

Enchanted Items, Explanation of: Scepter, Magic

Area of Effect: As Spell instructs in the spells explanation.

Avoidance-roll: As Spell instructs in the spells explanation.

Charges: Permanent item. It can be used by a spell-caster of the same class by using spell-points to activate the Scepters power.

Command word(s): As Spell instructs in the spells explanation.

Damage: As Spell instructs in the spells explanation.

Duration: As Spell instructs in the spells explanation.

Effect time: As Spell instructs in the spells explanation.

Explanation: Roll on Chart #1 to know the type of magic this Scepter will hold, then roll on chart #2 to find out how many spell the Scepter holds:

<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

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 level of the spell, find the spell list Vs. the magic-type and roll up the spell the Magic Scepter holds.

Hand movement: As Spell instructs in the spells explanation.

Healing: As Spell instructs in the spells explanation.

History: Unknown.

Immunities: As Spell instructs in the spells explanation.

Invoke time: As Spell instructs in the spells explanation.

Maximum adjustment: As Spell instructs in the spells explanation.

Notes: None.

Preparation: Magic Scepter needs to be held in hand.

Range: As Spell instructs in the spells explanation.

Resting time: None.

Special: None.

Susceptibilities: As Spell instructs in the spells explanation.

Value: As the “Spell-rune value” of each spell added together Look at any spell in the spell-Book, it will give you an example of the value.