

Bits of Magicka:™ Mystic Writings

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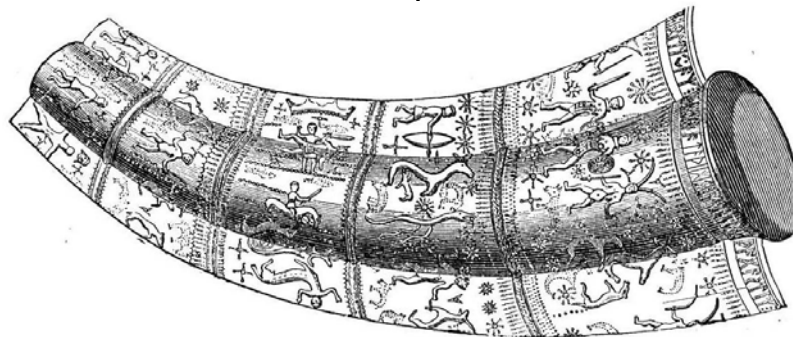
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Mystic Writings

1. Cursed Scroll of Illiteracy

APPEARANCE

Contained within a tube of stitched leather is a parchment scroll of average size, covered with writing in faded black ink.

HISTORY

This scroll is one of several crafted by the sorcerer Umgaun the Red to be used against a wizard he knew, who always regarded Umgaun as an inferior because he came by his power innately rather than through diligent study.

PROPERTIES

The tube is nine inches long and two inches in diameter. The scroll within is cursed. Anyone studying the writing or attempting to read it must make a Will save or be rendered illiterate until the curse is removed. Note that this illiteracy also affects the casting of spells from scrolls and the reading of spellbooks to memorize spells.

Illiteracy Trap: CR 1; spell; spell trigger; no reset; spell effect (*bestow curse*, 5th-level cleric, cannot read or write until curse is removed, DC 14 Will save negates); Search DC 28; Disable Device DC 28.

Scroll: Faint necromancy. EL 1. **Total Value:** n/a.

2. Scroll of the Druid's Peacekeeper

APPEARANCE

This is a club hewn from a gnarled oaken limb, preserved with a dark finish. The large burl of wood at the business end has been stained a dark, rusty red from repeated use. The grip is bound in strips of cream-colored leather bearing fine runes dyed into the material.

HISTORY

This weapon was created by the druidess Safra, who used it to defend her homeland until she lost her life in a flood.

PROPERTIES

The leather strips can be unwrapped from the club to reveal two castings of the divine spell *shillelagh*. Each strip is four inches wide and two

feet long. Though not masterwork, the three-pound club is quite serviceable, and can act as a focus for the spell.

Scroll: Faint transmutation; CL 1st; Scribe Scroll, *shillelagh*; Price 50 gp. EL 1. **Total Value:** 50 gp.

3. Scroll of Neverending Ale

APPEARANCE

The image of a dwarf roaring in laughter and bearing a flagon in either hand decorates the exterior of this ceramic beer stein. The pewter handle has been worked in ornate scrollwork patterns, and a matching cone-shaped lid caps the vessel. A fat parchment scroll has been stuffed inside the stein.

HISTORY

Some dwarves hold gold a priority, others ale. This belonged to one of the latter, a devout follower of his god, to whom he raised this stein in a toast every day.

PROPERTIES

The scroll contains six castings of the 0-level divine spell *create ale*. (This spell is a specialized form of *create water*, which instead creates foamy ale



of average quality. In all other ways it functions exactly like *create water*.) The stein itself is worth 2 gp and weighs one pound.

Scroll: Faint conjuration; CL 1st; Scribe Scroll, *create ale*; Price 75 gp. EL 1. **Total Value:** 77 gp.

64. Scroll of Utter Annihilation

APPEARANCE

Crackling green energy limns the words written on this heavy parchment scroll. The glowing words whirl, eddy and spark to intangible pressures like incense in a shifting breeze.

HISTORY

Malyurak the Skullbearer, an orcish wizard of exceptional power, crafted this scroll as a bribe to the green dragon Elliothorix, a being known to aid humanoids on missions of mayhem in exchange for such tokens. It rested in the dragon's hoard for over 250 years before she was slain.

PROPERTIES

The scroll measures one foot long and six inches in diameter when rolled, or three feet in length when unfurled. It contains two castings of the arcane spell *disintegrate*, Maximized as per the feat; thus each spell does 240 hit points of damage on a failed Fortitude save (DC 19), or 30 damage on a successful save.

Scroll: Strong transmutation; CL 20th; Scribe Scroll, Maximize Spell, *disintegrate*; Price 9,000 gp. EL 12. **Total Value:** 9,000 gp.

65. Heart of the Jewel

APPEARANCE

This is a large flat cabochon-cut jewel of blood-red hue that fills with dancing red motes at its heart when exposed to bright light.

HISTORY

The gold dragon Astellandred crafted this gem as a gift to Zemfyre, an archwizard and long-time friend.

PROPERTIES

The gem is a form of garnet called almandine. It measures roughly two and a half inches in diameter, and is half an inch thick at its center. If one peers deep within it for one round while it is exposed to bright light, the dancing motes resolve into arcane words wreathed in red flame. These words form the arcane spell *prismatic sphere*. Once the spell is cast the jewel becomes nonmagical, but is still worth 5,000 gp for its size and fine quality.

Scroll: Strong abjuration; CL 20th; Craft Wondrous Item, *prismatic sphere*; Price 9,500 gp. EL 12. **Total Value:** 9,500 gp.

66. Scroll of Panacea

APPEARANCE

This scroll is stuffed into a polished ivory tube barely large enough to hold it. The tightly rolled vellum scroll is titled Panacea at the top in the Common tongue.

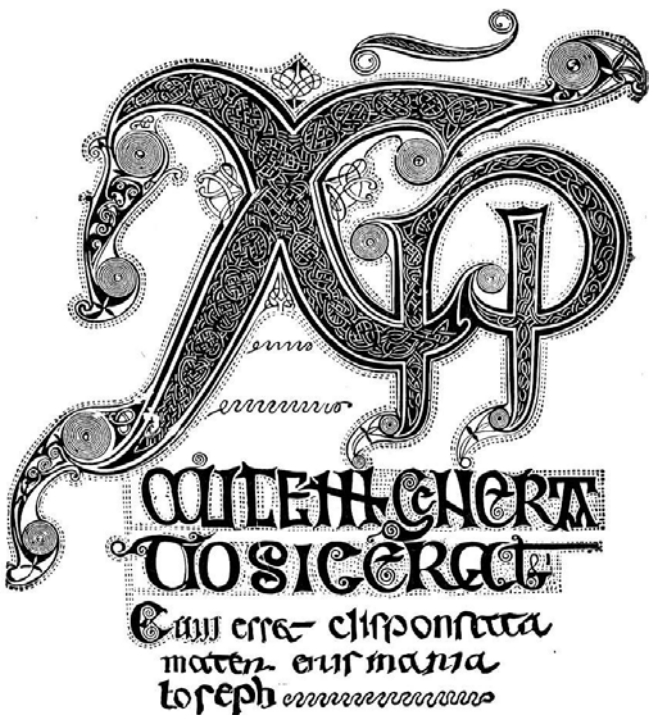
HISTORY

Scrolls such as this were crafted by a church of healing for priests traveling to distant lands on missions for their faith. The bearer of this particular scroll was killed in the bitter cold of a late winter storm.

PROPERTIES

The scroll contains four copies each of four divine spells: *remove fear* (250 gp each), *remove paralysis* (500 gp each), *remove disease* (750 gp each), and *neutralize poison* (1,000 gp each). The ivory tube is one foot long and one inch in diameter; it is of fine craftsmanship, and is worth 100 gp on its own.

Scroll: Moderate abjuration and conjuration; CL 10th; Scribe Scroll, *remove fear*, *remove paralysis*, *remove disease*, *neutralize poison*; Price 10,000 gp. EL 12. **Total Value:** 10,100 gp.



Index: Spells by Class, Alphabetical

Assassin/Blackguard

Merge into Art – 44

Bard

Cat's Grace, Mass – 79

Cure Moderate Wounds, Mass – 79

Enthrall – 7

Find the Path – 79

Heroes' Feast – 79

Song of Discord – 51

Song of Vengeance – 51

Summon Monster VI – 79

Sympathetic Vibration – 79

Veil – 79

Cleric

Animate Object – 38

Antimagic Field – 71

Augury – 97

Banishment – 89

Blasphemy – 45

Bull's Strength, Mass – 71

Chaos Hammer – 75

Cloak of Chaos – 75

Consecrate – 67

Create Ale – 3

Create Undead – 53

Cure Moderate Wounds, Mass – 52

Cure Serious Wounds – 63

Detect Thoughts – 39

Discern Lies – 39

Dispel Evil – 34

Dispel Law – 75

Elemental Swarm (Air) – 63

Entropic Shield – 75

Flame Strike – 71

Forbiddance – 67

Freedom of Movement – 32

Gaseous Form – 40

Hallow – 67

Heal – 28, 35, 71

Heal, Mass – 47

Magic Circle against Evil – 34

Magic Weapon (Stone) – 46

Magic Vestment – 30

Magic Weapon, Greater – 30

Miracle – 84

Neutralize Poison – 66

Obscuring Mist – 40

Planar Ally – 62

Raise Dead – 57

Regenerate – 36

Remove Disease – 66

Remove Fear – 66

Remove Paralysis – 66

Restoration – 27

Restoration, Greater – 71, 80

Righteous Might – 22

Searing Light – 58

Shield Other – 8

Silence – 92

Slay Living – 21

Soften Earth and Stone – 12

Stone Shape – 12

Summon Monster IX – 63

Sunbeam – 58

Sunburst – 58

True Resurrection – 81

Unholy Blight – 45

Wind Walk – 40

Word of Chaos – 75

Druid

Animal Growth – 49

Barkskin – 29, 49

Command Plants – 29

Earthquake – 55, 74

Entangle – 18

Flame Strike – 95

Magic Fang, Greater – 49

Meld into Stone – 95

Plant Growth – 18, 29

Repel Vermin – 14

Shambler – 74

Shillelagh – 2

Speak with Animals – 42

Speak with Plants – 42

Spellstaff – 95

Spike Growth – 18

Stone Tell – 42

Storm of Vengeance – 74

Summon Nature's Ally I-IX – 77

Whirlwind – 74

Word of Recall – 55

Paladin

Holy Sword – 48

Sorcerer/Wizard

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Alter Self – 61

Analyze Dweomer – 43

Antimagic Field – 60

Astral Projection – 85

Baleful Polymorph – 70

Bear's Endurance – 17

Bear's Endurance, Mass – 72

Blindness/Deafness – 70

Blur – 70, 94

Break Enchantment – 94

Bull's Strength – 17

Bull's Strength, Mass – 72

Burning Hands – 70

Cat's Grace – 17, 33

Chain Lightning – 72

Color Spray – 86

Comprehend Languages – 9

Cone of Cold – 70

Confusion – 70, 75

Contingency – 94

Index: Spells by Class and Level

Assassin/Blackguard

- Level 3:**
Merge into Art – 44

Bard

- Level 2:**
Enthrall – 7
- Level 5:**
Song of Discord – 51
Song of Vengeance – 51
- Level 6:**
Cat's Grace, Mass – 79
Cure Mod. Wounds, Mass – 79
Find the Path – 79
Heroes' Feast – 79
Summon Monster VI – 79
Sympathetic Vibration – 79
Veil – 79

Cleric

- Level 0:**
Create Ale – 3
- Level 1:**
Entropic Shield – 75
Magic Weapon (Stone) – 46
Obscuring Mist – 40
Remove Fear – 66
- Level 2:**
Augury – 97
Consecrate – 67
Detect Thoughts – 39
Remove Paralysis – 66
Shield Other – 8
Silence – 92
Soften Earth and Stone – 12
- Level 3:**
Cure Serious Wounds – 63
Gaseous Form – 40
Magic Circle against Evil – 34
Magic Vestment – 30
Remove Disease – 66
Searing Light – 58
Stone Shape – 12
- Level 4:**
Chaos Hammer – 75
Discern Lies – 39
Freedom of Movement – 32
Magic Weapon, Greater – 30

- Neutralize Poison – 66
Restoration – 27
Unholy Blight – 45

- Level 5:**
Dispel Evil – 34
Dispel Law – 75
Flame Strike – 71
Hallow – 67
Raise Dead – 57
Righteous Might – 22
Slay Living – 21
- Level 6:**
Animate Object – 38
Antimagic Field – 71
Banishment – 89
Bull's Strength, Mass – 71
Create Undead – 53
Cure Mod. Wounds, Mass – 52
Forbiddance – 67
Heal – 28, 35, 71
Planar Ally – 62
Wind Walk – 40

- Level 7:**
Blasphemy – 45
Regenerate – 36
Restoration, Greater – 71, 80
Sunbeam – 58
Word of Chaos – 75

- Level 8:**
Sunburst – 58

- Level 9:**
Cloak of Chaos – 75
Elemental Swarm (Air) – 63
Heal, Mass – 47
Miracle – 84
Summon Monster IX – 63
True Resurrection – 81

Druid

- Level 1:**
Entangle – 18
Shillelagh – 2
Speak with Animals – 42
- Level 2:**
Barkskin – 29, 49
- Level 3:**
Magic Fang, Greater – 49
Meld into Stone – 95
Plant Growth – 18, 29

- Speak with Plants – 42
Spike Growth – 18

- Level 4:**
Command Plants – 29
Flame Strike – 95
Repel Vermin – 14
- Level 5:**
Animal Growth – 49

- Level 6:**
Spellstaff – 95
Stone Tell – 42

- Level 8:**
Earthquake – 55, 74
Whirlwind – 74
Word of Recall – 55

- Level 9:**
Shambler – 74
Storm of Vengeance – 74

- Levels 1 to 9:**
Summon Nature's Ally I-IX – 77

Paladin

- Level 4:**
Holy Sword – 48

Sorcerer/Wizard

- Level 0:**
Detect Magic – 70
Mage Hand – 70
Mending – 70
Message – 61
Prestidigitation – 70
Read Magic – 9
Touch of Fatigue – 70

- Level 1:**
Burning Hands – 70
Color Spray – 86
Comprehend Languages – 9
Erase – 70
Expeditious Retreat – 25, 70, 91
Grease – 70
Identify – 61, 70
Mage Armor – 5, 70
Magic Missile – 70
Obscuring Mist – 94
Protection from Evil – 73

§ Cursed Scroll of Illiteracy § 01

APPEARANCE

Contained within a tube of stitched leather is a parchment scroll of average size, covered with writing in faded black ink.

PROPERTIES

The tube is nine inches long and two inches in diameter. The scroll within is cursed. Anyone studying the writing or attempting to read it must make a Will save or be rendered illiterate until the curse is removed. Note that this illiteracy also affects the casting of spells from scrolls and the reading of spellbooks to memorize spells.

§ Scroll of the Druid's Peacekeeper § 02

APPEARANCE

This is a club hewn from a gnarled oaken limb, preserved with a dark finish. The large burl of wood at the business end has been stained a dark, rusty red from repeated use. The grip is bound in strips of cream-colored leather bearing fine runes dyed into the material.

PROPERTIES

The leather strips can be unwrapped from the club to reveal two castings of the divine spell *shillelagh*. Each strip is four inches wide and two feet long. Though not masterwork, the three-pound club is quite serviceable, and can act as a focus for the spell.

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§ Scroll of Neverending Ale § 03

APPEARANCE

The image of a dwarf roaring in laughter and bearing a flagon in either hand decorates the exterior of this ceramic beer stein. The pewter handle has been worked in ornate scrollwork patterns, and a matching cone-shaped lid caps the vessel. A fat parchment scroll has been stuffed inside the stein.

PROPERTIES

The scroll contains six castings of the 0-level divine spell *create ale*. (This spell is a specialized form of *create water*, which instead creates foamy ale of average quality. In all other ways it functions exactly like *create water*.) The stein itself is worth 2 gp and weighs one pound.

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§ Half-Written Scroll § 04

APPEARANCE

This is a sheet of creamy vellum, rolled up but not bound. When unfurled, the scroll appears to be incomplete, with only half the sheet filled in letters written in black ink by a spidery hand.

PROPERTIES

This is a half-completed arcane scroll of *ray of exhaustion*. The scroll can be completed by a caster of at least sixth level who knows the spell, at half the normal cost for scribing such a scroll.

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