

## Courier Key

(from Dragon Magazine #200)

These keys are created in pairs, although only rarely are both keys of a set be found together. With one of these keys, a message of up to 100 words can be "locked" (implanted) into an intelligent creature's mind; the message is forgotten by the recipient and inaccessible by means of *ESP*, *hypnotism*, and the like. Only by the use of either of the two keys in the set can the message be "unlocked" and revealed by its carrier. Courier keys are most often used to send messages so secret that there can be no risk of interception. Only one message may be planted into a particular mind at a time. Both locking and unlocking the message is done by touching the key to the messenger's forehead and turning it. The PCs may encounter these keys, or even have a message "locked" into one of the PC's minds, in the course of service to their leader, ruler, or patron.

XP Value: 1,000/set

GP Value: 10,000/set