

Small Magical Items		
1d12	Property	Description
1	Arachnid	You are able to cast the spell <i>*web*</i>
2	Deflection	You are able to cast the spell <i>*reflection*</i>
3	Firebane	Absorbs 1d8 damage from fire
4	Trueform	You are immune from being morphed into a new form.
5	Telepathy	You are able to cast the spell <i>*telepathy*</i>
6	Serpentine	You are able to summon 1 giant serpent under your command.
7	Invisibility	You are able to cast the spell <i>*invisibility*</i>
8	Hasty	You always go first in battle.
9	Bronze Will	You are able to block mind-affecting magic.
10	Breathless	You are able to hold your breath indefinitely.
11	Lucky	Instead of rolling a die, use the best possible result you could get.
12	Second Sight	You are able to cast the spell <i>*second sight*</i>