

Enchanted Items, Explanation of: Brooch, Illusionary Change

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: 1-10 (roll 1-D10).

Command word(s): None.

Damage: None.

Duration: 8 hours.

Effect time: 5 turns.

Explanation: This handy little device will cause an illusion to form itself around its wearer, making him or her look like anything chosen (must be stated).

The illusion can be no larger than twice, or half the size of the wearer of the brooch. This item can be used to fool creatures into thinking that its wearer is of their kind, or it can be used to appear hideous to look upon. the wearer can disguise him or herself as a large plant or small tree as well, it is up to the player.

The effects, by the choice of guise, upon another creature will be strictly up to the G.M. Be creative.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must have brooch clasped to neck, holding a cape or cloak in place.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 100 W.G. per charge (the brooch is then considered as an O.V.I.).