

Enchanted Items, Explanation of: Crystal Ball, Surrix

Area of Effect: The area or person desired to be seen + 20 spaces (100' radius out from the sought after object of creature searched for).

Avoidance-roll: Yes: Vs. “Faith” (see: Explanation).

Charges: Permanent item. Can be used to find a creature, person, place, etc., yet if the holder’s avoidance-roll Vs. “Faith” is failed, that thing which the holder desires to spy on cannot be searched out for 1 full moon (30 days).

Command word(s): Tarsha ne mie insha (unknown tongue).

Damage: None.

Duration: As long as the caster is not touched.

Effect time: 10 turns.

Explanation: If the holder of the item will get him or herself comfortable, and speak the “Command word(s)”, the item will speak within the caster’s mind, saying, “What needest thou?”. The holder of the item can then (mentally or verbally) state the place or person to be seen at the present time. If the caster has personally been to that place, or knows that person, he or she will be shown a vision of what is currently transpiring if a successful avoidance-roll Vs. "Awareness" is rolled (two chances to succeed).

The difference between the Surrix Crystal Ball and the Common Crystal Ball, is that the one holding the Surrix Crystal Ball can actually cast magic through it, effecting whom he or she is seeing.

Hand movement: The caster must be holding the Crystal Ball in his or her bare hands touching it.

Healing: None.

History: Unknown.

Immunities: If caster has not been to the area, or seen the person sought after, this item will not work.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Caster must be in a state of absolute calm, or this item will not work. Player must have the magicians spell “Scry” for the crystal ball to work.

Range: Holder of the Crystal Ball only.

Resting time: For every turn caster remains in a “state of seeing”, he or she must rest for 1 minute.

Special: None.

Susceptibilities: None.

Value: 100,000 White-gold.