

## CHAPTER 9: CHARMS

Magical weapons, armors, and equipment are called **charms**. Charms are found as treasure within mazes. Unlike spells, tricks, and powers, using charms does not cost Magic Points, and most charms can be used by anyone who finds them.

Every charm has a level. Higher-level charms are more powerful. When placing treasure in a Maze, some Maze Controllers like to place charms that are within a few levels of the heroes, but this is not a requirement. The level of a charm also determines its sale price (see Chapter 3: Shopping in Town).

The Maze Controller is encouraged to invent his own charms. Here are some inspirational samples.

### Sample Charms

**Feather of Passage:** Level 1 charm. Locks open when touched with the feather. The feather does not work on magical locks, such as those locked with the Seal Door power.

**Renewing Coin:** Level 2 charm. The Renewing Coin looks like an ordinary Gold Coin. At the beginning of each day, it teleports into its owner's possession.

Once this coin has picked an owner, it does not pick a new owner until its current one is dead.

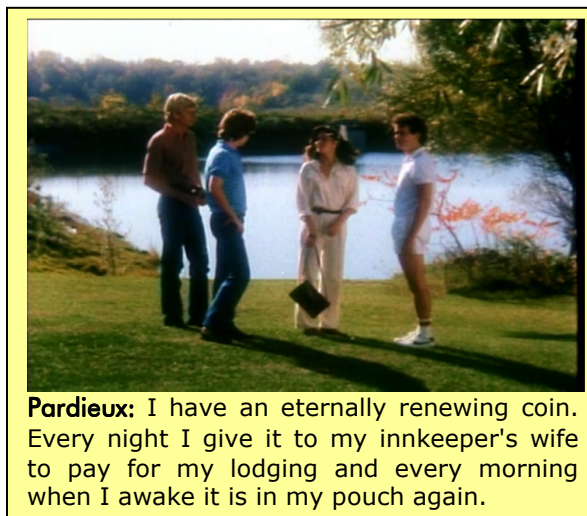
The Renewing Coin is especially useful to dishonest travellers who never plan to return to the same town.

**Blessed/Cursed Bow of Mardath:** Level 3 charm. Mardath was an excellent bowyer but a bad dad. Mardath made two bows, indistinguishable from one another. One he gave to his favorite son, the other to his least favorite son.

The Blessed Bow gains a Trait die to attack rolls. It also allows its owner to fire arrows at people next to him.

The Cursed Bow acts exactly like the Blessed Bow. However, whenever an enemy is killed by the Cursed Bow, the enemy reappears, alive and with full HP, next to the bow's owner, later that day, at a time that will cause maximum inconvenience.

Once the owner of the Cursed Bow learns its curse, he may try to throw it away. From this point on, any bow used by that character will act just like the Cursed Bow. There is a way to remove the curse, but sadly, space constraints in this book do not allow that method to be revealed.



**Staff of Life:** Level 4 charm. This ordinary staff makes all healing powers cast by a Holy Man more effective. Instant Heal doubles the Hit Points it normally heals. Full Heal can be used on two heroes at once. Healing Potion makes twice the usual number of potions for the same MP. Raise Dead restores a hero to life with full Hit Points.



**Kate:** I am Iglacia the Fighter. I have great strength and courage, strong armor, many weapons, and I won the mighty Talking Sword of Logri.

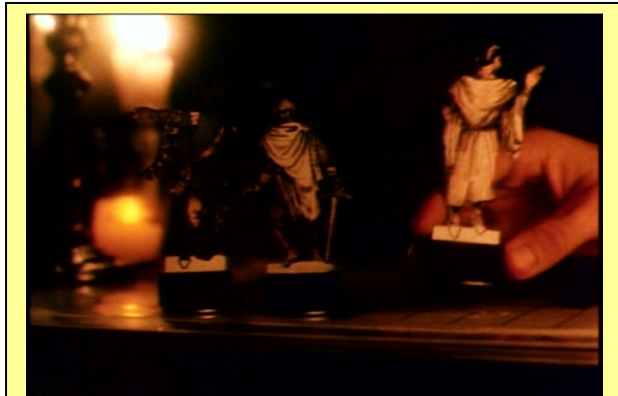
**Invisibility Cloak:** Level 5 charm. While wearing this cloak, a person is invisible (as the invisibility spell). If the spell ends because someone sees through the invisibility, the cloak will not work again until it is removed and put on.

**Talking Sword of Loghri:** Level 6 charm. This sword can talk to its owner and to others. Its personality is up to the Maze Controller.

This sword grants its owner one bonus "Question the Oracle" question per day. Its clear eyes can see through magic, so it also grants its holder a Trait Die on any roll made to escape any Mazed condition.

**The Book of Answers, by Gendorm the Trustworthy:** Level 7 charm. The Book grants its owner two bonus "Question the Oracle" questions per day. Every time one of the bonus questions is asked, secretly roll a die. On an 11, the book lies.

**Graven Eye of Timor:** Level 8 charm. Lets you freely cast the Eye of Timor spell without spending any MP.



**Pardieux:** In reaching the 9th level I have acquired many magic spells and charms, the greatest of which is the Graven Eye of Timor.

**Graven Eye of Gellor.** Level 8 charm. This is a faceted ruby with twelve faces. (It looks much like a d12.) On each face is carved the iris of an eye, along with a unique magical rune. To use the Graven Eye, you must actually put out one of your own eyes and put the Graven Eye in its place. From now on, you will probably want to wear an eye patch a lot of the time.

At the beginning of every day, a different face of the Graven Eye will face the world, and you will have a different power when you gaze through the Graven Eye. Each morning, roll on the following table:

**Table 9-1: Graven Eye of Gellor**

- 1: **Eye of Understanding:** You gain the benefit of Read Strange Languages all day.
- 2: **Eye of Fear:** You can make an attack on people in throwing range or closer. If you hit, they are Mazed (RONA 6). While Mazed, they fear you. They may either stand where they are, not moving, or spend their turn moving away from you.
- 3: **Eye of Seeing:** You gain a trait die on all RONA checks involving seeing or perception. Also, you can see invisible creatures.
- 4: **Eye of Truth:** When people are lying, you see them surrounded with a red haze.
- 5: **Eye of Light:** You can shine light from your eye as if it were a lantern.
- 6: **Eye of Lies:** You can change your appearance to that of any person or monster that is approximately your size. Whoever you change your appearance to must have the Graven Eye of Timor visible as one of its eyes. The change of appearance does not affect your abilities or the appearance of your clothes and equipment.
- 7: **Eye of Change:** For the entire day, whenever you go through a door you've never been through, you roll on this table (rerolling 7s), temporarily taking on a new power. Passing through the same door multiple times has no effect.
- 8: **Eye of X Rays:** You can see through anything within throwing range (walls, curtains, etc) except lead. This doesn't let you see in the dark, so you can't, for instance, see the coins inside a dark coin purse or treasure chest.
- 9: **Eye of command:** You can make an attack on someone within throwing distance. If you hit, you do no damage, but you may issue them a short command. They are Mazed (RONA 4). As long as they are Mazed, they must follow your order. The Maze ends when the order has been fulfilled. The attack will fail if following the order will obviously lead the creature to immediate harm. (Near future harm is OK. The Mazed creature will not stab itself but will insult a dragon.)
- 10: **Eye of the Mind's Eye:** You may make any images or visions you want appear in the sparkling surface of the Eye.
- 11: **Eye of Darkness:** You are blind in this eye. You gain a weakness die on all RONA checks involving seeing or perception.
- 12: **Eye of Flame:** As an attack, you can shoot a fiery red beam from your eye. It can attack at bow range, but unlike a bow, can also attack people next to you. It does fire damage. You gain a Trait die on the attack roll.

**Dancing Shield:** Level 9 charm. This shield can be used by any character who can use a shield. It grants +2 to P.R. instead of +1. It dances independently around a character; its user has both hands free for other purposes.

The Dancing Shield can be thrown at an enemy, acting like a thrown weapon that gains a trait die on damage. If it hits, its target is knocked down and knocked back one range increment, up to bow range (from next to to throwing distance, or from throwing distance to bow range). After that, the shield's owner doesn't get the benefit of the shield until she spends a turn summoning the shield back to her side.

**Flaming Sword of King leSword:** Level 10 charm. This burning sword grants a trait die to attack and does fire damage. Also, it can be used to block arrows and other ranged attacks. While the sword is unsheathed, attackers get a Weakness Die on their attack roll when firing arrows, throwing weapons, and making spell attacks from a distance.

## Maze Controller: Making up your own charms

Charms often give benefits to skills (for instance, granting a trait die) or grant a useful new ability (like unlocking doors). They make their owners more powerful, and they are exciting to find and use. They don't allow heroes to easily bypass difficult challenges or get treasure without working for it.

When you're inventing a charm, aim for a power level that will make its owner want to use it, but not necessarily use it in every situation. Charms are often about as powerful as spells, tricks, or powers of the same level, but more versatile because they don't require MP to cast. If a charm makes its owner as powerful as, say, two heroes, it is too powerful.

To make up a charm, choose an *item* (perhaps something you can buy in Chapter 3: Shopping in Town; perhaps something of your own invention) and give it a *magic property* (such as the ability to talk).

Below is a list of sample magic properties you can use for charms. This is not an exhaustive list; feel free to make up your own! That way, you'll be able to surprise players who have read this book.

### Sample Magic Properties

**Talking:** When the item is held or worn, it can talk with its owner (and others). When its owner is Mazed, it can grant its owner a Trait die on his first check to escape the Maze.

**Summoned:** No matter where the item is, its owner can summon it to hand without even needing to spend a turn to do so. Such a charm may only change owners when its current owner dies.

**Graven:** The charm is an engraved image of the trinket normally used to cast a specific spell. It lets its owner cast that specific spell as many times as he or she wants, without spending any MP. If a spell has an ongoing effect (like making an item) its owner can't recast the spell until the first effect has ended.

**Mesmerizing:** The owner can spend a turn to flourish or use the charm. One creature within throwing distance is Mazed and can do nothing but stare at the item. The RONA to escape the maze is 4 to 7.

**Flaming:** Flaming weapons grant trait dice to damage against creatures weak to fire. Flaming armors and wearable items grant their wearers resistance to fire. Other items allow their users to throw a fire bolt, which acts like a thrown weapon that does Fire damage.

**Invisibility:** When worn, held, or used, these items allow their users to cast the Invisibility spell without using MP.

If you need inspiration for your creation of magic charms, you can roll three times on the following tables to make up the name of the charm. The charm's name should give you some ideas about what it does.

ROLL	COLUMN 1	COLUMN 2	COLUMN 3
1	Talking	Sword	of Loghri
2	Summoned	Staff	Timor
3	Graven	Bow	Mordath
4	Mesmerizing	Armor	Jaffe
5	Flaming	Shield	Anselm
6	Invisibility	Helm	leSword
7	Radiant	Cloak	Brian
8	Dark	Ring	Sinjer
9	Dancing	Eye	Bardolph
10	Lightning	Coin	Albad
11	Cursed	Rope	Gellor
12	Blessed	Book	Daryl

**Radiant:** The owner can cause this item to glow, providing the same illumination as a torch, or stop glowing, without needing to spend a turn to do so.

**Dark:** The user can cause all creatures within throwing distance, except the user, to become Mazed (RONA 6). While Mazed, the creatures are blind. Creatures who venture beyond throwing distance escape the effect.

**Dancing:** When next to its owner, the charmed item may hover in the air and move on its own. Weapons can attack on their own, freeing a hand; items of equipment may use themselves, following their owners' orders.

**Lightning:** Lightning weapons grant trait dice to damage against creatures weak to lightning. Lightning armors and wearable items grant their wearers resistance to lightning. Other items allow their users to throw a lightning bolt, which acts like a thrown weapon that does Lightning damage.

**Cursed:** Cursed charms have some other magical property as well as the curse. The magical property may be useful, but the curse provides some counterbalancing disadvantage.

Example curses:

- An item screams whenever it is used, forcing the Maze Controller to check for wandering monsters.
- Every time a cursed weapon misses an enemy, it makes an attack on its owner.
- It makes its owner ugly.
- The owner believes he or she can fly.
- The owner can never let go of the item.
- The item causes the owner 1d12 HP of damage every time the owner violates the item's code of conduct.

Cursed charms are often difficult to get rid of: they might Maze their owner into wanting to keep them, or weld themselves to their owner's hand. If they're thrown away, they might show up in their owner's backpack again.

There is always a way to permanently get rid of the charm. Example methods to get rid of a cursed charm:

- Return the item to its rightful owner
- Destroy it on the forge where it was made
- Trick someone into willingly accepting it
- Fulfill the charm's purpose (for instance, using it to kill a specific creature)
- Best it in a game of riddles
- Discover the item's true name