

Oracle: Crystal Ball, Power

Area of Effect: The area or person desired to be seen + 20 spaces (100' radius out from the sought after object of creature searched for).

Avoidance-roll: None.

Charges: Permanent item. Can be used to find a creature, person, place, etc., yet if the holder's avoidance-roll vs. "Faith" is failed, that thing which the holder desires to spy on cannot be searched out for 1 full moon (30 days).

Command word(s): Tarsha ne mie insha (unknown tongue).

Damage: None.

Duration: As long as the caster is not touched.

Effect time: 10 turns.

Explanation: If the holder of the item will get him or herself comfortable, and speak the "Command words", the item will speak within the caster's mind, saying, "What needest thou?". The holder of the item can then (mentally or verbally) state the place or person to be seen at the present time. If the caster has personally been to that place, or knows that person, he or she will be shown a vision of what is currently transpiring if a successful avoidance-roll vs. "Awareness" is rolled (two chances to succeed).

The Power Crystal Ball will have 100 spell-points and 10 random spells within it for the caster to use (no seeker spells). A caster that has the ability to use a crystal ball can use the spells within this crystal sphere without the need for prerequisites in the least. Spell-points and the crystal ball's spell-points can be used by the caster as if they were the caster's. Spell-point regeneration will be at the normal 3 points per hour (just as a caster's spell-points regenerate).

See: "Spellcasters, Random determination of:" in the Basic Rules Book for the class of spells that will be within the Power Crystal Ball.

Hand movement: The caster must be holding the Crystal Ball in his or her hands, touching it.

Healing: None.

History: Unknown.

Immunities: If caster has not been to the area, or seen the person sought after, this item will not work.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Caster must be in a state of absolute calm, or this item will not work. Player must have the magicians spell "Descry" for the crystal ball to work.

Range: Holder of the Crystal Ball only.

Resting time: For every turn caster remains in a "state of seeing", he or she must rest for 1 minute.

Special: None.

Susceptibilities: None.

Value: 25,000,000 White-gold.