

Staff, Spell-Point 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 the following chart to know how many spell-points this staff holds:

<u>%Roll</u>	<u>Spell-points</u>	<u>Value added to Staff value and Rank value</u>
01-46	30 spell-points	+ 60,000 W.G.
47-56	35 spell-points	+ 70,000 W.G.
57-65	40 spell-points	+ 80,000 W.G.
66-73	45 spell-points	+ 90,000 W.G.
74-80	50 spell-points	+ 100,000 W.G.
81-86	55 spell-points	+ 110,000 W.G.
87-91	60 spell-points	+ 120,000 W.G.
92-95	65 spell-points	+ 130,000 W.G.
96-98	70 spell-points	+ 140,000 W.G.
99-00	75 spell-points	+ 150,000 W.G.

Any spell-caster can use the Spell-Point Storing Staff. When a spell-caster takes hold of this enchanted staff, the spell-points can be used as if they were his or her own.

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 + 2,000 W.G. x the # of spell-points the staff holds (see: "Explanation").