

# Oracle: Brooch, Change

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: 1-4 (roll 1 D-4).

Command word(s): None.

Damage: None.

Duration: Permanent.

Effect time: 10 turns.

Explanation: This powerful device will cause the wearer to actually transform into anything chosen (must be stated).

The change can be no larger than twice a person's size, nor can the change be less than half his or her size.

The wearer can disguise him or herself as a large plant or small tree as well, it is up to the player.

Unlike the Illusionary Change Brooch, the power of the Change Brooch is complete in that the transformation that takes place is real. If a character changes into a dog, the character will be a dog, smell and all (yet also equipped with all the natural abilities of the animal).

The Change Brooch will always be found with 2 or 4 charges. It is rechargeable. Roll on the following chart to see how many charges the Change Brooch will have when it is found:

<u>%Roll</u>	<u>Charges:</u>
01-50	2
51-00	4

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: 20,000 W.G. per charge (the brooch is then considered as an O.V.I.).