

Enchanted Items, Explanation of: Wand, 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 wands 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 Wand will hold, then roll on chart #2 to find out how many different spells the wand has.

A spell-caster merely has to use the required number of spell-points to cast a spell on this wand (exactly as if casting a spell he or she knows).

See: "Special"

Chart #1

%Roll: Circle of magic:

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

After you roll the caster type, roll on Chart #2 to see how many spells will be enchanted into the wand.

Chart #2

%Roll: # of spells:

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 # of spells, go to the spell list and find the magic-type; roll up each spell for the Magic Wand. Spells can only be cast from the wand if a spell-caster follows the fath of that particular magic.

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: As Spell instructs in the spells explanation.

Range: As Spell instructs in the spells explanation.

Resting time: None.

Special: This wand will also have 3-D10 spell-points. Spell-points used will regenerate exactly as the wielder's does.

Susceptibilities: As Spell instructs in the spells explanation.

Value: As the "Scroll value" of each spell.