

Enchanted Items, Explanation of: Unicorn Horn

Area of Effect: As the rulings on each spell.

Avoidance-roll: As the rulings on each spell.

Charges: Permanently charged item.

Command word(s): As the rulings on each spell.

Damage: As the rulings on each spell.

Duration: As the rulings on each spell.

Effect time: As the rulings on each spell.

Explanation: A Unicorn Horn will retain its magic, even when the Unicorn is slain. Only spell-casters that follow the same path can use this enchanted item, but do not have to actually know the spell (i.e., a druid can use a Druid Unicorn horn, a magician can use a magician Unicorn Horn, etc.).

The Unicorn Horn will hold 1 random spell x its level, and hold 1-D10 spell-points x the level of the horn. If there are 8 spells, roll each and every spell up randomly (random caster type and random spell), then roll 8 D10 for the spell-points it has.

When you need to know a specific spell, roll it up in the "Scrolls" section of the Treasure Book:

Roll on Chart #1 to determine the Unicorn's level, if you do not already know:

Chart #1

%Roll: Level:

01-30:	1st
31-40:	2nd
41-50:	3rd
51-53:	4th
54-56:	5th
57-59:	6th
60-62:	7th
63-65:	8th
66-67:	9th
68-69:	10th
70-71:	11th
72-73:	12th
74-75:	13th
76-77:	14th
78-79:	15th
80-81:	16th
82-83:	17th
84-85:	18th
86-87:	19th
88-89:	20th
90:	21th
91:	22th
92:	23th
93:	24th
94:	25th
95:	26th
96:	27th
97:	28th
98:	29th
99:	30th
00:	31st

Roll on Chart #2 to know what type of Unicorn Horn has been found (you will already know this if you cut the horn from the unicorn yourself. If this is the case, skip to Chart #3 and roll separately for each spell the Unicorn Horn holds).

Chart #2

%Roll: Type of Horn:

01-50: Black

51-00: White

Now roll on Chart #3:

Roll each and every spell up randomly on Chart #3 (random caster type and random spell):

Chart #3

%Roll: Circle of magic (Unicorn types allowed):

01-05: Animationist (Black/White)
06-10: Bard (Black/White)
11-15: Conjurer (Black/White)
16-20: Divinationist (White)
21-25: Druid (White)
26-30: Elemental Magician (Black/White)
31-35: Empath (Black/White)
36-40: Enchanter (Black/White)
41-45: Fate (Black/White)
46-50: Healer (Black/White)
51-55: Illusionist (Black/White)
56-60: Light Weaver (Black/White)
61-65: Locust Magician (Black)
66-70: Magician (Black/White)
71-75: Mystic (Black/White)
76-80: Necromancer (Black)
81-85: Psychic (Black/White)
86-90: Shaman (Black/White)
91-95: Spiritualist (Black/White)
96-00: Supernaturalist (Black/White)

Hand movement: Yes: Hold the Unicorn Horn in one hand when casting.

Healing: As the rulings on each spell.

History: None.

Immunities: As the rulings on each spell.

Invoke time: As the rulings on each spell.

Maximum adjustment: As the rulings on each spell.

Notes: None.

Preparation: As the rulings on each spell.

Range: As the rulings on each spell.

Resting time: As the rulings on each spell.

Special: As the rulings on each spell.

Susceptibilities: As the rulings on each spell.

Value: As "Scroll value" for each spell.