

# Enchanted Items, Explanation of: Magic Map

Area of Effect: Maps out only where the holder of the map has been.

Avoidance-roll: None.

Charges: Permanent.

Command word(s): Gasha (ShaQual Dwarf for: Record).

Damage: None.

Duration: Permanent.

Effect time: Instant.

Explanation: When the "Command word" is spoken, this map will continually map out the areas that the holder traverses. The holder of the map can see this map working as the magic does its work, drawing out the layout of dungeons, mines, open country roads, cities, etc.

This map will remember all the places it has mapped out. The holder of the map, upon the "Command word", can mentally sift through the maps that have been created, as if he or she was searching titles within a wall of books.

The Magic Map can remember 10 maps of any size and complexity.

When this map is revealed, any and all maps recorded will be lost. Even if the "Command word" is already known, the map will protect the secrets of the past user. The only way not to lose other recorded maps is if its latest owner hands to map to another and speaks the "Command word". Then, and only then, will the Magic Map keep in its memory all other places recorded.

Hand movement: None.

Healing: None.

History: The ShaQual Dwarves invented this map long ago to easily map out tunnel systems and mines.

Immunities: Magic Map will not map out magical and enchanted dwelling and sites.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation:

Range: Mapping item only maps out where the holder of the map has been.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 2,500 White-gold.