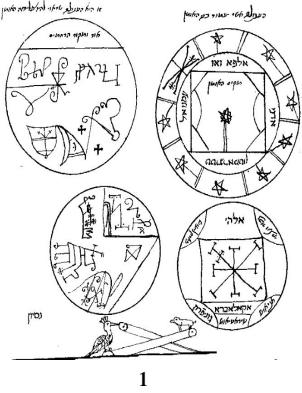


Additional Charms for the Pellar Class

Starting on the next page are more Charm examples! Rules for Charms and Hexes are in the other booklet. Hexes from the other booklet aren't repeated here.

One important footnote for all Charms and Hexes is that no matter how easy a Hex seem to be to create, only a Pellar can do it. This is because the Pellar puts some of their own spiritual essence into the work. Also, there are often additional steps, such as muttering a "secret" rhyme as the work is done.



1

Crop Blessing. Level 7.

Materials Needed: A small amount of menstrual blood and a fancy hat. The blood is sprinkled on the hat, or mixed with wax and attached to the hat, embossed with an occult seal.

Activation: Wear the hat and dance around an area that covers no more than 300 square feet of ground.

Smoulder Duration: Six months.

Burn Duration: Instant. Hex takes effect and then the hat becomes non-magical. The hat can be used again in a Charm but the blood (and wax, if used) cannot.

Effect: Depending on the intent of the user, either exactly as per Plant Growth, or, when used on crops, ensures a good crop yield for that patch of ground, barring supernatural or magical intervention. (That is, a drought created by a lich could be a problem, but a natural drought would not be.)



2

Crystal Ball. Level 4.

Materials Needed: A crystal ball smeared with 13 ounces of fat from a werewolf or any other supernatural creature equally or more dangerous.

Activation: Stare into the ball and imagine the desired effect.

Smoulder Duration: 1d6 hours

Burn Duration: 1d6+1 hours. The crystal ball can be used again for magic once the Hex is over; the fat cannot.

Effect: Except for duration, as per Crystal Ball spell.

Cursed Hex. Level 1.

This is usually passed off as a Blessed Hex, as it is exactly the same except in one particular, the Effect: everyone in the building the Hex is attached to that is friendly to the building's owner (including the owner) gets -1 to all attack rolls, a penalty to morale, and a -2 to saving throws.



3

Friendship Charm. Level 1.

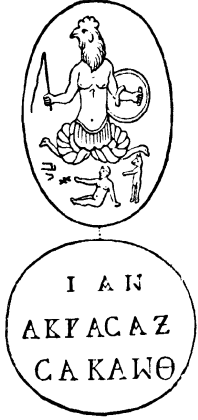
Materials Needed: Pen and ink, to create a written and folded talisman.

Activation: Rub the ink with one's thumb while looking at the person to be affected.

Smoulder Duration: 25 hours

Burn Duration: 1d6 hours after activation.

Effect: Upon activation, subject is affected as per the Charm Person spell, except using the duration above.



4



Written By Kirt A. Dankmyer



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House Rule: Positive Reputation

Some referees may want to include the following optional class feature for the Pellar, given that most Pellar come from the lower classes.

Positive Reputation. At tenth level, the Pellar gains an extremely positive reputation with the peasantry in the local region or the Pellar's home region. Within that region, the peasantry will aid them without question, providing information, food, shelter and even a hiding place, so long as they do not seriously risk death for aiding the Pellar. This courtesy is extended to the Pellar's companions, though to a lesser degree, and since it is a mundane reputation and not a magical effect, extreme rudeness on the part of the Pellar or his companions might turn a particular set of peasants against them.

7

Charms and Hexes Listed by Level

Level 1	Level 4	Level 7	Level 10
1. Blessed Hex*	1. Crystal Ball	1. Crop	1. Curse Slicer
2. Cursed Hex Charm*	2. Love Blessing	2. Protection	2. Healing Hex*
3. Friendship Charm*	3. Sleep Dust	3. Protection	3. Healing Hex*

***Details are in other booklet**

Sleep Dust. Level 4

Materials Needed: Several ounces of opium and valerian root from a single plant, ground together with a mortar and pestle and put in a bag.

Activation: Throw the dust vaguely in the direction of the creatures to be affected.

Smoulder Duration: 1d6 days

Burn Duration: 1d6 turns, or at referee's discretion (the latter as Sleep spell)

Effect: As the Sleep spell, except for duration and affecting 1d6 more victims than indicated on the Sleep table

6

Curse Slicer. Level 10.

Materials Needed: A pair of scissors, a knife, or a ring. At least one ounce of bone dust from a magical creature, such as a unicorn, a troll, or the undead. A vial of potable water. The dust is mixed with the water to make the paste, which is slathered on the metal part of the Hex.

Activation: Slash the Charm at the effect to be dispelled (use one's hand as the blade for the ring version of the Hex). Only activates if the user actually has something in particular in mind that they are trying to counteract.

Smoulder Duration: 1d6+2 days

Burn Duration: Instant. Charm immediately becomes non-magical after use. Metal part of the charm can be re-used for a Hex if cleaned, but the bone paste (both the dust and the water) cannot be.

Effect: Exactly as one of the following spells, whichever is most appropriate for counter the effect that is being dealt with: *Dispel Chaos*, *Dispel Magic*, or *Remove Curse*.

Where level is relevant, use 10th level.

5