

Enchanted Items, Explanation of: Crystal, Power

Area of Effect: Holder of Power Crystals.

Avoidance-roll: Yes: Vs. "Constitution".

Charges: 1 use. Once a Power Crystal is used, there is no more magic in it.

Command word(s): None.

Damage: None.

Duration: Permanent.

Effect time: 10 turns.

Explanation: The Power Crystal is a palm-sized crystal that looks like a star with many hundreds of spikes jutting out of all its surface. It pulses a yellow-white light that holds a powerful energy.

To use the Power Crystal, the holder must place it firmly against the forehead and wait. The power will come alive on the beginning of the 11th turn. When this device is absorbed, it will kill the user unless a successful avoidance-roll Vs. "Constitution" is made. See: "Avoidance-Rolls, Explanation of:" in the Basic Rules Book for details on this avoidance-roll. If successful, the user will gain +1 levels (no remaining experience points).

Avoidance-roll Vs. "Constitution" = Character's Con. x2

Hand movement: Power Crystal must be placed firmly against the forehead.

Healing: None.

History: Unknown.

Immunities: Animated, Dead and Organic creatures cannot benefit from this crystal.

Invoke time: Not applicable.

Maximum adjustment: None

Notes: None.

Preparation: As "Hand movement".

Range: Holder of Power Crystal only.

Resting time: 24 hours. If an abundance of rest and relaxation is not had, there will be a -60 to strike an opponent, and movement will be slowed by 50% (rounded).

Special: None.

Susceptibilities: None.

Value: 10,000 White-gold per crystal.