

Enchanted Items, Explanation of: Book, Spell

Area of Effect: As spell dictates.

Avoidance-roll: As spell dictates.

Charges: Up to 100 pages (roll % dice one time). Each page has one random spell.

Command word(s): None.

Damage: As spell dictates.

Duration: As spell dictates.

Effect time: As spell dictates.

Explanation: To find out the contents of a Spell Book do the following steps in the order in which they appear, writing down the results as you go (all this will be done in the "Scrolls" section of this Treasure Book):

Step #1: Roll on the following chart to see what type of caster wrote the book:

%Roll: Circle of magic

01-04: Animationist

05-09: Bard

10-14: Conjuror

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

Step #2: Now roll a spell for each page within that circle of magic. There can be multiple spells of the same type in a Spell Book. It is best to construct a Spell Book before game time, for it takes a while to create.

Hand movement: None.

Healing: As spell dictates.

History: Unknown.

Immunities: As spell dictates.

Invoke time: As spell dictates.

Maximum adjustment: As spell dictates.

Notes: None.

Preparation: As spell dictates.

Range: As spell dictates.

Resting time: None.

Special: As spell dictates.

Susceptibilities: As spell dictates.

Value: As "Scroll-value" for each spell in book added together.