

Enchanted Items, Explanation of: Crystal, Communication

Area of Effect: Sister crystal(s). See: "Explanation of Enchanted Item".

Avoidance-roll: None.

Charges: Permanent item. 1-8 Communication Crystals found (roll 1 D-8).

Command word(s): None.

Damage: None.

Duration: As long as each character holds Communication Crystal, the link between the two will not be broken (See: "Resting time" for further Info.).

Effect time: 3 turns.

Explanation: These fantastic devices are created in clusters of up to eight crystals.

Sister crystal(s): If Communication Crystals are found, they will have been created at the same time, in the same set; they are "Sister Crystals" (meaning they only communicate through each other and none else). They are linked together telepathically.

Example: If four crystals are found in one treasure check they are linked with each other (none other). If three of the four of those crystals are lost (meaning that only one such crystal remains from the initial batch of four), it is no good. It cannot work alone. See the following information for the range of the Communication Crystal (round all numbers down):

- (1) Through open terrain, no obstacles:
 $\text{Character's Mental Strength} \div 2 + \text{Constitution} = \# \text{ of leagues communication.}$
- (2) Through forests, minor obstacles:
 $\text{Character's Mental Strength} \div 4 = \# \text{ of leagues communication.}$
- (3) Through Underground, major obstacles:
 $\text{Character's Mental Strength} \div 8 = \# \text{ of leagues communication.}$

G.M.: It will be up to you, considering the information above, to adjust the range of communication between Communication Crystals Vs. certain circumstances. Above are only the distances as pertaining to perfect situations. You must take into consideration that Psychics could have a better range if they cast a Telepathy spell before using this device. If a person is exhausted, the duration of contact would be lessened. If a character was mentally wounded, or effected, mentally it would definitely reduce the range at which contact could be initiated. There are many possibilities as to determining the outcome of this item. You may alter them as you wish. Be fair.

Hand movement: Crystal must be grasped firmly in hand.

Healing: None.

History: Unknown.

Immunities: Mindless creatures cannot use.

Invoke time: Not applicable.

Maximum adjustment: None

Notes: None.

Preparation: As "Hand movement".

Range: See: "Explanation of Enchanted Item".

Resting time: All users er must rest, 1 turn per 5 turns of communication. The longer the link between crystals is held, the longer characters will have to rest. If characters link for long periods at a time, constitution checks will have to be made (this ruling will be up to the G.M.). Persons using these devices have been know to fall into unconsciousness due to the mental exertion of using them.

Special: None.

Susceptibilities: None.

Value: 1,000 White-gold per crystal.