

Staff, Spell-Storing

Area of Effect: Wielding it as a weapon: As a staff of its type.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: As a normal weapon of its type.

Duration: Not applicable.

Effect time: None.

Explanation: Roll on Chart #1 to know the type of magic this weapon will hold, then follow the instructions given:

| <u>%Roll</u> | <u>Circle of magic</u> |
|--------------|------------------------|
| 01-04: | Animationist |
| 05-09: | Bard |
| 10-14: | Conjurer |
| 15-19: | Divinationist |
| 20-24: | Druid |
| 25-29: | Elemental Magician |
| 30-34: | Empath |
| 35-38: | Enchanter |
| 39-42: | Fate |
| 43-47: | Healer |
| 48-52: | Illusionist |
| 53-57: | Light Weaver |
| 58-61: | Locust Magician |
| 62-66: | Magician |
| 67-70: | Mystic |
| 71-75: | Necromancer |
| 76-80: | Psychic |
| 81-85: | Recorder |
| 86-90: | Shaman |
| 91-95: | Spiritualist |
| 96-00: | Supernaturalist |

Roll on Chart #2

Chart #2

| <u>%Roll</u> | <u># of spells:</u> |
|--------------|---------------------|
| 01-46 | 1 |
| 47-56 | 2 |
| 57-65 | 3 |
| 66-73 | 4 |
| 74-80 | 5 |
| 81-86 | 6 |
| 87-91 | 7 |
| 92-95 | 8 |
| 96-98 | 9 |
| 99-00 | 10 |

After rolling the circle of magic and number of spells go to the adventure spell-list and roll up each spell for that specific class.

Hand movement: None.

Healing: None.

History: Great spell-casters of each of the four circles of magic created these spell weapons. This is all that is known.

Immunities: None.

Invoke time: As Spell instructs in the spell's explanation.

Maximum adjustment: None

Notes: None.

Preparation: None.

Range: As a staff of its type.

Resting time: None.

Special: None

Susceptibilities: None.

Value: Staff value + 750 W.G. per Rank + 1,000 W.G. x the level of storage (see: "Explanation").