

# Bow, Rune

Area of Effect: As spell dictates.

Avoidance-roll: As spell requires.

Charges: Permanently enchanted weapon.

Command word(s): None or as spell dictates.

Damage: As spell dictates.

Duration: As spell dictates.

Effect time: As spell dictates.

Explanation: Roll on Chart #1 to know the type of magic this bow will hold, then follow the instructions given:

<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

Roll on Chart #2

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 circle of magic and number of spells go to the adventure spell-list and roll up each spell for that specific class. Any person, spell-caster or not, can cast from this bow by merely rubbing the rune in a counter clockwise circular motion.

Hand movement: Rubbing the rune in a counter clockwise circular motion.

Healing: As spell dictates.

History: In ancient times, great spell-casters created these spell weapons. This is all that is known.

Immunities: As spell dictates.

Invoke time: Not applicable.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: None.

Range: As bow.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Bow value + 750 W.G. per Rank + 100,000 W.G.