

# Relic: Scroll of Seven

**Area of Effect:** As stated with each power.

**Avoidance-roll:** As stated with each power.

**Invoke time:** 1 turn (5 seconds) for each enchantment cast from any Scroll of Seven, or The Helix.

**Charges:** Permanently charged item. These scrolls can be used as often as each explanation states.

**Command word(s):** As stated with each power.

**Damage:** As stated with each power.

**Duration:** Unless otherwise specifically stated in each enchantment, the duration will be as follows:

1 turn (5 seconds) at level 0, and an additional +1 turn (5 seconds) per 5 levels advanced thereafter.

**Effect time:** As stated with each power.

**Explanation:** There are seven such scrolls in existence, each with unique powers of their own. If all seven are found, they can be rolled together into one. When this is done, they will transform into one single Epic Scroll known as The Helix (see: Chart #9). The Helix is a dynamic Relic with not only seven powers times seven, but one random Epic Enchantment (see: Chart #10").

See: "Notes".

Roll on Chart #1 to know which Scroll of Seven has been discovered (the G.M. may opt to choose which one has been found if desired):

# Chart #1

D8

roll: Scroll of Seven discovered:

- 1: First Scroll
- 2: Second Scroll
- 3: Third Scroll
- 4: Fourth Scroll
- 5: Fifth Scroll
- 6: Sixth Scroll
- 7: Seventh Scroll
- 8: Game Master's choice.

Result:

- Roll on Chart #2 (Power of Allies)
- Roll on Chart #3 (Power of Avoidance)
- Roll on Chart #4 (Power of Crafting)
- Roll on Chart #5 (Power of Evolution)
- Roll on Chart #6 (Power of Healing)
- Roll on Chart #7 (Power of Metaphysics)
- Roll on Chart #8 (Power of Possession)

# Chart #2 First Scroll

Power of Allies

This Relic Scroll will have the following powers:

## **Blood-loss Absorption:**

This enchantment will instantly enlighten all sentient allies that the holder of the Scroll of Seven has fallen victim to one of the following types of blood-loss drain:

### **Normal loss of Blood-points:**

Each ally can willingly choose be drained of Blood-points for the holder of the Scroll of Seven.

**Reward:** 4 experience-points per Blood-point used.

### **Permanent Blood-point drain:**

Each ally can willingly choose to be permanently drained of Blood-points for the holder of the Scroll of Seven.

**Reward:** 200 experience-points per Blood-point drained.

**Range:** None, even if a dimension or plane separates you from the holder of the Scroll of Seven.

### **G.M.:**

If more than one ally wishes do this, using or being drained of Blood-points will be divided evenly among allies in a clockwise pattern, starting with the character who rolls the highest % roll.

# Characteristic Absorption:

This enchantment will instantly enlighten all sentient allies that the holder of the Scroll of Seven has fallen victim to a characteristic-drain attack. Each ally can willingly choose to lose characteristic-points for the holder of the Scroll of Seven.

## SPECIAL:

If any ally accepts, and is drained, roll once on the following chart FOR EACH CHARACTERISTIC-POINT sacrificed:

### %Roll: Result:

- 01-10: You gain 1-D6 +2 x 1,000 experience-points. If this levels you, you will gain an additional 1-D6 Modification-points.  
-----
- 11-20: You gain 1-D6 +2 x 1,000 experience-points. If this levels you, you will gain the best of three rolls for Spell-points. If you are not a caster, you will gain three random spells to cast (once cast, the spells are gone forever). Roll on Chart #2 in the Scrolls section of the Treasure Book.  
-----
- 21-30: You gain 1-D6 +2 x 1,000 experience-points. If this levels you, you will gain an additional 1-D6 Ability-points.  
-----
- 31-40: You gain 1-D6 +2 x 1,000 experience-points. If this levels you, you will gain an additional 1-D6 Luck.  
-----
- 41-50: You gain 1-D6 +2 x 1,000 experience-points. If this levels you, you will also have 3 chances to succeed at the next 3-D6 +3 avoidance-rolls.  
-----
- 51-60: You gain 1-D6 +2 x 1,000 experience-points. If this levels you, the next 3-D6 +3 spells cast will cost you 0 spell-points. If you are not a spell-caster, roll again.  
-----
- 61-70: You gain 1-D6 +2 x 1,000 experience-points. If this levels you, the next 3-D6 +3 abilities invoked will cost you 0 ability-points.  
-----
- 71-80: You gain 1-D6 +2 x 1,000 experience-points. If this levels you, add +60 to the next 3-D6 +3 % dice rolls.  
-----
- 81-90: You gain 1-D6 +2 x 1,000 experience-points. If this levels you, you will gain the ability to permanently shape change into a random animal type:  
  
%Roll: Animal type:  
01-50: Dog, Starkeld  
51-00: Rat, Brown, Common  
  
It will take 3 turns (15 seconds) to shape-change from racial to animal form. It will also take the same time to change back.  
-----
- 91-00: You gain 1-D6 +2 x 1,000 experience-points. If this levels you, the next 1-D6 +3 abilities and/or spells you learn from a guild trainer will only cost you ½ the normal modification point cost (rounded down). If you learn the abilities and/or spells by reading a scroll, it will cost you only 1 modification-point to learn.  
-----

**Range:** None, even if a dimension or plane separates you from the holder of the Scroll of Seven.

### G.M.:

If more than one ally wishes do this, characteristic-point-loss will be divided evenly among allies in a clockwise pattern, starting with the character who rolls the highest % roll.

## Damage-point Absorption:

This enchantment will instantly enlighten all sentient allies that the holder of the Scroll of Seven has fallen victim to one of the following types of Damage-point drain:

### Normal Damage-point loss (wounds which heal normally):

Each ally can willingly choose to be wounded for the holder of the Scroll of Seven.

**Reward:** 2 experience-points per point of normal damage.

### Permanent Damage-point drain:

Each ally can willingly choose to be permanently drained of Damage-points for the holder of the Scroll of Seven.

**Reward:** 100 experience-points per Damage-point drained.

**Range:** None, even if a dimension or plane separates you from the holder of the Scroll of Seven.

### G.M.:

If more than one ally wishes do this, expending or being drained of Damage-points will be divided evenly among allies in a clockwise pattern, starting with the character who rolls the highest % roll.

## Luck-point Absorption:

This enchantment will instantly enlighten all sentient allies that the holder of the Scroll of Seven has fallen victim to one of the following types of luck drain:

### Normal use of Luck:

Each ally can willingly choose to use Luck for the holder of the Scroll of Seven. The ally who uses Luck, will lose his or her next physical offensive turn as normal.

**Reward:** 5 experience-points per point of Luck used.

### Permanent Luck drain:

Each ally can willingly choose to be permanently drained of Luck for the holder of the Scroll of Seven.

**Reward:** 500 experience-points per point of Luck drained.

**Range:** None, even if a dimension or plane separates you from the holder of the Scroll of Seven.

### G.M.:

If more than one ally wishes do this, using or being drained of Luck will be divided evenly among allies in a clockwise pattern, starting with the character who rolls the highest % roll.

# Oxygen-point Absorption:

This enchantment will instantly enlighten all sentient allies that the holder of the Scroll of Seven has fallen victim to one of the following types of oxygen-point drain:

## Normal use of Oxygen-points:

Each ally can willingly choose to use Oxygen-points for the holder of the Scroll of Seven.

**Reward:** 2 experience-points per Oxygen-point used.

## Permanent Oxygen-point drain:

Each ally can willingly choose to be permanently drained of Oxygen-points for the holder of the Scroll of Seven.

**Reward:** 150 experience-points per Oxygen-point drained.

**Range:** None, even if a dimension or plane separates you from the holder of the Scroll of Seven.

## G.M.:

If more than one ally wishes do this, using or being drained of Oxygen-points will be divided evenly among allies in a clockwise pattern, starting with the character who rolls the highest % roll.

# Chart #3 Second Scroll

Power of Avoidance

This Relic Scroll will have the following powers:

Blank:

A

# Chart #4 Third Scroll

Power of Crafting

This Relic Scroll will have the following powers:

Blank:

A

# Chart #5 Forth Scroll

Power of Evolution

This Relic Scroll will have the following powers:

Blank:

A

# Chart #6 Fifth Scroll

Power of Healing

This Relic Scroll will have the following powers:

Blank:

A

# Chart #7 Sixth Scroll

Power of Metaphysics

This Relic Scroll will have the following powers:

Blank:

A

# Chart #8 Seventh Scroll

Power of Possession

This Relic Scroll will have the following powers:

Blank:

A

# Chart #9

The seven combined Scrolls of Seven.

The Helix

This Epic Scroll will have one of the following Epic Enchantments:

Blank:

A

**Hand movement:** As stated with each power.

**Healing:** As stated with each power.

**History:** The Scroll of Seven was created during the Age of Enlightenment.

**Immunities:**      Class restriction: Only those who follow the path of Healer/Shaman/Mystic can use this Relic's powers.  
                          Damage-reduction: This item will turn any form of damage against it, up to 100,000 per strike against it.

**Maximum adjustment:** As stated with each power.

**Notes:** If any one of the Scroll of Seven have been previously found, roll again until the resulting dice-roll gives you one that has not yet been discovered. Once each of the seven scrolls have been located, the Game Master will NEVER roll it up again, unless he or she begins the building of another world. The Game Master will keep track of the location of each Scroll of Seven always.

**Preparation:** As stated with each power.

**Range:** As stated with each power.

**Resting time:** As stated with each power.

**Special:** See: "Explanation" and "Immunities".

**Susceptibilities:** As stated with each power.

**Value:** This item has no set value as it is a one of a kind item.