

Enchanted Items, Explanation of: Amulet, Charming

Area of Effect: One person or creature.

Avoidance-roll: Special: Roll your % dice and add your charisma against your target's %roll as he or she adds mental-strength (race to four).

Charges: Permanent item: Can be use 1 time/fortnight.

Command word(s): Meitch (Shallant for: Charm).

Damage: None.

Duration: Victim of amulet's power can avoid Vs. "Mental Attack" once per moon.

Effect time: 10 minutes (wearer of the Charming Amulet must be in the presence of the target).

Explanation: When the power of the Charming Amulet is invoked, its wearer will be enabled with the power to charm or bring under loyal control one person or creature. If this is accomplished, utter control will be gained over the person or creature.

The command, "Slay yourself", can be given. For every attack upon self, an avoid Vs. "Mental Attack" will be rolled to break free of the amulet's charm.

Persons or creatures must understand what is being said, or that person or creature will sojourn with, and admire, the wearer of the Amulet until its effects wear off.

Hand movement: None.

Healing: None.

History: The Shallant Race, seeing that the Vosk had created such a wondrous potion of the same manner, set out to best them by creating an Amulet that could be used again and again.

Immunities: Animated, Dead, Organic, and Undead creatures (excluding vampires) are not effected.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Amulet must be worn against skin.

Range: Targeted person or creature must be well within hearing and visual sight.

Resting time: None.

Special: None.

Susceptibilities: A person or creature (animal, monster, etc.) that enjoys and craves the company of the wearer of the Charm Amulet does not have a chance to avoid its power.

Value: 1,600 W.G.