

Enchanted Items, Explanation of: Omen Writings

Area of Effect: As "Range of item".

Avoidance-roll: None.

Charges: 1 per Omen Writing. Up to 20 Omen Writings found. Once an Omen Writing's power is cast, the coin will vanish.

Command word(s): None.

Damage: See: "Explanation of Enchanted Item".

Duration: See: "Explanation of Enchanted Item".

Effect time: Instant.

Explanation: It only takes glancing at the coin (Omen Writing) to set off its powerful magic. Only creatures with a minimum of 12 intelligence can read the engravings upon an Omen Writing.

Roll on the following chart to determine the nature of the Omen Writing.:

Chart #1

%Roll: Nature of Omen Writing:

01-50: Bad (roll on Chart #2)

51-00: Good (roll on Chart #3)

Chart #2

%Roll: Bad Omen Writings, The Effects Of:

01-02:	You take 1-100 points of damage, in each area of the body.
03:	One of you treasure items randomly vanishes. (discretion of the G.M.).
04-05:	Lose all your money.
06-07:	-10 to strike an opponent for the next 10 attacks.
08-09:	-20 to strike an opponent for the next 10 attacks.
10-11:	-30 to strike an opponent for the next 10 attacks.
12-13:	-40 to strike an opponent for the next 10 attacks.
14-15:	-50 to strike an opponent for the next 10 attacks.
16:	-60 to strike an opponent for the next 10 attacks.
17:	-70 to strike an opponent for the next 10 attacks.
18:	-80 to strike an opponent for the next 10 attacks.
19:	-91 to strike an opponent for the next 10 attacks.
20-21:	-10 on next 3 initiatives.
22-23:	-20 on next 3 initiatives.
24-25:	-30 on next 3 initiatives.
26-27:	-40 on next 3 initiatives.
28-29:	-50 on next 3 initiatives.
30:	-60 on next 3 initiatives.
31:	-70 on next 3 initiatives.
32:	-80 on next 3 initiatives.
33:	-90 on next 3 initiatives.
34-35:	Next 3 "chance to find secret levers" will fail.
36-37:	Next 10 avoidance-rolls will be at one-half chance.
38:	Provisions (edible) will decay and rot in 2-24 hours time (roll 2 D-12).
39-40:	One item on your person is fully spent of charges (G.M.'s choice).
41:	Need twice the amount of sleep for up to 30 days.
42:	Class of inner armor decreases by 1 (if not wearing magical armor, reroll).
43:	Class of outer armor decreases by 1 (if not wearing magical armor, reroll).
44-45:	Next encounter will surprise character.
46:	Character is blinded for 30 days.
47-48:	Understand <u>no</u> languages for 30 days.
49-50:	Omen writing changes into random creature and attacks (most vicious of 5 rolls).
51-52:	Next escape attempt will fail (and whoever is with character).
53-54:	Next 10 avoidance-rolls will fail.
55:	You decrease one level (if level #1, roll again) unless a successful avoidance-roll Vs. "Magic" is rolled).
56-57:	Omen writing duplicates your character and attacks.
58-59:	The strongest random encounter (of 10 rolls) will stalk character and company.
60-61:	The next three encounters will be the strongest of 3 rolls.
62-63:	Next three encounters will be 3 different types of creatures working together to destroy the company.
64-65:	Character's armor-rank lowers to -20 for 30 days.
66:	Lose all character abilities for 30 days.
67-68:	Speech lowers to 5 for 30 days.
69-70:	Character is stricken with a level #1 sickness for 90 days.
71-72:	Character is stricken with a level #2 sickness for 90 days.
73-74:	Character is stricken with a level #3 sickness for 90 days.
75:	Character stricken with a level #1 disease for 90 days.
76-77:	Character glows like a candle for 30 days.
78-80:	Berserk rage. When a threat occurs character will break into an uncontrollable rage, attacking all enemies without warning until encounter or character is defeated. This will last for 30 days.
81-83:	If at night Omen Writing turns into a Vampire and Vampiress, working together to destroy your company. If it is not night time, roll again.
84-85:	Omen writing explodes into a cloud of fire engulfing character (2 spaces out all the way around character), causing up to 250 points of fire damage in all areas of the body (treat as maximum stirke).
86-88:	Character attacks company until he or she is wounded, or they are dead.
89:	Omen Writing turns into a "Xenon" and attacks.
90:	Omen Writing turns into a random Spirit and attacks.
91-98:	Double all encounter checks for up to 30 days.
99-00:	Character turns to stone unless a successful avoidance-roll Vs. "Paralysis" is rolled.

Chart #3

%Roll: Good Omen Writings, The Effects of:

- 01-05: Character heals 1-100 points of damage to the flesh in all areas of the body. If character is not wounded, roll again.
- 06-07: Character gains one random treasure item. Roll, beginning on the UnCommon chart.
- 08-09: The money that is directly upon character doubles.
- 10-11: +10 to strike an opponent for the next 10 attacks.
- 12-13: +20 to strike an opponent for the next 10 attacks.
- 14-15: +30 to strike an opponent for the next 10 attacks.
- 16-17: +40 to strike an opponent for the next 10 attacks.
- 18-19: +50 to strike an opponent for the next 10 attacks.
- 20: +60 to strike an opponent for the next 10 attacks.
- 21: +70 to strike an opponent for the next 10 attacks.
- 22: +80 to strike an opponent for the next 10 attacks.
- 23: +91 to strike an opponent for the next 10 attacks.
- 24-25: +10 on next 3 initiatives.
- 26-27: +20 on next 3 initiatives.
- 28-29: +30 on next 3 initiatives.
- 30-31: +40 on next 3 initiatives.
- 32-33: +50 on next 3 initiatives.
- 34-35: +60 on next 3 initiatives.
- 36-37: +70 on next 3 initiatives.
- 38-40: Next 3 "chance to find secret levers" will succeed.
- 41-42: Next 10 avoidance-rolls will be at maximum chance.
- 43-50: Provisions (edible) double.
- 51-52: One item on character is fully recharged (G.M.'s choice).
- 53-54: Need one-half the amount of sleep for up to 90 days.
- 55: Class of inner armor increases by 1. If no magic armor, roll again.
- 56: Class of outer armor increases by 1. If no magic armor, roll again.
- 57-58: Character will surprise next encounter.
- 59-61: Understand all languages for up to 30 days.
- 62: Omen writing changes into random creature, aiding character and company unit no longer needed.
If there is no need for assistance, roll again, or make something up.
- 63-64: Next escape attempt will succeed (and whoever is with character).
- 65-67: Next 10 avoidance-rolls will succeed.
- 68: Character increase one level.
- 69-75: The next three encounters will be the weakest of 3 rolls (with all treasure checks at maximum).
- 76-77: Character's armor-rank raises to +20 for the next 3 encounters.
- 78-79: Character becomes immune to level #1 sickness for 90 days.
- 80-81: Character becomes immune to level #2 sickness for 90 days.
- 82-83: Character becomes immune to level #3 sickness for 90 days.
- 84: Character becomes immune to level #1 disease for 90 days.
- 85-86: Character has night vision for 90 days.
- 87-96: Omen writing begins to glow with a light that engulfs character and entire company, healing all wounds and difficulties as would an "Elixir" potion. If all are in good health, roll again.
- 97-99: Encounter checks are cut in half for up to 30 days.
- 00: Character gains 1-4 extra lives (roll 1 D-4) player cannot know until brought back to life). Player can wish life into another by stating it openly during playing time (he or she must hold the dead while wishing it). Remember, player cannot know this.

Hand movement: None.

Healing: See: "Explanation of Enchanted Item".

History: It is supposed that this item is placed here and there, by Ryagg (Chaos Jatha) as a joke.

Immunities: Enchantment-resistance can negate the effect of this item. Only Animal, Enchanted, and Monster types can be effected by Omen Writing.

Invoke time: See: "Explanation of Enchanted Item".

Maximum adjustment: See: "Explanation of Enchanted Item".

Notes: None.

Preparation: Look at omen writing.

Range: See: "Explanation of Enchanted Item".

Resting time: None.

Special: None.

Susceptibilities: None.

Value: None. They are too unpredictable and cannot be revealed.