creature can be effected:

5	Creature must being within 1 space (5') to be effected.
6-9	Creature must being within 2 spaces (10') to be effected.
10-14	Creature must being within 3 spaces (15') to be effected.
15-20	Creature must being within 4 spaces (20') to be effected.
21-28	Creature must being within 5 spaces (25') to be effected.
29-45	Creature must being within 6 spaces (30') to be effected.
46+	Creature must being within 7 spaces (35') to be effected.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 18,500 White-gold