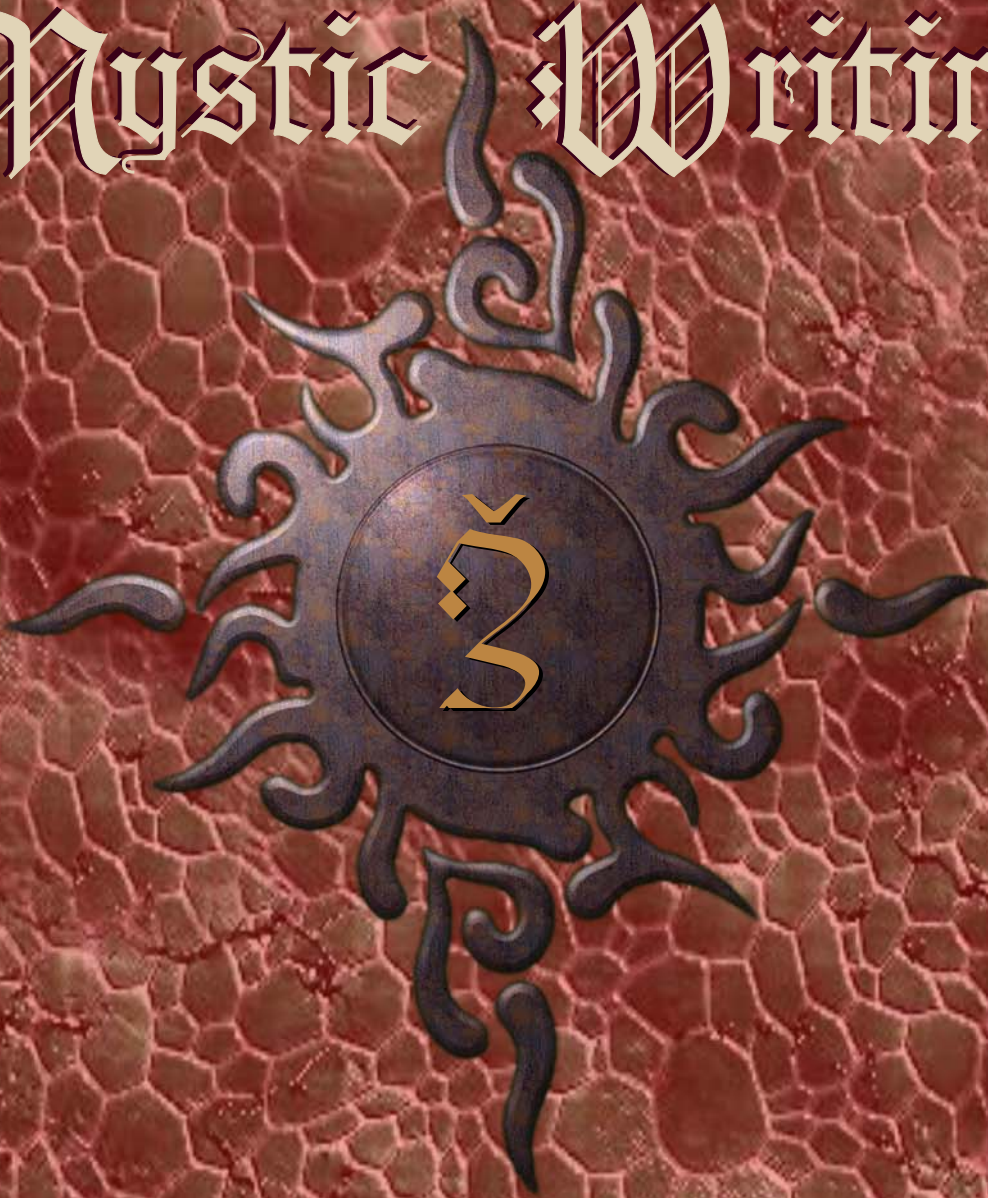


Bits of Magicka: Mystic Writings



Tabletop
ADVENTURES

Bits of Magicka:™ Mystic Writings

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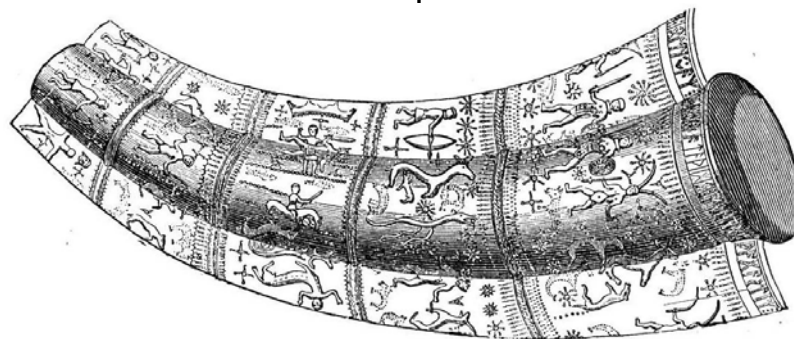
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Introduction

Welcome to *Bits of Magicka™: Mystic Writings*, the first in a series dedicated to enhancing magical treasures in your game!

Do you ever feel as if the treasure your characters come across has become bland or stale? Has looting an enemy become nothing more than a tally of gold piece value earned, and magical powers accrued?

No more! Take back your game, and put mystery and excitement back into the treasures you deal out. The *Mother of All Treasure Tables™* presented you with hundreds of interesting and exotic nonmagical treasures to spice up your hoard. Now the *Bits of Magicka* series takes up where that book left off, presenting a hundred interesting and evocative takes on magical treasures for your game. These are not bare-bones compilations of stats, but living, breathing treasures complete with unique descriptions and brief notes on their histories. However, while other products in the past have gone into exhaustive detail on each item, *Bits of Magicka* focuses on adaptability and ease of use. A full page of historical detail for one ring might provide interesting reading, but it is not conducive to a random treasure placement!

Bits of Magicka: Mystic Writings touches on the many varied possibilities available to make arcane and divine scrolls, spellbooks, and other writings more intriguing. Future products will cover jewelry, weapons, and other categories of magic items.

So sit back and enjoy! A world of exotic treasures is only a die roll away!

Using Bits of Magicka™

Whether you are a game master who loves to create adventures on the fly, a meticulous GM who crafts adventures well in advance to exacting specifications, or a beleaguered GM who barely has time to run published modules “out of the box,” *Bits of Magicka* can work for you. Here are some of the ways:

1. Seed into existing adventures: Whether you are running a pre-published adventure or something you created yourself, you can spice

things up by replacing or supplementing existing written treasures with items from the table below. Just go through the list, pick something that fits the power level and style of your encounter, and put it in!

2. Shooting from the hip: When building random encounters on the fly (such as with the *Mother of All Encounter Tables™* by *Necromancer Games™*), you can use these charts to quickly assign treasure to the creatures encountered. We suggest building such encounters a little in advance for maximum benefit, so your adversaries are paired with treasures that work in best harmony with their abilities, or so you at least know how and why they are carrying what treasures they have.

3. Ideas for quests: The treasures in this product also make great seeds for side quests, or even centerpieces to major expeditions. An influential noble could hire adventurers to seek out the *Singing Spheres* of Taran Windsong (item #79). The characters could become involved in a race against rival powers to locate and use the fabled *Legacy of Gods* (item #84), chiseled on a cliff in a long-lost valley hidden deep in the mountains. Or characters could meet the incomparable Magus Ridolfo and acquire his latest book (item #17). Each item could serve as a gateway to a dozen quests!

When using this product, we recommend you bring in unusual treasures such as these sparingly—maybe only once every two or three encounters at the most. That way you make the rewards you give out more interesting, without bogging down the action too much with the investigation of unusual treasures.

We made this list of treasures as accessible and flexible as possible, for you to use. If you plan to roll a random treasure using the usual tables, you can instead roll on the table in Appendix One, substituting it for the normal table of scrolls or wondrous items. Alternately, you can simply pick a treasure with a value appropriate to the difficulty of its associated encounter; each treasure has an ‘EL’ listing, which gives the encounter level for which the treasure might be appropriate. You need not stick religiously to these values; you can build a more-valuable treasure from several items of

lesser value, or break up some of the most valuable treasures into smaller parts. This latter option could also serve to drive your campaign, for it gives the characters an incentive to seek out the remainder of the missing treasure. As an example, consider the ten-volume set of books from the Library of Valtan (item #99): adventurers could find one of the less-valuable volumes early in their careers, and seeking out the remaining volumes could become an epic quest in itself.

Reading the Entries

The entries in *Bits of Magicka* are arranged as follows:

TITLE: A brief title describing the work.

APPEARANCE: A description of a work, which you can read directly to the players. Parenthetical notes are for the GM's eyes only. Generally, the initial appearance of a work is described first, with further paragraphs detailing what is seen on further investigation – if a scroll is unrolled, a chest opened, a book paged through, etc.

HISTORY: A few brief historical notes on who created the item and why, and some idea of what has happened to it. The ultimate fate of each entry is left for you to determine, as it depends entirely on where you place the treasure in your game. Names of NPCs involved in the item are often given, but feel free to replace these with appropriate names from your own campaign. This

section could be helpful in particular if a party has access to the services of a bard or historian, or spells such as *legend lore*.

PROPERTIES: Lists the actual contents and statistics of each entry, including lists of spells, magical properties of devices, and statistics for any traps or creatures associated with the item. When a treasure contains several component parts (such as a collection of eight scrolls in a pouch), individual values may be listed parenthetically. The properties section also lists the strength and type of magical and alignment-based aura (if any) for each item, and the total value of an entry.

EL: The Encounter Level indicates the level at which this entry would be an appropriately valued treasure on its own. Use this as a quick guide to determine the relative power of an entry in relation to the encounter to which you have assigned it.

Remember: *Bits of Magicka* is designed to augment your imagination and make it easier to add flavor to your game. Never feel constrained by the exact description, properties, or history of each entry—feel free to adjust them to suit your particular needs, and above all, have fun!

DAMIEN

Scriptorial Minion
and the good people at Tabletop Adventures

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.

4. Half-Written Scroll

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.

HISTORY

The journeyman necromancer Dornais Wen started work on this scroll, but she lost her life to the blades of adventurers before she could finish her work.

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.

Scroll: Faint necromancy; CL 6th; Scribe Scroll, *ray of exhaustion*; Price 225 gp (aura rises to moderate strength and Price to 450 gp if completed). EL 1. **Total Value:** 225 gp.

5. Traveling Wizard's Scrolls

APPEARANCE

Within a leather scroll case are six sheets of plain parchment, scribed in a utilitarian, easy-to-read script. Each sheet is labeled "Protection for the traveling wizard" in the Common tongue.

HISTORY

Arcanus Quire, an elven wizard who specialized in penning low-level scrolls and selling them to travelers and explorers, crafted these scrolls.

PROPERTIES

Each of the six scrolls is identical, and bears a casting of the arcane spells *shield* and *mage armor*. The thick leather scroll case has been repeatedly treated with waterproof and flameproofing oils, giving it fire and cold resistance 5 to nonmagical energies only. It weighs one pound and is worth 50 gp.

Scrolls: Faint abjuration and conjuration; CL 1st; Scribe Scroll, *shield*, *mage armor*; Price 25 gp each. EL 1. **Total Value:** 350 gp.

6. Fragmented Scroll

APPEARANCE

This is a wadded handful of torn up fragments of paper, which bear strange writing in deep indigo ink.

HISTORY

The enchanter Joseph Collusian had a run of bad luck with his casting, with one enemy after another shaking off his most efficacious spells. Finally, in frustration, he shredded this scroll and burned his spellbook. Giving up his life of wizardry, he trained in the use of martial weapons... and died in his first skirmish.

PROPERTIES

This is the remains of a scroll of the arcane spell *suggestion*. Amazingly, none of the tears broke any of the lettering, so if the scroll is repaired (easiest with a *mending* spell), or if the pieces are carefully laid out, it can still be used.

Scroll: Faint enchantment; CL 5th; Scribe Scroll, *suggestion*; Price 350 gp. EL 1. **Total Value:** 350 gp.

7. Inspiring Orations of History

APPEARANCE

This is a small book titled Inspiring Orations of History, written on slightly yellowed, finely woven cloth and bound in pebbled black leather. A folded sheet of paper has been tucked in as a bookmark halfway through the text.

HISTORY

This book was purchased from a sage years ago by the traveling mountebank Claudius the Caperer, who used it to enthrall crowds while allies lifted coins from their pouches. The book and scroll fell from his pocket one sunny afternoon while he was fleeing a mob that saw through his ruse.

PROPERTIES

The book is 4 inches wide, 6 inches long and 1/2 inch thick. It contains over a dozen famous historical speeches, of kings to their people, generals to their armies, and the like. It is worth about 15 gp and weighs 1/2 pound. The folded paper is 6-1/2 inches long and 4 inches wide, and contains a casting of the arcane spell *enthrall*.

Scroll: Faint enchantment; CL 7th; Scribe Scroll, *enthrall*; Price 350 gp. EL 1. **Total Value:** 365 gp.

8. The Platinum Bulwark

APPEARANCE



Screw caps seal this slender bone tube; each holds in place an unadorned platinum ring that fits between the cap and the rest of the tube. The scroll within is made of good-quality vellum.

HISTORY

High Clerist Olraic Dunwater crafted this scroll for a courier to take to a neighboring city and deliver to a local ruler there for his bodyguard. Bandits beset the courier, and the scroll never made it to its destination.

PROPERTIES

The scroll is six inches wide and 11 inches long, and bears the divine spell *shield other*. The platinum rings are sized to be worn on an average human's hand, and serve as the focus for the spell; each is worth 50 gp. The tube is worth 3 gp.

Scroll: Faint abjuration; CL 7th; Scribe Scroll, *shield other*; Price 350 gp. EL 2. **Total Value:** 453 gp.

9. The Arcane Reader

APPEARANCE

Contained within this small wooden case is a pair of reading spectacles and a thin sheet of paper, folded over many times in order to fit. The case has no latch and seems to be held closed by a pair of spring-loaded hinges.



HISTORY

An elderly sage of arcane lore started to have trouble remembering where he left his scrolls, or what spells he had memorized. He therefore

purchased a pair of fine spectacles, and tucked his most useful scrolls in the case with them. Subsequently he misplaced the lot.

PROPERTIES

The wooden case is six inches long, two inches wide, and two inches deep with no lock. It weighs one pound. The reading glasses have polished glass lenses and steel wire frames, and are worth 50 gp.

The sheet of paper contains the arcane spells *comprehend languages*, *read magic*, and *tongues*. The first two are written at caster level 1; the third at caster level 5.

Scroll: Faint divination; CL 5th; Scribe Scroll, *comprehend languages*, *read magic*, *tongues*; Price 412.5 gp. EL 2. **Total Value:** 462.5 gp.

10. Explosive Scroll

APPEARANCE

Contained within a slim leather tube is a sheet of high quality white paper. The paper has writing on it on both sides in bright red ink.

HISTORY

Created by the fire-mage Indigo Flame, this scroll both housed a useful spell and served to punish anyone other than himself who tried to use it.

PROPERTIES

The tube is seven inches long and one inch in diameter. The scroll within is of average size. On one side of the scroll is penned the arcane spell *explosive runes*. Reading this side allows the reader to cast the spell. The spell *explosive runes* has already been cast on the other side of the scroll, at caster level 8. The spell triggers if anyone tries to read it. Note that, in addition to the usual effects, triggering the *runes* destroys the scroll.

Explosive Runes Trap: CR 4; spell; spell trigger; no reset; spell effect (*explosive runes*, 8th-level wizard, 6d6 force to all creatures within 10 feet; those not adjacent are allowed a DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Scroll: Moderate abjuration; CL 8th; Scribe Scroll, *explosive runes*; Price 600 gp. EL 2. **Total Value:** 600 gp.

11. Spell-Imbuing Scabbard

APPEARANCE

Fitted for a greatsword, this scabbard of black leather is bound in silver and steel. On a lozenge of steel on its side, arcane writings have been scribed.

HISTORY

This scabbard was crafted for Alexian Brandfort, a heroic paladin who lost his life after getting too close to the business end of a frost giant's morningstar. Dyrian, a comrade in arms, scribed the spell the scabbard currently bears.

PROPERTIES

The writing on the scabbard bears the arcane scroll spell *keen edge*. Once the spell is cast, another spell of up to fourth level may be written in its place; however, the spell's target is always the blade sheathed within the scabbard. A person scribing a new spell onto the scabbard still must pay the full cost in materials and experience.

Scabbard: Moderate evocation; CL 7th; Craft Wondrous Item, *imbue with spell ability*; Price 300 gp; Weight 1/2 pound. **Spell on Scabbard:** Faint transmutation, CL 5th; Scribe Scroll, *keen edge*; Price 375 gp. EL 2. **Total Value:** 675 gp.

12. The Stoneworker's Guide

APPEARANCE

Embossed dwarven runes have been laid into the cover and spine of this dusty book. The pages between the cracked black leather covers have a musty smell, but the writing in Dwarven is clearly legible, unmarred by time.

[A person who can read Dwarven can translate the volume's title as *Stonework - A Builder's Handbook*.]

HISTORY

Dorn Graniteshield, a dwarven master stonemason, wrote this book as a bequest to his children, detailing his accumulated knowledge on the subject of stonework construction. Dorn's youngest son, Galrock, owned this particular copy.

PROPERTIES

The book is five inches wide, seven inches tall, and one inch thick; it weighs one pound. It is a useful treatise on building sturdy stonework



structures, including technical details on the construction of solid walls, how to properly brace a ceiling, the correct internal and external angulation of tower walls of various sizes to maximize stability, and so forth. Anyone building stonework structures while referencing this book gains a +2 circumstance bonus to appropriate Craft checks. The book is worth 100 gp. In addition, in an appendix at the back are two scroll spells, easily detached from the rest of the volume. These pages bear the divine spells *stone shape* and *soften earth and stone*.

Scroll 1: Faint transmutation; CL 5th; Scribe Scroll, *stone shape*; Price 375 gp. **Scroll 2:** Faint transmutation; CL 5th; Scribe Scroll, *soften earth and stone*; Price 250 gp. EL 2. **Total Value:** 725 gp.

13. Scroll of Countermeasures

APPEARANCE

Glittering silver ink adorns this creased sheet of plain, light brown parchment. The top of the scroll bears the title Countermeasures.

HISTORY

This scroll was penned by the mystic Dowa Albright, who died on an adventure after being grappled and torn apart by a hungry troll.

PROPERTIES

The scroll contains one casting of the arcane spell *dispel magic* at caster level 10.

Scroll: Moderate abjuration; CL 10th; Scribe Scroll, *dispel magic*; Price 750 gp. EL 2. **Total Value:** 750 gp.

14. Beetle 'Scroll'

APPEARANCE

Words have been carved in deep grooves on the inner surface of a large black chitinous plate, apparently fashioned from the carapace of a black beetle of enormous size. The chitinous plate is slightly concave, and is about as big around as a buckler.

HISTORY

The self-styled Abraxis, Lord of Vermin, was a rather eccentric druid with a fondness for oversized insects of all types. He crafted scrolls such as this using the discarded carapaces of his favored pets.

PROPERTIES

The chitinous plate is just over one foot long and wide, and weighs 4 pounds. The surface bears the divine spell *repel vermin*.

Scroll: Moderate abjuration; CL 8th; Scribe Scroll, *repel vermin*; Price 800 gp; Weight 4 pounds. EL 3. **Total Value:** 800 gp.

15. *Scroll of Silver Motes*

APPEARANCE

This is a square sheet of beaten silver with writing carefully penned upon it. The silver is highly polished, catching and reflecting light brilliantly.

HISTORY

The gnome illusionist Gaffee the Great designed this scroll as a means of self-defense while traveling through a region reputed to be the haunt of lycanthropes.

PROPERTIES

The one-foot-square sheet contains a single casting of the arcane spell *glitterdust*. When the spell is read, the silver square breaks down into thousands of gleaming silver motes that stream out and detonate at the target point. Weapon attacks on creatures affected by this casting are considered to be wielding silver weapons for the purposes of overcoming damage reduction; this additional property is unique to this scroll.

Scroll: Faint conjuration; CL 5th; Scribe Scroll, *glitterdust* (plus secret additional process); Price 875 gp; Weight 1/4 pound. EL 3. **Total Value:** 875 gp.

16. *The Scroll of Dreams*

APPEARANCE

A trim of elaborately stitched blue thread frames a blank sheet of brilliant, snowy white vellum. No writing or marks of any kind mar the purity of the scroll's surface.

HISTORY

A wizard of the Church of the Slumbering God (an obscure faith that believed that great wisdom and power await those who master the realms of dream and nightmare) crafted this scroll for her personal use. (Some other appropriate religion can be substituted if desired.) The scroll was later stolen

by the wererat rogue Silkpurse, who tossed it aside in disgust when she discovered it was blank.

PROPERTIES

If anyone attempts to write on the sheet, the ink or substance does not stick, but flakes or runs off.

If the sheet is placed within five feet of a sleeping person, the person can see the scroll in his or her dreams. It contains writing bearing the arcane spell *dream* at caster level 10. The spell can only be cast while sleeping in this manner. Once the spell is read, the scroll vanishes.

Scroll: Moderate illusion; CL 10th; Scribe Scroll, *dream*, must be a priest of the Slumbering God (or other appropriate deity); Price 900 gp. EL 3. **Total Value:** 900 gp.

17. *The Incredible Dweomers of the Magus Ridolfo*

APPEARANCE

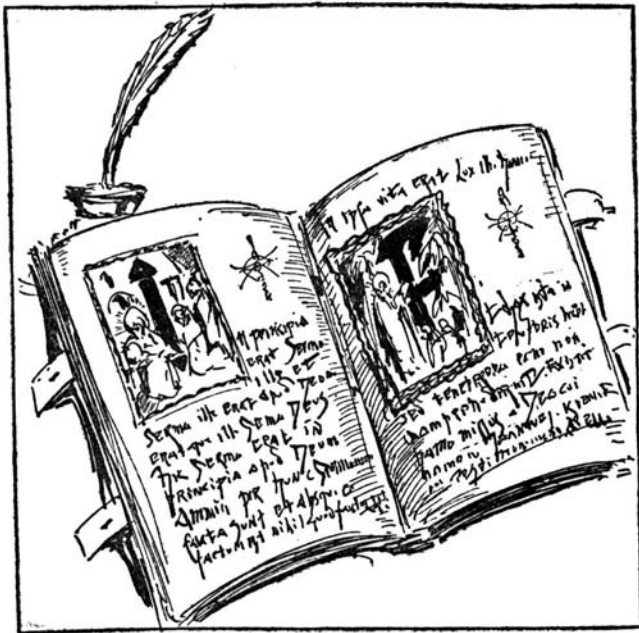
*Plum fabric stretched over thin metal plates serves as the cover for this slim chapbook. Across the front in bold gold lettering is the title, *Incredible Dweomers of the Mighty Magus Ridolfo*. Below this, in even larger letters, are the words, "written by: *The Magus Ridolfo*." The pages within are done in elaborate script of black lettering on fine quality paper.*

[On inspection of the book's contents:] *The first dozen pages are a long-winded autobiographical exposition on the author's incredible sagacity and vision, with a fair amount of half-baked philosophy regarding transcendence through perfection of body and mind. A typical quote: "It was in elucidating the subtle nuances of the Spirit's interrelationship with the Physique Major and its Subsidiaries that I, the Magus Ridolfo, concluded that both Physique and Spirit could be counter-reinforced through means of Arcanus to great personal benefit."*

*The last six pages each hold a single scroll spell, titled: *Ridolfo's Superior Physique, Ridolfo's Agile Enhancer, Ridolfo's Incredible Fortitude, Ridolfo's Excellence of Thought, Ridolfo's Perspicacious Sagacity, and Ridolfo's Irresistible Presence.**

HISTORY

The wizard who named himself the Magus Ridolfo had a much smaller renown than he credited himself. After several months of shameless self-promotion, he talked himself into a quest to defeat a dragon terrorizing the countryside. Despite his best efforts to avoid confronting the beast, the dragon ultimately tracked him down and made a barely adequate meal of the Magus Ridolfo.



PROPERTIES

The chapbook is five inches wide and eight inches long, and aside from the spells might be worth 10 gp to a bored collector or sage in a generous mood. The scroll spells are actually shamelessly plagiarized from the arcane spells *bull's strength*, *cat's grace*, *bear's endurance*, *fox's cunning*, *owl's wisdom*, and *eagle's splendor*, respectively.

Each Scroll: Faint transmutation; CL 3rd; Scribe Scroll, *bull's strength*, *cat's grace*, *bear's endurance*, *fox's cunning*, *owl's wisdom*, and *eagle's splendor* (or Ridolfo's equivalent titles if you prefer); Price 150 gp each; Weight 1/4 pound. EL 3. **Total Value:** 910 gp.

18. Poisoned Scroll of Floral Might

APPEARANCE

A large pressed leaf of some tropical plant has been treated to preserve its suppleness. It bears writing that seems to have been stitched directly into the leaf itself. The scroll has a strange, musky scent.

HISTORY

The druid Windermere the Half-Elven crafted and scribed this scroll to help in his efforts to annihilate a logging town near to his home. The loggers hired a ranger assassin to deal with the druid, and the assassin did so by sneaking into the druid's lair and tainting many of his possessions, including this scroll.

PROPERTIES

The leaf bears the druidic spells *entangle*, *plant growth*, and *spike growth*. Caster level is 6. However, the leaf has been impregnated with sassone leaf residue; anyone handling the scroll is exposed to the poison.

Poisoned Scroll Trap: CR 3; mechanical; touch trigger; manual reset; poison (sassone leaf residue, 2d12 hp/1d6 Con, DC 16 Fortitude save resists); Search DC 24; Disable Device DC 22.

Scroll: Moderate transmutation; CL 6th; Scribe Scroll, *entangle*, *plant growth*, *spike growth*; Price 1,050 gp. EL 3. **Total Value:** 1,050 gp.

19. Cursed Scroll of the Toad

APPEARANCE

This sheet of semitranslucent greenish parchment is made from the scraped skin of a giant-sized amphibian. The material has a slick texture and a foul, musky scent, and has been haphazardly folded lengthwise into eighths, as if it was once rolled neatly, until someone sat on it.

HISTORY

Priests of a loathsome froglike race crafted this scroll as a trap for unwary adventurers who might try to assault their homes. They also sometimes gave out scrolls such as this to mercenary creatures who had outlived their usefulness, as part of their payment.

PROPERTIES

This is a trapped scroll! Anyone opening up the sheet is struck by transmutative magic, and must make a Fortitude save or be transformed into a fat green toad.

Baleful Polymorph Trap: CR 4; spell; spell trigger; no reset; spell effect (*baleful polymorph*, 10th-level wizard, transformed into toad, DC 17 Fortitude save negates); Search DC 30; Disable Device DC 30.

Scroll: Moderate transmutation. EL 4. **Total Value:** n/a.

20. The Grig's Scroll

APPEARANCE

Writing adorns this tiny scroll, about the size of a dwarf's thumbnail. The diminutive script is almost too fine to read, as if designed to be perused by an extremely small-sized caster.

HISTORY

The grig wizard Tok Chrra'ak penned this scroll, and traded it to a family of pixies. Before they could use the scroll, the sprites were killed and eaten by a vicious ogre mage.

PROPERTIES

The scroll is 3/4 inch long and 1/2 inch wide. It contains the arcane spell *hold monster*. Due to its diminutive nature, unless one is Tiny-sized (or smaller), reading it requires a magnifying lens and a full round action.

Scroll: Moderate enchantment; CL 9th; Scribe Scroll, *hold monster*; Price 1,125 gp. EL 4. **Total Value:** 1,125 gp.

21. Scroll of Death and Anguish

APPEARANCE

This large tanned sheet of parchment seems to have been made from skin flayed from the back of a humanoid, perhaps a human or elf. Words penned on the parchment are written in an ominous scarlet ink.

[If the scroll is used:] *The fabric of the scroll writhes beneath your hands as you read the words of power, and screams of pain and anguish ring faintly in your ears.*

HISTORY

This terrible scroll was crafted from flesh skinned from a victim sacrificed to the demon prince of the undead. The victim was still alive when he was flayed, and his agony lingers on in the very fabric of the scroll. The screams are audible only to the reader, however.

PROPERTIES

This scroll measures 2-1/2 feet long and 1-1/2 feet wide. It contains the divine spell *slay living*.

Scroll: Moderate necromancy; strong evil; CL 9th; Scribe Scroll, *slay living*, must be of evil alignment; Price 1,125 gp; Weight 2 pound. EL 4. **Total Value:** 1,125 gp.

22. Scroll of the Righteous

APPEARANCE

A scroll of fine vellum is bound with a fine silver chain bearing a miniature holy symbol of a god of justice. When unrolled, the scroll is titled, The Righteous Shall Prevail.

HISTORY

A devout cleric penned this scroll, to be used on a mission sponsored by his church to clear out a nest of demon-supported trolls. Although the mission was a success, the paladin who bore this scroll did not survive the first encounter.

PROPERTIES

The scroll is eight inches wide and 12 inches long; it contains the divine spell *righteous might*. The holy symbol and chain together are worth 31 gp.

Scroll: Moderate transmutation; CL 9th; Scribe Scroll, *righteous might*; Price 1,125 gp. EL 4. **Total Value:** 1,156 gp.

23. Treasure Scroll

APPEARANCE

Dirt and stains mar the surface of this map, scribed on a once-fine sheet of vellum. Drippings of white wax linger on the corners, as if it had once been held down with lit candles.

HISTORY

The map was drawn by a local cartographer or treasure hunter years ago; the locations it depicts and its exact origins are left for you to determine, as best fits the needs of your campaign. A treasure-hunting wizard scribed a useful spell on the back in a special ink that is invisible to the naked eye. She lost the map in a game of chance before she could put it to use.

PROPERTIES

On the back of the map, written in magically *invisible* ink, is the arcane spell *overland flight*. Magical detection upon the page reveals a faint illusory aura, which should hint that something might be concealed. The value of this scroll assumes the map is worth 100 gp on its own; feel free to adjust this value for your needs depending on what you decide to have the map depict.

Scroll: Faint illusion (and transmutation if the illusion is penetrated); CL 9th; Scribe Scroll, *overland flight, invisibility*; Price 1,225 gp. EL 4. **Total Value:** 1,225 gp.

24. Scroll of the Great Key

APPEARANCE

Perhaps forged by a giant, this massive iron key measures about as long as an ogre is tall. The handle end bears a massive loop, as if it were designed to hang on an equally large hook. The far end bears a complex assortment of prongs, grooves and projections jutting out in four different directions.

HISTORY

The lich Dursunin the Elder, a cautious man in life, grew paranoid over the years in his deathless realm. He fashioned this key and gave it to a cloud giant minion, on the theory that anyone who might defeat the cloud giant would think the key went to a giant-sized coffer, and not to one of Dursunin's treasure-crypts.

PROPERTIES

The key is eight feet long and the handle two feet wide, with a shaft four inches thick. It weighs 400 pounds, and is worth 500 gp for the metal alone. There is a secret compartment at the tip of the key (Search DC 25). If unscrewed, the interior is found to contain a scroll written on a sheet of fine parchment six inches square bearing the spell *shrink item*.

If the spell is cast on the key, it reduces in size to become six inches long, an inch and a half wide, and weighing one-tenth of a pound. In this state it can fit into a specific lock of Amazing quality (Open Lock DC 50), whose location is left for the GM to determine.

Scroll: Moderate transmutation; CL 11th; Scribe Scroll, *shrink item*; Price 825 gp. EL 4. **Total Value:** 1,325 gp.

25. The Dual Scroll

APPEARANCE

This scroll has been penned on a sheet of slightly stained and tattered yellow paper. Two spells have been written on it in a curious fashion, with their words intertwining with one another as if both were meant to be read at once.

HISTORY

The process designed to scribe scrolls in this way was devised by a reclusive sage of unknown name.

PROPERTIES

This standard-sized scroll contains the arcane spells *expeditious retreat* and *mirror image*. The spells are designed to be read together as a single standard action, and both take effect at the same time. The process used in creating this scroll cannot be duplicated unless you wish to allow it—after a suitable quest to find the sage and learn the process, of course.

Scroll: Moderate transmutation and illusion; CL 9th; Scribe Scroll, *mirror image*, quickened *expeditious retreat* (plus secret process for combining); Price 1,575 gp. EL 5. **Total Value:** 1,575 gp.

26. Spy's Scroll

APPEARANCE

This is a thumb-sized ovoid capsule made of heavily waxed and greased leather. It has a thin band of steel at the center, where it unscrews into two halves.

Inside the capsule is a tiny scroll of translucently thin rice paper in a tight coil. It bears writing in faintly luminescent blue ink, done with a fine hand.

HISTORY

The scroll was written for the use of Delphus Borrin, a spy working for a distant government, to aid in his escape should he be captured; due to its size, shape, and protective treatment, it can be swallowed or otherwise secreted about or within one's person to evade all but the most thorough of searches.

Delphus was indeed captured—by a family of hungry trolls, who devoured the hapless agent before he had a chance to use the scroll.

PROPERTIES

The capsule is two inches long and half an inch wide. It has been treated with a waxy substance that grants it acid resistance 10 while sealed shut. The scroll inside is one and a half inches wide and three feet long, and contains the arcane spells *invisibility* and *false vision*.

Scroll: Moderate illusion; CL 9th; Scribe Scroll, *invisibility*, *false vision*; Price 1,575 gp. EL 5. **Total Value:** 1,580 gp.

27. Scrolls of Restoration

APPEARANCE

Fine red wax the color of rose petals seals this envelope, addressed to the Holy Father Pyotr of Umlach. The symbol of a god of healing has been impressed into the wax.

The envelope contains two sheets of light brown paper.



HISTORY

These scrolls were penned by priests at the church's mother temple at the request of Father Pyotr in response to rumors of attacks by wraiths in his home region. The envelope was stolen by minions of the evil responsible for the wraith attacks.

PROPERTIES

The envelope is eight inches long and five inches wide. The scrolls inside each bear a casting of the divine spell *restoration*.

Scrolls: Moderate conjuration; CL 8th; Scribe Scroll, *restoration*; Price 800 gp each. EL 5. **Total Value:** 1,600 gp.

28. Scroll of Holy Healing

APPEARANCE

Words written in archaic-looking script have been penned onto this sheet of light, creamy vellum of the finest quality. A sigil resembling a stylized sunburst has been embossed upon the top of the page.

HISTORY

This scroll was a gift to an adventuring priest by an angelic being he had helped rescue from magical imprisonment. The innate quality of the scroll itself, as detailed below, is typical of many scrolls penned by such holy beings in their domains.

PROPERTIES

This scroll contains the divine spell *heal*. Once the spell has been cast the scroll disintegrates.

Due to the blessings imbued within the scroll, any undead or evil outsider that comes into physical contact with the scroll sustains 1d6 points of holy damage per round.

Scroll: Moderate conjuration; strong good; CL 11th; Scribe Scroll, *heal*, must be on good-aligned outer plane; Price 1,700 gp. EL 5. **Total Value:** 1,700 gp.

29. Scroll of the Forest's Boon

APPEARANCE

This is a piece of hammered and treated silvery bark, perhaps from an aspen tree, and is nearly as supple as parchment. Ornate script in dark red ink smelling faintly of cranberries has been written on its inner surface.

HISTORY

The druid Korothius scribed this scroll to aid in the defense of his forest realm against intruders.

PROPERTIES

This scroll contains the divine spells *barkskin*, *plant growth*, and *command plants*.

Scroll: Moderate transmutation; CL 8th; Scribe Scroll, *barkskin*, *plant growth*, *command plants*; Price 1,800 gp. EL 5. **Total Value:** 1,800 gp.

30. Scroll of Faith and Steel

APPEARANCE

Glistening black runes have been inked onto a thin steel plaque. The top is embossed with the symbol of a god of protection.

HISTORY

This scroll was scribed on a durable substance to survive the hardship in the field experienced by the holy warriors to whom it was gifted.

PROPERTIES

The plaque is one foot long and seven inches wide, and weighs one pound. The scroll contains the divine spells *magic vestment* and *greater magic weapon*.

Scroll: Moderate transmutation; CL 10th; Scribe Scroll, *magic vestment*, *greater magic weapon*; Price gp; Weight 1 pound. EL 5. **Total Value:** 1,750 gp.

31. *Cursed Scroll of Statuary*

APPEARANCE

An illuminated depiction on one side of this sheet of creamy vellum shows the image of a statue with rays of light emanating from its head. The reverse side bears words written in large script in blue ink.

HISTORY

After a band of adventurers calling themselves the Champions of Light made repeated attempts to plunder his lair, the vampire wizard Mephisto crafted this scroll and gave it to a minion, hoping the pestiferous intruders would acquire it.

PROPERTIES

Any attempt to peruse this scroll triggers a curse that transforms the unfortunate victim into a white marble statue if a Fortitude save is failed. The effect can be reversed with a casting of *stone to flesh*. Once the curse is triggered, the words on the scroll fade, and then it crumbles into dust.

Heightened Flesh to Stone Trap: CR 6; spell; spell trigger; no reset; spell effect (heightened *flesh to stone* [spell level 7th], 13th-level wizard, reader transformed to white marble statue, DC 20 Fortitude save negates); Search DC 32; Disable Device DC 32.

Scroll: Moderate transmutation; CL 13th. EL 6.
Total Value: n/a.

32. *The Wyvern Shield*

APPEARANCE

The symbol of a wyvern rampant emblazons the front surface of this heavy steel shield, painted in green on a black background. The top of the shield is straight, and the sides curve downward to a point at the bottom. Pasted to the inside of the shield is a piece of parchment four inches square, covered with writing in bold black ink.

HISTORY

This shield belonged to the champion Artus the Bold, who had the scroll placed on his shield after once being paralyzed by the touch of a ghoulish creature in battle. With the spell so conveniently placed, he could read off the spell when encountering such creatures, rather than having to disarm himself or drop his shield to retrieve the scroll from his belt.

PROPERTIES

The shield is a *heavy steel shield* +1. The scroll holds the divine spell *freedom of movement*.

Shield: Faint abjuration; CL 3rd; Craft Magic Arms and Armor; Price 1,170 gp; Weight 15 pounds. **Scroll:** Moderate abjuration; CL 7th; Scribe Scroll, *freedom of movement*; Price 700 gp. EL 6. **Total Value:** 1,870 gp.

33. *The Raycaster's Scroll*

APPEARANCE

Three scrolls have been neatly folded and tucked into the interior of an old, yellowed bone scroll case. The runes on the scrolls are written in a precise and economical script.

HISTORY

A fighter/wizard who specialized in ray spells created these scrolls to serve as a backup for his spellcasting arsenal.

PROPERTIES

The three scrolls are *cat's grace*, *ray of enfeeblement*, and *disintegrate*, respectively.

Scroll 1: Faint transmutation; CL 3rd; Scribe Scroll, *cat's grace*; Price 150 gp. **Scroll 2:** Faint necromancy; CL 3rd; Scribe Scroll, *ray of enfeeblement*; Price 75 gp. **Scroll 3:** Moderate transmutation; CL 11th; Scribe Scroll, *disintegrate*; Price 1,650 gp. EL 6. **Total Value:** 1,875 gp.

34. *Exorcist's Kit*

APPEARANCE

This is a small black satchel sealed with a simple clasp. Inside are ceremonial vestments typical of what a holy priest might wear, along with two vials marked with the symbol of a good god, a large jar holding what appears to be silver dust, holy wafers, and two scrolls on yellow parchment, bound with red ribbons.

HISTORY

This kit was assembled by a priest who specialized in confronting and driving out fiends and evil spirits.

PROPERTIES

The two vials are holy water (25 gp each), and the jar holds five pounds of silver dust (25 gp). The

scrolls bear the spells *dispel evil* and *magic circle against evil* cast at 9th level.

Taken as a whole, the satchel and its contents weigh 11 pounds.

Scroll 1: Moderate abjuration; strong good; CL 9th; Scribe Scroll, *dispel evil*; Price 1,125 gp.

Scroll 2: Moderate abjuration, strong good; CL 9th; Scribe Scroll, *magic circle against evil*; Price 675 gp. EL 6. **Total Value:** 1,875 gp.



35. Scroll of Risky Healing

APPEARANCE

Faded gray lettering is barely legible on this brittle, crumbling yellowed sheet of paper. Dust and cobwebs coat the scroll in a thick layer, as if it has not been disturbed in years.

HISTORY

Penned by the heroic priest Gathius Wynne, this scroll was lost when he fell to the sharp claws of a demon summoned by the evil enchantress Mysrian. Immune to poison herself, she tainted the scroll to punish anyone else who might acquire it.

PROPERTIES

The scroll bears the divine spell *heal*; however, the scroll has also been treated with contact poison that affects anyone handling it with exposed flesh.

Poisoned Scroll Trap: CR 6; mechanical; touch trigger; manual reset; poison (terinav root, 1d6/2d6 Dex damage, DC 16 Fortitude save resists); Search DC 28; Disable Device DC 22.

Scroll: Strong conjuration; CL 15th; Scribe Scroll, *heal*; Price 2,250 gp. EL 6. **Total Value:** 2,250 gp.

36. Scroll of Trollish Fortitude

APPEARANCE

This scroll has been penned on a long sheet of rubbery pale greenish parchment. The words are written in dark brown ink. The scroll exudes a foul, musty stench like mildew and spoiled milk.

HISTORY

An adventuring cleric thought it would be amusing to scribe a scroll of regenerative capabilities from the hide of a beast known for such abilities. He crafted six such scrolls in total, of which this is one.

PROPERTIES

The scroll, cut from the hide of a troll, bears the divine spell *regenerate*.

Scroll: Strong conjuration; CL 13th; Scribe Scroll, *regenerate*; Price 2,275 gp. EL 6. **Total Value:** 2,275 gp.

37. Scroll of Fiery Might

APPEARANCE

A frayed piece of twine holds this large scroll bound together in a thick roll. The scroll is vellum, dyed a bright, cheerful orange hue.

HISTORY

Brimstone Firebane, a successful specialist in blowing things sky high, wrote this scroll after a particularly successful adventure. He gifted it to one of his apprentices, who subsequently died on a mission to retrieve exotic components for his master.

PROPERTIES

The vellum is actually dracolisk hide, and was only lightly tinted to achieve its current coloration. It measures 18 inches long and 12 inches wide, and contains the arcane spells *scorching ray*, *fireball*, and *wall of fire*.

Scroll: Moderate evocation; CL 10th; Scribe Scroll, *scorching ray*, *fireball*, *wall of fire*; Price 2,250 gp; Weight 1/2 pound. EL 7. **Total Value:** 2,250 gp.

38. *The Disciple of Pious Wrath*

APPEARANCE

Before you stands a twelve-foot-tall statue of a priestly figure in flowing robes, made of a coarse-grained, creamy yellow stone. The figure's head is bowed and its hands clasped together in prayer.

[If the scroll is located:] *Hidden within the statue's back is a scroll of thick white paper with crabbed writing, written in faded rust-colored ink.*

HISTORY

This statue and the scroll it conceals were crafted to defend a holy or sacred site from intruders. Its fate depends on where you decide to place this item in your campaign—perhaps it was looted from the temple when it was sacked, or perhaps it still stands silent watch over the area it was created to protect.

PROPERTIES

The statue is a **large animated object** (see below). It attacks if it is disturbed in any way. Characters might mistake it for a stone golem, though it is not. Located in back of the statue in a secret compartment (Search DC 20 to locate) is a scroll. The scroll bears a casting of the divine spell *animate objects*, appropriately enough.

Large Animated Object: Large Construct; CR 3; HD 4d10+30; hp 52; Init +0; Spd 30 ft.; AC 14 (-1 size, +5 natural), touch 9, flat-footed 14; BAB/Grp +3/+10; Atk Slam +5 melee (1d8+4); SA trample; SQ construct traits, darkvision 60 ft., hardness, low-light vision; AL N; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con Ø, Int Ø, Wis 1, Cha 1. Skills: None. Feats: None.

Combat: Animated objects fight only as directed by the animator. They follow orders without question and to the best of their abilities. Since they do not need to breathe and never tire, they can be extremely capable minions.

Hardness (Ex): An animated object has the same hardness it had before it was animated.

Trample (Ex): An animated object of at least Large size and with a hardness of at least 10 can trample creatures two or more sizes smaller than itself, dealing damage equal to the object's slam damage + 1½ times its Strength bonus.

Opponents who do not make attacks of opportunity against the object can attempt Reflex saves (DC 10 + ½ object's HD + object's Str modifier) to halve the damage.

Statue: Strong transmutation; CL 16th; *permanency, animate objects*; Price n/a. **Scroll:** Strong transmutation; CL 16th; Scribe Scroll, *animate objects*; Price 2,400 gp. EL 7. **Total Value:** 2,400 gp.

39. *Exegesis of the Thurbran Codices*

APPEARANCE

Titled Exegesis of the Thurbran Codices, this hefty tome is bound in a thick, cracked leather-bound cover. The pages within are made from thick sheets of parchment scribed in a crabbed hand. Two sheets of paper have been folded lengthwise and inserted into the middle of the book. The sheets mark a chapter titled "Interpolation of Danison's Vectors." The bookmarked section is a highly technical analysis and critique of a system of analysis of literary works from a sociological point of view.

HISTORY

The book is a dry literary interpretation of the Thurbran Codices, an old collection of philosophical and religious debates sponsored by a god of knowledge. The sheets are a pair of scrolls written by the sage who last owned the book, used absentmindedly as a bookmark. He never referred back to this work, and the scrolls have long been forgotten.

PROPERTIES

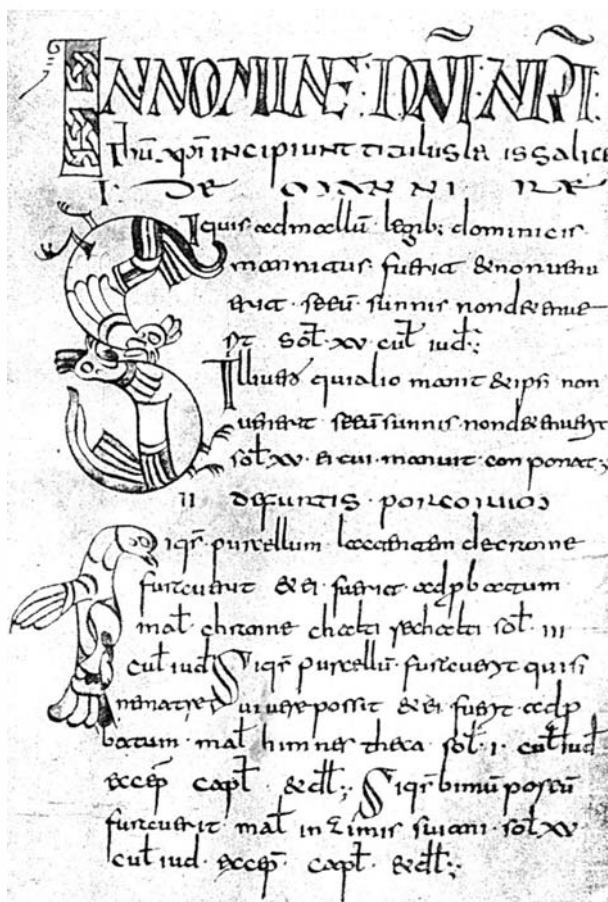
The book is two feet wide, three feet long, one foot thick, and weighs 400 pounds. It is the only copy known to exist, and would fetch 1,000 gp from a collector of such works, possibly more from a person suffering from chronic insomnia. The sheets of paper are scrolls, bearing the divine spells *discern lies* and *detect thoughts*.

Scroll 1: Moderate divination; CL 10th; Scribe Scroll, *discern lies*; Price 1,000 gp. **Scroll 2:** Moderate divination; CL 10th; Scribe Scroll, *detect thoughts*; Price 500 gp. EL 7. **Total Value:** 2,500 gp.

40. Skydancing Scroll

APPEARANCE

This scroll of snowy white paper is found rolled up and bound with a white silk ribbon. A medallion attached to the ribbon proudly displays the sigil of a god of air. Words are written on the scroll in an elegant, flowing hand in indigo ink.



HISTORY

The Arch-Priestess Wyranna Windborne wrote this scroll as a reward to three of her most capable junior priests. She hid it away, intending it to go to the first of the three to find it. Sadly, none of them ever did, and the scroll was lost years ago.

PROPERTIES

The scroll contains the divine spells *obscuring mist*, *gaseous form* (both from the Air domain), and *wind walk*.

Scroll: Moderate conjuration and transmutation; CL 11th; Scribe Scroll, *obscuring mist*, *gaseous form*, *wind walk*; Price 2,750 gp. EL 7. **Total Value:** 2,750 gp.

41. Scroll of Physical and Arcane Protection

APPEARANCE

A sheet of light brown vellum is held rigid in a wooden frame. It bears writing in black ink, scribed by a bold hand.

HISTORY

The gnome sorceress Estarra Duleanna Timbervale penned this scroll as a gift to her secret lover, the notorious burglar Blackrose. Blackrose lost the scroll on a caper when he was captured by house guards, but managed to escape before the local constabulary could arrive.

PROPERTIES

This scroll bears the arcane spells *stoneskin* and *globe of invulnerability*.

Scroll: Moderate abjuration; CL 11th; Scribe Scroll, *stoneskin*, *globe of invulnerability*; Price 3,000 gp. EL 7. **Total Value:** 3,000 gp.

42. Voices of the Wilderness

APPEARANCE

This scroll is written on a long stretch of parchment, stitched together to form a length taller than a full-grown man. A plain wooden rod is affixed to each end to aid in rolling it up. At the top is written what appears to be a title. [It is written in Druidic, and says "Voices of the Wilderness".]

HISTORY

Three druids, calling themselves the Threefold Circle, collaborated in the creation of this scroll. It was then offered as tribute to the ruler of the realm they inhabited. The ruler kept it in his treasury for years before he in turn gave it as a gift to a rival power, who lost it in the field in a battle against a third domain.

PROPERTIES

The scroll is eight inches wide and eight feet long, and contains the druid spells *speak with animals*, *speak with plants*, and *stone tell*.

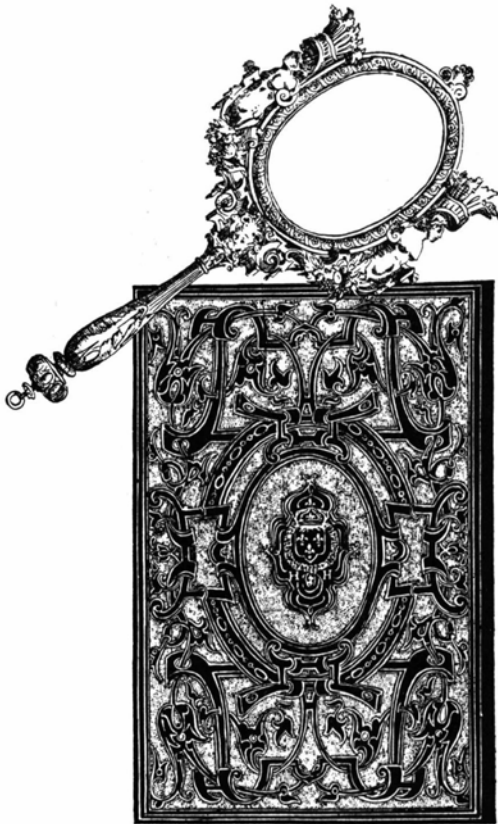
Scroll: Strong divination; CL 13th; Scribe Scroll, *speak with animals*, *speak with plants*, *stone tell*; Price 3,250 gp; Weight 2 pounds EL 8. **Total Value:** 3,250 gp.

43. Critical Analysis Kit

APPEARANCE

A fine sandalwood case is lined with black velvet. Nestled in the soft folds in an ornate magnifying glass whose finely polished lens

is made from a single slab of the finest crystal. The bone handle is decorated with delicate scrimshaw and capped in gold set with a tiny blue gemstone. The case also holds a replacement lens, made of bright blue crystal polished to a glossysheen.



HISTORY

Duke Omalov Thurbin III, a noble who dabbled in wizardry, commissioned this device for his personal use from the artisan Johannes Gaumont. It was stolen by burglars two years after he received it, and has never been recovered.

PROPERTIES

The sandalwood case measures 7 x 4 x 1 inch and is worth 50 gp; including its contents, it weighs 2 pounds. The lenses are two inches in diameter, and the handle is four and a half inches long. The end cap of the handle can unscrew (Spot DC 15 or Search DC 5 to notice that it unscrews), revealing a hollow space within the handle which holds a tightly rolled scroll of the finest vellum.

The scroll inside the handle is four and a half inches wide and twelve inches long, and contains the arcane spell *analyze dweomer*. The blue crystal lens (worth 1,500 gp) is a suitable focus for the

casting of this spell. The clear lens is not magical, and is intended for use in the more traditional role of a lens of this sort (worth 100 gp).

Scroll: Strong divination; CL 12th; Scribe Scroll, *analyze dweomer*; Price 1,800 gp. EL 8. **Total Value:** 3,450 gp

44. The Forest Glade Tapestry

APPEARANCE

This rolled tapestry depicts a forest glade at night, with a fire burning in the center and hints of sylvan creatures lurking in the shadowy edges of the scene. Elaborate knotwork patterns frame the borders of the scene.

HISTORY

The tapestry was woven by Sophia, a young maiden with a tragic story: kept locked away in isolation by her domineering mother, she grew up without ever having contact with the outside world. Weeks after her mother died of a stroke, investigators found the body of the lass secured in her room, where she had died of thirst. The investigators also found a large collection of Sophia's hauntingly beautiful tapestries, including this one. After being sold in an estate sale to cover the mother's debts, this tapestry came into the possession of the Blue Violet Society, a much-feared team of spies and assassins. It was lost when the society's headquarters were raided and pillaged by a government-appointed task force.

PROPERTIES

The entire tapestry is eight feet tall and ten feet wide, and weighs 275 pounds; it has been fashioned from dyed wool. A search of the tapestry (Search DC 15) reveals a folded up sheet of paper has been tucked into a cunningly concealed seam along the top edge of the tapestry. This sheet of paper contains a casting of the assassin/blackguard spell *merge into art*. (See Appendix Two for spell details.) The spell has been augmented with the Extend Spell feat, giving it a duration of up to 20 minutes. The tapestry is in excellent condition and is worth 2,500 gp.

Scroll: Moderate transmutation; CL 10th; Scribe Scroll, Extend Spell, *merge into art*; Price 1,000 gp. EL 8. **Total Value:** 3,500 gp.

45. Unholy Scroll

APPEARANCE

Ornate glyphs or runes have been carved onto this thin sheet of black slate. The markings throb with an unholy darkness, clearly visible against the dark sheen of the stone tablet.

HISTORY

Thousands of years ago, a reclusive society of evil spellcasters banded together to share lore. Calling themselves the Black Circle, they developed many spells and items of great evil formerly unknown in the world, before vanishing into obscurity. Scrolls such as this were among the least of their efforts.

PROPERTIES

The scroll contains the divine spells *blasphemy* and *unholy blight*.

Scroll: Strong evocation; strong evil; CL 13th; Scribe Scroll, *blasphemy*, *unholy blight*; Price 3,575 gp; Weight 1 pound. **EL 8. Total Value:** 3,575 gp.

46. Stones of Power

APPEARANCE

This is a large blue cloth sack bordered in purple thread, tied off with a matching purple drawstring. The bag seems to be full of small round objects.

Within the bag are more than a score of sling bullets, each carefully smoothed and polished, and etched with delicate runic markings. A folded sheet of leather is also present, tucked among the stones.

HISTORY

The halfling cleric Jonas Breitenbush, a long-time adventurer and devout follower of the halfling goddess, crafted these stones to aid him in the defense of his home town from an incursion of restless dead.

PROPERTIES

The sack is approximately one foot in diameter, and can hold up to ten pounds of material. The leather sheet is eight by fifteen inches in size, and has words to the divine spell *magic stone* branded into it.

There are a total of 36 small-sized masterwork sling bullets. The bullets have been prepared magically so that if they are used in conjunction

with a *magic stone* spell, the bullets give the spell double the normal range and always deal maximum damage. Bullets used in conjunction with the casting of this spell are ruined. These bullets are worth 100 gp each if sold individually to a person aware of their magical preparation. The bullets are sized for small users. Medium-sized creatures using them as sling bullets suffer size penalties, though they may use them with the *magic stone* spell without penalty to the attack roll.

Scroll: Faint transmutation; CL 1st; Scribe Scroll, *magic weapon*; Price 25 gp. **Stones:** Faint evocation; CL 3rd; Craft Magic Arms and Armor; Price 3,600 gp; Weight 1/4 pound each (9 pounds total). **EL 8. Total Value:** 3,625 gp.

47. Scroll of Almar's Last Stand

APPEARANCE

A large bundle of cloth has been wadded into a mass stained brown with dried blood. Closer examination reveals this to be a human-sized white robe, somewhat tattered, with a large bloody gash in the center of the back. [If the robe is searched further:] A badly crumpled sheet of white paper is tucked into a pocket.

HISTORY

The robe belonged to the saintly priest Almar, one of the most beloved priests of his good god, who disappeared several months ago while on his way to see a friend in his home city. The crumpled paper bears a spell he was conveying to his friend, the field surgeon Garrett DeVries, to assist him in his duties with the local army. Though foreign agents or evil cultists were suspected in his abduction, Almar was actually slain by a roving band of wererats, who quickly fled the city when they realized the furor they caused when their random victim turned out to be one of the city's most cherished citizens.

PROPERTIES

The scroll sheet bears the divine spell *mass heal*.

Scroll: Strong conjuration; CL 17th; Scribe Scroll, *mass heal*; Price 3,825 gp. **EL 8. Total Value:** 3,825 gp.

48. The Shattered Blade

APPEARANCE

Once a doughty blade, this greatsword has been broken at a point two handspans above the crosspiece of the hilt, as if it had been struck a great blow. Both pieces are present, and you can see that the blade was forged of some fine black metal of incredible hardness. The sword's hilt is bound in a finely woven dark gold fabric, and the crosspiece is smooth and unadorned. The pommel is a smooth knob of silver, slightly tarnished from neglect.

Folded around the base of the blade is a sheet of white parchment, stained in blood.

HISTORY

The paladin Alexian Brandfort (see item 11, Spell-Imbuing Scabbard) wielded this blade in battle before it was sundered by a single great blow from the falchion of the fire giant Koryathus.

PROPERTIES

The sword is made of adamantine, and could be reforged by a smith with at least 10 ranks in Craft (weaponsmith). It weighs 8 pounds and is worth 2,412 gp even in its current condition. The parchment holds the paladin spell *holy sword*.

Scroll: Strong evocation; strong good; CL 15th; Scribe Scroll, *holy sword*; Price 1,500 gp. EL 9. **Total Value:** 3,912 gp.

49. Companion Spellbooster Scrolls

APPEARANCE

Elaborately carved and exquisitely stained, this coffer of mahogany [or another rare wood] contains a collection of three scrolls that appear to be made of finely woven material. The scrolls are tightly wound, nestled side by side in the coffer.

HISTORY

Missar Eisolan, Mistress of Serpents, crafted these scrolls to have ready to protect and strengthen her most beloved companion, a large green mamba viper named Emerald.

PROPERTIES

The coffer is one foot long, six inches wide, and four inches deep. It is worth 1,000 gp for its fine workmanship, and weighs 2 pounds. The scrolls

contain the druidic spells *barkskin*, *greater magic fang*, and *animal growth*.

Scroll 1: Strong transmutation; CL 12th; Scribe Scroll, *barkskin*; Price 600 gp. **Scroll 2:** Strong transmutation; CL 12th; Scribe Scroll, *greater magic fang*; Price 900 gp. **Scroll 3:** Strong transmutation; CL 12th; Scribe Scroll, *animal growth*; Price 1,500 gp. EL 9. **Total Value:** 4,000 gp.

50. Scroll of Meteoric Fury

APPEARANCE

This scroll appears to have been fashioned from the finest white silk, with an elegant shaft of ash wood attached to either end. Flowing script has been written on the fabric in deep burgundy ink that glistens in light as if freshly written. The scroll smells of fresh air and meadows, with a slight, jarring hint of sulfur lingering beneath.

HISTORY

The elven high master wizard Aelwyne Sassonavarre crafted this scroll to help safeguard his lands against invading armies. Due to a limitation of resources, he attempted a method that would reduce the scribing costs by 20%; unfortunately, these shortcuts resulted in a dangerous side effect to its user, and the scroll was set aside as a failure.

PROPERTIES

This scroll bears a single casting of the arcane spell *meteor swarm*. The wizard who created it was in a hurry when he crafted the scroll, resulting in a dangerous flaw. An imbalance in the energies charging the spell causes it to draw on the caster's life energy; whoever uses the scroll must make a DC 23 Fortitude save or suffer 2d4 points of Constitution damage.

Scroll: Strong evocation; CL 20th; Scribe Scroll, *meteor swarm*; Price 4,050 gp. EL 9. **Total Value:** 4,050 gp.

51. Songs of Woe and Chaos

APPEARANCE

A slim leather folder is secured with a tied leather thong. Inside are two sheets of white paper covered with complex musical notations. Lyrics have been written beneath in magical runes.

HISTORY

The master bard Sunita Sani composed these, planning on using them to take vengeance on a town that slighted her; she was captured and lynched by an angry mob before they could be employed.

PROPERTIES

The scrolls bear a casting of the bard spells *song of discord* and *song of vengeance*, caster level 16. (See Appendix Two for spell details.) The scrolls' spells have been augmented with the Extend Spell feat, so the duration of each spell is 32 rounds. The folder is ten inches long, six inches wide, and 1/2 inch thick, and weighs 1/2 pound.

Scroll 1: Strong Enchantment; CL 16th; Scribe Scroll, Extend Spell, *song of discord*; Price 2,400 gp. **Scroll 2:** Strong Abjuration; CL 16th; Scribe Scroll, Extend Spell, *song of vengeance*; Price 2,400 gp. **EL 9. Total Value:** 4,800 gp.

52. Master Healer's Kit

APPEARANCE

This is a small leather billfold that can be easily attached to one's

belt. Unbuckling the flap reveals three tightly rolled sheets of white paper stowed in supple leather loops, with room for up to nine more.

HISTORY

This kit was designed to specification by the healer Naman Myune, to aid his work in the field as a healer for his comrades.

PROPERTIES

Each sheet of paper contains a casting of the divine spell *mass cure moderate wounds*. There is room for up to twelve scrolls of standard size in the case itself, which is worth 2 gp and weighs 1/2 pound.

Scrolls: Moderate conjuration; CL 11th; Scribe Scroll, *mass cure moderate wounds*; Price 1,650 gp each. **EL 9. Total Value:** 4,952 gp.



53. Scroll of the Necromancer

APPEARANCE

The skull of a small, feral beast caps one end of this bone scroll tube. The tube looks to have been fashioned from the femur of a medium-sized humanoid. It rattles if shaken, as if loose, hard objects are contained within.

[If the tube is opened:] *Within the tube are two glistening black gemstones and a scroll of black-dyed parchment with words penned in silver ink.*

HISTORY

This is one of six scrolls crafted by the necromancer Silverlock the Damned, which he kept with him in case he needed a ready supply of minions to replace those lost in battle or other enterprises.

PROPERTIES

The scroll tube is two feet long and two inches wide, and is made from a human femur. If any living creature attempts to open the tube, the skull (that of a badger) animates and bites at the opener with envenomed incisors. If the tube can be sold with the trap still in place, it may be worth up to 650 gp to the right buyer.

Should the tube be opened, it is found to contain two small black onyx gems worth 500 gp each (sufficient for animating an undead of up to 10 Hit Dice) and a scroll with two scribings of the divine spell *create undead*.

Tube Guardian Trap: CR 8; magical; no reset; Atk +18 melee (1d4+4 plus poison, bite); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con), Search DC 25; Disable Device DC 25.

Scroll: Strong necromancy; strong evil; CL 12th; Scribe Scroll, *create undead*; Price 3,600 gp. EL 10. **Total Value:** 5,250 gp.

54. Fangs of the Courtesan

APPEARANCE

A small black leather purse contains a pair of long black-lacquered wooden needles [or chopsticks] three handwidths long, with a bright red gem set into the broad end of each. The purse also contains a vial of some thick ebon substance and a tightly rolled scroll of

dark gray paper, with writing upon it in white ink.

HISTORY

Needles such as these are used as ornaments for elaborate coiffures and as weapons of murder by the Nightingales, a band of courtesan assassins who use the guise of entertainers to gain access to their victims.

PROPERTIES

The needles are exotic dagger-like weapons of masterwork quality. Each is thirteen inches long, made from magically hardened mahogany, and worth 550 gp excluding the value of the gems. The gemstones – small rubies (500 gp each) – can be removed, revealing the symbol of a nightingale set into the blunt end of each weapon. The vial contains two applications of deathblade poison in the form of a thick oil redolent of myrtle and musk; the scroll contains two castings of the arcane spell *true strike*.

Needle Dagger: Exotic weapon; 1d3 piercing base damage; crit 20/x4; weighs 1/4 pound; base value 5 gp (often much more, as they are used as ornate or bejeweled ornamentation).

Scroll: Faint Divination; CL 1st; Scribe Scroll, *true strike*; Price 50 gp. EL 10. **Total Value:** 5,750 gp.

55. Scrolls of the Reckoning

APPEARANCE

Tightly furled and sealed in wax, these two parchment scrolls are marked with the symbol of a holly leaf. A slogan of some sort is written in primitive runes in a circle around the leaf.

When the seal is broken and the scrolls unfurled, two spells are revealed written on the satiny cream-colored sheets in a bold hand.

HISTORY

A druid, mediating a dispute between two rival nations whose war would threaten the land he was sworn to protect, penned this scroll as his ‘doomsday weapon’ to be used if negotiations broke down. As it turned out, the scroll was never needed or used.

PROPERTIES

The scrolls contain the divine spells *word of recall* and *earthquake*. The slogan is written in Druidic, and states, "The unrepentant shall rue this day of woe."

Scroll 1: Strong conjuration; CL 15th; Scribe Scroll, *word of recall*; Price 3,000 gp. **Scroll 2:** Strong evocation; CL 15th; Scribe Scroll, *earthquake*; Price 3,000 gp. EL 10. **Total Value:** 6,000 gp.



56. Tale for a Desert Night

APPEARANCE

This is a long scroll bound in black silk ribbons; the ends are attached to a pair of ornately carved oak dowels. The writing on the scroll, done in an ornate but still easily legible fashion, tells a lurid tale of adventure in the high desert, complete with shadowy oases, awesome djinni, languishing princesses, and terrible battles of desert riders.

HISTORY

This tale was originally told by the famed storyteller Kozahrman, and set down by one of his faithful disciples, who added magical properties to more truly capture the magic of the story. The scroll has been a favored treasure of many nobles and wealthy men over the years.

PROPERTIES

The scroll is one foot wide and twelve feet long. Embedded within the tale are three *major image* spells, at caster level 5. Each of these special arcane spells conjures images from the tale, depicting key scenes to entertain the audience. The spells can be cast once per day, and only to depict these scenes.

Scroll: Faint illusion; CL 5th; Craft Wondrous Item, *major image*; Price 6,000 gp; Weight 1 pound. EL 10. **Total Value:** 6,000 gp.

57. Dragonbone Scroll of Revivification

APPEARANCE

Magical writing has been engraved into a jet-black bone, apparently harvested from the spine of a very large beast, as the bumpy vertebra is roughly two hand-spans in width. The lettering is picked out in red, as if the inscription had been filled with a rubbing of ruby dust.

HISTORY

This bone was crafted by the adventurer Morg Kobalt after his party vanquished a black wyrm. This was the only such item he created, for he found the bone to be too bulky to be easily carried in the field.

PROPERTIES

The vertebra, harvested from the spine of a huge-sized black dragon, is roughly a foot and a half in diameter, and weighs 40 pounds. The scroll spell carved into it is the divine spell *raise dead*.

Scroll: Moderate conjuration; CL 9th; Scribe Scroll, *raise dead*; Price 6,125 gp; Weight 40 pounds. EL 10. **Total Value:** 6,125 gp.

58. Scroll of Golden Luminance

APPEARANCE

A slim case of polished cherry wood is secured with a simple clasp. Inside nestles a thin sheet of hammered gold. Words have been embossed upon the surface of the sheet, and limned in silver leaf to stand out clearly against the gilt surface.

HISTORY

Priests at the temple of a major sun god craft a select few scrolls such as this for devout (and wealthy) champions to take into the field against the risen dead.

PROPERTIES

The case measures six inches wide, one foot long, and one inch thick, weighs one pound when empty and is worth 2 gp. The golden sheet within bears the divine spells *searing light*, *sunbeam*, and *sunburst*. The sheet is very fragile, with Hardness 0 and 1 hit point; if removed it must be handled carefully or it will crumple and tear, ruining the scroll. The spells can be cast without removing the scroll from the case.

Scroll: Strong evocation; CL 15th; Scribe Scroll, *searing light*, *sunbeam*, *sunburst*; Price 6,750 gp; Weight 1 pound. EL 11. **Total Value:** 6,752 gp.

59. Scroll of Fog and Shadows

APPEARANCE

This scroll has been written on a sheet of some satiny black fabric with a weave so fine you cannot pick out individual threads. Words glimmer upon its surface in faint white light.

HISTORY

A specialist in spells of shadows and darkness, the wizard Urian Black crafted this scroll for his personal use. The scroll is made of congealed shadow, and the words written in ink made from bottled starlight.

PROPERTIES

This scroll contains the arcane spells Evar's black tentacles, web, stinking cloud, and acid fog.

Scroll: Strong conjuration; CL 18th; Scribe Scroll, *Evar's black tentacles, web, stinking cloud, acid fog*; Price 6,750 gp. EL 11. **Total Value:** 6,750 gp.

60. The Brass Plaque

APPEARANCE

Four fist-sized bolts secure a great brass tablet by its corners to a stone wall [or other large surface of your choosing]. Magical runes have been deeply inscribed upon the surface of the tablet in an elegant script.

HISTORY

This plaque was created by the archwizard Karthis the Stone after the destruction of his tower in a violent volcanic eruption. Though he was able to remove most of his library and other treasures, the permanent magical defenses in which Karthis had invested so much time and effort were destroyed when the tower fell.

Wanting to avoid a recurrence of the situation, he hit upon a different means of defending his new premises. Karthis envisioned magical wards and defenses graven onto a set of massive metal tablets that could be bolted into place. They would be difficult for invaders to bypass or remove (and too heavy to be easily looted), but could be unbolted and moved should he desire to shift residences. It took more than a year of careful study to develop the right technique, but Karthis eventually succeeded in his efforts.

PROPERTIES

The tablet measures eight feet long, four feet wide, and two inches thick. It weighs nearly 1.5 tons.

The engraved runes form the arcane scroll spell *antimagic field* at caster level 12. Once cast, the runes fade, but the surface can be inscribed anew with a new casting of any spell of 6th level or lower. This process costs only 50% the normal amount in materials, but takes four times as long to prepare due to the painstaking effort required to engrave words onto the tablet properly. The person preparing the spell must also have at least 5 ranks in Craft (engraving) or a similar skill.

Tablet: Moderate evocation; CL 15th; Craft Wondrous Item, Scribe Scroll, *imbue with spell ability*; Price 5,000 gp; Weight 2,850 pounds. **Spell:** Strong abjuration; CL 12th; Scribe Scroll, *antimagic field*; Price 1,800 gp. EL 11. **Total Value:** 6,800 gp.

61. Adventurer's Assortment

APPEARANCE

This small leather satchel contains a collection of mismatched scrolls written on paper or parchment of varying shades and sizes.

HISTORY

The adventurer Calstrom kept this collection of scrolls he had purchased, found, or looted for his personal use when he and his comrades went on missions to explore and loot ancient crypts and tombs. He was separated from the satchel when a tribe of seasoned wild elves captured his party.

PROPERTIES

The satchel is worth little, and weighs one pound. The scrolls are all arcane, and are as follows:

1. An eight-inch square sheet of dun-colored parchment, rather smudged with dirt; on it is written *fear* (widened).
2. A folded sheet of papyrus 18 inches wide and 48 inches long, bearing *message* (enlarged), *alter self*, *darkvision*, *tongues*, and *teleport*.
3. A standard-sized sheet of yellow-white vellum with *wall of fire*.
4. Another standard-sized sheet of paper, this one dark gray in color; it appears to have been repeatedly crumpled and smoothed, and bears the spell *stoneskin*.

5. A dyed sheet of black parchment eight inches wide and 15 inches long, somewhat frayed at the ends, with *vampiric touch* written in an unwholesome yellow ink the color of bile.

6. A sheet of light pink silk fabric that appears to have been cut from a larger section, bearing the spell *knock* (x3) stitched upon it with fine blue silk thread.

7. A plain white paper sheet of standard size, with a large ring-shaped ale stain covering a quarter of it, bearing the arcane spell *identify*.

Scroll 1: Strong necromancy; CL 14th; Scribe Scroll, Widen Spell, *fear*; Price 2,450 gp. **Scroll 2:** Moderate conjuration, divination, and transmutation; CL 9th; Scribe Scroll, Enlarge Spell, *message*, *alter self*, *darkvision*, *tongues*, *teleport*; Price 2,925 gp. **Scroll 3:** Moderate evocation; CL 7th; Scribe Scroll, *wall of fire*; Price 700 gp. **Scroll 4:** Moderate abjuration; CL 7th; Scribe Scroll, *stoneskin*; Price 950 gp. **Scroll 5:** Faint necromancy; CL 5th; Scribe Scroll, *vampiric touch*; Price 375 gp. **Scroll 6:** Faint transmutation; CL 3rd; Scribe Scroll, *knock*; Price 450 gp. **Scroll 7:** Faint divination; CL 1st; Scribe Scroll, *identify*; Price 125 gp. EL 11. **Total Value:** 7,975 gp.

62. Scroll of Jehazaren's Summoning

APPEARANCE

A strong aroma of cinnamon and cardamom wafts from this sheet of bright yellow paper. The sheet is blank save for a single word embossed upon it in fine golden filigree. The word is the name Jehazaren, written in the language of fiery creatures.

HISTORY

This scroll belonged to Brand, a priest of a god of elemental fire who dwelled in the fabled City of Brass. He acquired the name and services of an efreeti in a wager, and bound the contract into this scroll.

PROPERTIES

If the scroll is held over an open flame and the name spoken, words to a divine spell appear on the scroll. When recited, they act as a *planar ally* spell, summoning an efreeti named Jehazaren to serve the reader for 12 hours. The reader may attempt to negotiate further service with Jehazaren (see the spell description for details), but the genie starts with an attitude of Unfriendly.

Scroll: Strong conjuration; CL 12th; Scribe Scroll, *planar ally*; Price 8,050 gp. EL 11. **Total Value:** 8,050 gp.

63. Box of Hidden Allies

APPEARANCE

The exterior of this slim brass case is etched with images of angelic trumpeters; elegant scrollwork patterns run along the edges. The lid of the container swings open along its length on a pair of slim hinges.

Inside the case, a wand of light blue crystal rests in azure-hued crushed velvet padding that lines the top and bottom of the case. The wand is elegantly fluted, with a glittering sphere set at one end and a frosted grip at the other.

[Should the case interior be searched:] *The velvet lining is removable; hidden beneath are two folded sheets of unbleached paper.*

HISTORY

Johannes Segarre, priest of a god of diplomacy and peace, bore this wand in its case with him to the fortress of a power hostile to the country for which he worked. The scrolls were smuggled in with the case so that if negotiations broke down, he could summon powerful creatures to bedevil the fortress guards while he opened the gate to his allies. However, the master of the fortress had been alerted through spies of possible treachery; he clapped Johannes in irons upon entering the fortress, then beheaded the priest. The case and wand were taken to his treasure chamber, where they remained until the fortress finally fell.

PROPERTIES

The case is 20 inches long, six inches wide, and 1-1/2 inches deep. It weighs 1 pound. It is held shut by a pair of latches that securely fasten but do not lock. The wand is 18 inches long, and is a wand of *cure moderate wounds* at caster level 5, with 14 charges remaining. One scroll bears the divine spell *summon monster IX* and the other bears the divine spell *elemental swarm (air)*.

Wand: Faint conjuration; CL 5th; Craft Wand, *cure moderate wounds*; Price 1,260 gp. **Scroll 1:** Strong conjuration; CL 17th; Scribe Scroll, *summon monster IX*; Price 3,825 gp. **Scroll 2:** Strong conjuration; CL 17th; Scribe Scroll, *elemental swarm*; Price 3,825 gp. EL 12. **Total Value:** 8,910 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.

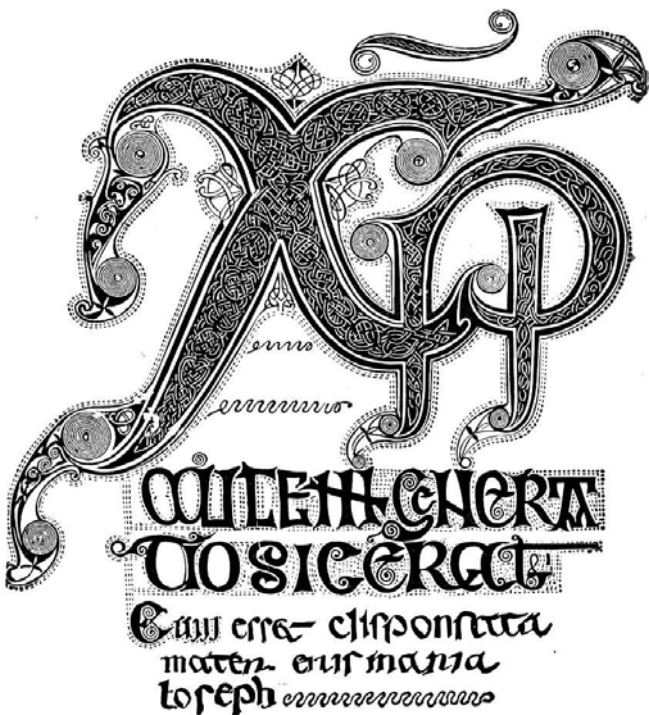
HISTORY

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.



67. Scrolls of Sunlit Blessings

APPEARANCE

Three sheets of lightly tanned parchment are found rolled up and secured with a simple leather thong. The only marking on each is a small sunburst symbol in one corner, written in brown ink scarcely discernible from the natural coloration of the parchment.

[If the scroll is exposed to direct sunlight:] *Under the light of the sun, words slowly appear on the parchment sheet, bearing a complex series of incantations written in the form of religious script.*

HISTORY

These scrolls were crafted by followers of a sun god, who traveled deep into the wilderness to set up a mission for the native population. The scrolls were designed to be of little apparent value to thieves and enemies of the faith.

PROPERTIES

The scrolls bear the divine spells *hallow*, *forbiddance*, and *consecrate*. A spell of up to 4th level can be tied to the *hallowed* area; the *forbiddance* spell affects an area equivalent to one 60-foot cube.

Scroll 1: Moderate evocation; strong good; CL 9th; Scribe Scroll, *hallow*; Price 6,125 gp. **Scroll 2:** Moderate abjuration, strong good; CL 11th; Scribe Scroll, *forbiddance*; Price 4,650 gp. **Scroll 3:** Moderate evocation, strong good; CL 3rd; Scribe Scroll, *consecrate*; Price 200 gp. EL 12. **Total Value:** 10,975 gp.

68. Cursed Scroll #4

APPEARANCE

A roll of ancient, yellowed papyrus lies trapped in a small steel cage. There is no lock or other means of opening the cage; it appears the thin metal bars must be forcibly damaged in order to extract the scroll.

HISTORY

The devil Yuriach had this scroll created to give in payment to servants whom he wished to dispose of, or to serve as treasure for overconfident explorers brazen enough to violate one of his strongholds.

PROPERTIES

The cage is eight inches long, one inch wide and deep, and is formed of small steel bars 1/8 inch in diameter, with 1/4-inch gaps between each bar. Anyone destroying the cage or otherwise removing the scroll from its confines triggers a magical trap. The unfortunate victim must make a Will save or be subjected to an *imprisonment* effect, as the spell. The scroll itself is blank, and radiates a strong but false aura of abjuration magic.

Imprisonment Trap: CR 13; spell; spell trigger; no reset; spell effect (*imprisonment*, 17th-level wizard, DC 26 Will save negates); Search DC 34; Disable Device DC 34.

Scroll: Strong abjuration; CL 17th; Weight 1 pound. EL 13. **Total Value:** n/a.

69. The Skull and the Scroll

APPEARANCE

The bleached white skull of a humanoid, perhaps a human, rests upon a small mound of dust and bones. Each eye socket holds a large faceted blood red jewel that glimmers with an inner light. Six of the teeth have been removed and replaced with deep blue faceted gemstones as well. A rolled up parchment scroll lies clutched in the skull's jaws.

[As one approaches the skull:] *The temperature suddenly plunges to near freezing. The glittering gemstone eyes seem to regard you, following your movement as you draw near.*

[If the skull is molested or someone comes within 5 feet:] *The skull twitches, and a spectral figure rises up from the dust, glaring at you with smoldering red eyes.*

HISTORY

This skull was crafted by the reclusive wizard Armenghast to safeguard one of his prized treasures, the scroll clenched in the skull's teeth. The movement and wraithlike figure are all illusory, designed to convince anyone entering the area that they face one of the deadliest forms of the living dead.

PROPERTIES

The jewels set into the skull's eye sockets and jaws are fakes, worth perhaps 50 gp in total due to the quality of their workmanship. A DC 12

Appraise or Craft (jewelry) check determines their true value.

The glimmering light, skull twitching and wraith are part of a *programmed image*. When the skull is molested or approached too closely, the wraith figure appears and attacks anyone nearby; its combat statistics are provided below. When the wraith illusion hits, energy seems to pass between it and the skull, causing the gems to gleam more brightly and the skull to twitch with greater activity, as if rousing from a long slumber. The wraith illusion continues to attack until it is dispelled, disbelieved, or the area within 30 feet of the skull vacated and left empty for ten minutes or more, whereupon the illusion resets. Note that the illusion is tied to the skull, not the area, so if someone attempts to steal the skull it pursues them.

The scroll bears one casting of the arcane spell *simulacrum*, caster level 15. The simulacrum created can have up to 15 hit dice.

Wraith Illusion: Medium Undead; CR 8; HD —; hp —; Init +7; Spd Fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat-footed 12; BAB/Grp +7/—; Atk +10 melee (1d4 plus 1d4 Wisdom damage, incorporeal touch); SA wisdom damage; SQ illusory foe; AL N; SV Fort +1, Ref +4, Will +6; Str —, Dex 17, Con —, Int —, Wis 10, Cha 14. Skills: None. Feats: Blind-Fight, Combat Reflexes, Improved Initiative.

Wisdom Damage (Su): Those struck by the illusory wraith who do not disbelieve it must succeed at a DC 20 Will save or take 1d4 points of Wisdom damage.

Illusory Foe: This wraith is a quasi-real construct of shadow energy. Though it appears to react to blows with anger and pain, it never takes actual damage and cannot be turned or destroyed. Those who interact with the wraith illusion are allowed a Will save (disbelief) DC 24; if they succeed it appears only as a ghostly outline, and is powerless to harm them.

Skull and wraith: Strong illusion; CL 15th; *programmed image*; Weight (skull) 1/2 pound. **Scroll:** Strong illusion; CL 15th; Scribe Scroll, *simulacrum*; Price 11,625 gp. EL 13. **Total Value:** 11,675 gp.



70. *The Black Book of Vidan Singh*

APPEARANCE

A badly scarred and scorched sheet of oiled canvas wraps around a slim black tome. The book is bound in leather, and the pages are made of fine white paper. The cover and interior are gritty with white sand. The pages appear slightly warped, as if repeatedly exposed to humid conditions. The book bears no title on its cover or spine.

HISTORY

This was the traveling spellbook of Vidan Singh, an adventuring wizard who retired while still young and died of natural causes at 89. His eldest son, unaware of his father's former career, sold the book at a small fraction of its true value to a tight-lipped collector of arcane lore.

PROPERTIES

The book measures 8 inches wide, 11 inches long, and one inch thick. It has a total of 100 pages and weighs 5 pounds. The book contains the following spells: Level 0 - *detect magic*, *mage hand*, *mending*, *prestidigitation*, *read magic*, and *touch of fatigue*; Level 1 - *burning hands*, *erase*, *expeditious retreat*, *grease*, *identify*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, and *sleep*; Level 2 - *blindness/deafness*, *blur*, *continual flame*, *darkvision*, *false life*, *glitterdust*, *invisibility* (trapped with *sepia snake sigil*), *mirror image*, *scorching ray*, and *web*; Level 3 - *dispel magic*, *explosive runes*, *fly*, *haste*, *sepia snake sigil*, *slow*, *stinking cloud*, and *suggestion*; Level 4 - *confusion*, *dimension door*, *fear*, *greater invisibility*, *stoneskin*, and *wall of ice*; and Level 5 - *baleful polymorph* (trapped with *sepia snake sigil*), *cone of cold*, and *permanency*.

Three pages within the book are trapped. The spells *invisibility* and *baleful polymorph* both have a *sepia snake sigil* scribed within their text. In addition, a page between the spells *scorching ray* and *web* is falsely titled as being for the spell *knock*, but

actually contains *explosive runes*. These spells are cast at 10th level, and have a save DC of 17.

Trapped Pages: Moderate abjuration (*explosive runes*) and no aura (*sepia snake sigil*); CL 10th; *explosive runes*, *sepia snake sigil*; Price 11,800 gp. EL 13. **Total Value:** 11,800 gp.

71. Tiles of Power

APPEARANCE

Six white ceramic tiles, each the size of a maiden's hand, are stowed within a large leather belt pouch. A thin groove bisects the center of each tile at its midpoint, and each bears the symbol of a lawful good war god. Further, each tile bears a second symbol: one has a hand, the next a flame, then a pair of bulls facing one another, a circle, and the final two each a cross.

HISTORY

A church devoted to a god of war crafted these tiles for its priests to use in the field. Because they were manufactured in bulk to reduce costs, the spells on the scrolls are unstable, and so they were placed inside the tablets both to protect them from damage and to stabilize the delicate magic imbued into each.

PROPERTIES

The tiles are each three inches wide, six inches long, and about a quarter inch thick. Each tile is designed to be snapped in two down the midline. Within each is a folded sheet of paper bearing a divine spell, as follows: hand tile – *greater restoration*; flame tile – *flame strike*; tile with bulls – *mass bull's strength*; circle tile – *antimagic field*; tiles with crosses – *heal*.

Once a tile has been broken and the scroll exposed, there is a 5% chance each minute that the spell on it spontaneously casts, targeted on the creature or creatures nearest to it.

Tiles: Faint abjuration; CL 5th; Craft Wondrous Item; Price n/a; Weight 1/2 pound (each). **Hand Tile Scroll:** Strong conjuration; CL 13th; Scribe Scroll, *greater restoration*; Price 4,775 gp. **Flame Tile Scroll:** Moderate evocation; CL 9th; Scribe Scroll, *flame strike*; Price 1,125 gp. **Bull Tile Scroll:** Moderate transmutation; CL 11th; Scribe Scroll, *mass bull's strength*; Price 1,650 gp. **Circle Tile Scroll:** Strong abjuration; CL 15th; Scribe Scroll, *antimagic field*; Price 3,000 gp. **Cross Tile Scrolls:** Moderate conjuration; CL 11th; Scribe Scroll, *heal*; Price 1,650 gp each. EL 13. **Total Value:** 13,850 gp.

72. Spellslinger's Bandolier

APPEARANCE

This wide band or belt of leather is apparently meant to be worn across the body as a bandolier. Running down the front are ten pockets sewn into the leather, each fitted with a snug leather cap. Investigation reveals that eight of the pockets contain tightly rolled sheets of paper that have been rubbed with aromatic beeswax.

HISTORY

The adventuring wizard Nathaniel Duran had this scroll bandolier crafted to his specifications, to make drawing and reading spells as efficient as possible. He himself crafted all the scrolls contained within.

PROPERTIES

The bandolier is sized to fit an average-sized human or half-elven male, though it could be adjusted to fit other medium-sized humanoid creatures. It measures six inches in width, with the pockets jutting out an additional inch and a half on either side. Drawing a scroll from the bandolier requires as much time as drawing a weapon, and they may be drawn as a free action if one has the Quick-Draw feat. The bandolier is worth 50 gp and weighs 2 pounds.

The scrolls have been treated with a beeswax derivative to preserve them against rain and humidity. Each bears a 6th level arcane spell: *acid fog*, *mass bear's endurance*, *greater heroism*, *flesh to stone*, *repulsion*, *mass suggestion*, *mass bull's strength*, and *chain lightning*, respectively.

Scroll 1: Strong conjuration; CL 12th; Scribe Scroll, *acid fog*; Price 1,800 gp. **Scroll 2:** Strong transmutation; CL 12th; Scribe Scroll, *mass bear's endurance*; Price 1,800 gp. **Scroll 3:** Strong enchantment; CL 12th; Scribe Scroll, *greater heroism*; Price 1,800 gp. **Scroll 4:** Strong transmutation; CL 12th; Scribe Scroll, *flesh to stone*; Price 1,800 gp. **Scroll 5:** Strong abjuration; CL 12th; Scribe Scroll, *repulsion*; Price 1,800 gp. **Scroll 6:** Strong enchantment; CL 12th; Scribe Scroll, *mass suggestion*; Price 1,800 gp. **Scroll 7:** Strong transmutation; CL 12th; Scribe Scroll, *mass bull's strength*; Price 1,800 gp. **Scroll 8:** Strong evocation; CL 12th; Scribe Scroll, *chain lightning*; Price 1,800 gp. EL 13. **Total Value:** 14,450 gp.

73. *Protection in Crystal*

APPEARANCE

Contained within a surprisingly heavy foot-long crystal cylinder is what appears to be a sheet of thick yellow paper, rolled up in a coil. The cylinder appears to unscrew at one end.

HISTORY

Windham Crystallist, a dwarven patriot and artisan of great skill, perfected a secret process to harden crystal to a point where it became nearly indestructible. He used it to create a number of incredibly hard objects, including the case for this scroll. Windham lost his life in a skirmish with wild elves who were encroaching upon the lands of his people, and the scroll and its container were lost.

PROPERTIES

The cylinder is made of magically hardened, nearly impervious crystal. It measures 13 inches long and four inches in diameter, has Hardness 60, 100 hit points, and weighs 10 pounds. It is worth 10,000 gp. The scroll within is one foot wide and three feet long, and bears the arcane spells *protection from evil*, *protection from arrows*, *protection from energy*, and *protection from spells*.

Cylinder: Strong transmutation; CL 15th; Craft Wondrous Items (plus secret additional process); Price 10,000 gp; Weight 10 pounds **Scroll:** Strong abjuration; CL 15th; Scribe Scroll, *protection from evil*, *protection from arrows*, *protection from energy*, *protection from spells*; Price 5,250 gp. EL 14. **Total Value:** 15,250 gp.

74. *Book of the Green Death*

APPEARANCE

*The polished rosewood covers of this book bear the title *Book of the Green Death* branded into them. The pages within are made of coarse, rough-cut sheets of unbleached paper.*

HISTORY

Chadram, a cold-hearted druid of great power, wrote this book for the green hag Shanya Biya as part of an ongoing exchange of secret and dread lore. Whether she ever planned to use the contents of this book is unknown, for she mysteriously

vanished from her swamps over a hundred years ago.

PROPERTIES

The book measures two feet high, one foot wide, and half a foot thick. It weighs ten pounds.

Most of the text is devoted to a discourse of the terrible power of nature when roused—how exterminating a species of mouse might cause a plague, or overcutting of trees might cause drought. Four scroll spells are embedded in the text in various places throughout the book, the druidic spells *shambler*, *storm of vengeance*, *earthquake*, and *whirlwind*. Without the spells, the lore would be worth perhaps 100 gp to the right sage.

Scroll 1: Strong conjuration; CL 18th; Scribe Scroll, *shambler*; Price 4,050 gp. **Scroll 2:** Strong conjuration; CL 18th; Scribe Scroll, *storm of vengeance*; Price 4,050 gp. **Scroll 3:** Strong evocation; CL 18th; Scribe Scroll, *earthquake*; Price 3,600 gp. **Scroll 4:** Strong evocation; CL 18th; Scribe Scroll, *whirlwind*; Price 3,600 gp. EL 14. **Total Value:** 15,400 gp.

75. *Glass of Ebon Chaos*

APPEARANCE

A small pane of glass rests within a frame of black steel. The glass glistens and magnifies the darkness of the metal, as if it were a window looking onto a vast, yawning gulf of endless night.

The back has been etched in a fine pattern of swirling lines, with the letter “T” at the center and an arcane symbol or wizard’s mark above it.

[If one peers into the glass:] *Runes swim out of the darkness of the glass like tiny spectral figures, forming words and phrases in arcane script.*

HISTORY

This device was created by Torek the Ineffable, a wizard of great power and capricious nature who disappears from the public eye for years or even decades at a time before reappearing and acting as if he were only gone a week. His reason for crafting this scroll and how it left his possession are a mystery.

PROPERTIES

This plaque contains ten spells relating to chaos. Each day at midnight, the spell it displays randomly changes; once a spell is cast it is removed from the list of spells remaining. The spells currently stored are: *chaos hammer*, *dispel law*, *word of chaos*, *cloak of chaos*, *entropic shield*, *mirror image*, *confusion*, *insanity*, *prismatic spray*, and *unluck* (see Appendix Two for spell details). The first five are divine spells, the rest arcane.

The wizard's mark can be identified as that of Torek with a successful Knowledge (arcana) check, DC 12.

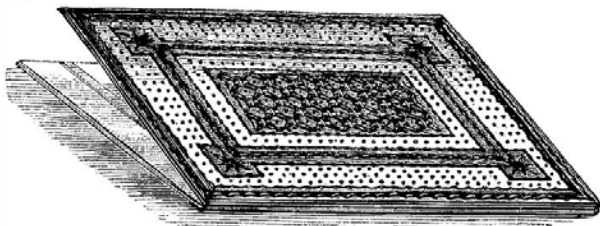
Plaque: Strong aura of indeterminate school; strong chaos; CL 13th; Scribe Scroll, *chaos hammer*, *dispel law*, *word of chaos*, *cloak of chaos*, *entropic shield*, *mirror image*, *confusion*, *insanity*, *prismatic spray*, *unluck*; Price 15,600 gp; Weight 1/2 pound. EL 14. **Total Value:** 15,600 gp.

76. Illusionists' Grimoire

APPEARANCE

This is a massive, ornate gilded tome covered with an impressive array of good-sized blue gems that refract light in a star-like pattern. The book is untitled on the cover; on the spine it gives the numerals "I-V."

[Should the book be opened without first uttering, "By the Grace of Mysteries Arcane":] *As you begin to open the book, a deep masculine voice intones, "A curse upon you who would steal this tome! Your fortunes shall wane, your kinsmen be slain, your soul, enchained. You have been warned!"* [This is an empty threat to help protect the tome, but may scare off the gullible.]



HISTORY

Several months ago a disgruntled thief stole this book from the library of the Guild of Arcane Mystery, an organization specializing in magic

used to entertain and beguile. This particular volume was the first of their Chapbooks of Illusion. The Guild now quietly but earnestly seeks this tome, and may offer a substantial reward if they are contacted surreptitiously. (They do not want the theft of the book to be made public.)

PROPERTIES

The book seems to be three feet wide, six feet tall, 14 inches thick and covered in a king's ransom in jewels. All this is of course illusion; the actual book is one foot wide, two feet long, two inches thick, and has a plain brown leather cover titled, "Chapbook of Illusions, vol. 1." The name "Guild of Arcane Mystery" is present at the base of the rear inner cover.

The book has 100 pages, of which 98 are used. It contains arcane spells of the school of Illusion from first to fifth level: I-*color spray*, *disguise self*, *magic aura*, *silent image*, *ventriloquism*; II-*blur*, *disguise magic aura* (see Appendix Two for spell details), *hypnotic pattern*, *invisibility*, *magic mouth*, *minor image*, *mirror image*, *misdirection*, *phantom trap*; III-*displacement*, *illusory script*, *invisibility sphere*, *major image*; IV-*distance distortion* (see Appendix Two for spell details), *hallucinatory terrain*, *illusory wall*, *invisibility (greater)*, *phantasmal killer*, *rainbow pattern*, *shadow conjuration*; V-*dream*, *false vision*, *mirage arcana*, *nightmare*, *persistent image*, *seeming*, *shadow evocation*.

Scroll: Strong illusion; CL 18th: *permanent image*; CL 10th: *permanency*, *magic mouth*; Price 16,690 gp; Weight 5 pounds. EL 14. **Total Value:** 16,690 gp.

77. Scrolls of Summoning

APPEARANCE

Two slightly rusted steel latches hold this slim case of polished oak firmly shut.

[If opened:] *The case holds a collection of nine sheets of cloudy gray vellum, pressed flat by the sides of the thin case.*

HISTORY

Astellius Starmantle penned these scrolls for use in the protection and defense of a small forest community that sheltered him from enemies for over a year. He gave them over to one Sadie La'osian, a lover and eager student in the druidic arts. Sadly, the town was devastated by the attack

of a powerful dragon not long after Astellius departed, and the documents were lost.

PROPERTIES

The case measures 12 x 8 x 1 inch in size, and the scrolls measure 7 x 10 inches each. The scrolls are all created at caster level 18, and contain the spells *summon nature's ally I* through *IX*, one per scroll.

Scroll 1: Strong conjuration; CL 18th; Scribe Scroll, *summon nature's ally I*; Price 450 gp.

Scroll 2: Strong conjuration; CL 18th; Scribe Scroll, *summon nature's ally II*; Price 900 gp.

Scroll 3: Strong conjuration; CL 18th; Scribe Scroll, *summon nature's ally III*; Price 1,350 gp.

Scroll 4: Strong conjuration; CL 18th; Scribe Scroll, *summon nature's ally IV*; Price 1,800 gp.

Scroll 5: Strong conjuration; CL 18th; Scribe Scroll, *summon nature's ally V*; Price 2,250 gp.

Scroll 6: Strong conjuration; CL 18th; Scribe Scroll, *summon nature's ally VI*; Price 2,700 gp.

Scroll 7: Strong conjuration; CL 18th; Scribe Scroll, *summon nature's ally VII*; Price 3,150 gp.

Scroll 8: Strong conjuration; CL 18th; Scribe Scroll, *summon nature's ally VIII*; Price 3,600 gp.

Scroll 9: Strong conjuration; CL 18th; Scribe Scroll, *summon nature's ally IX*; Price 4,050 gp.

EL 15. **Total Value:** 20,250 gp.

78. Test of Fire and Pain

APPEARANCE

Waves of intense heat emanate from the red-glowing surface of this large plaque; the air around the metal slab shimmers from its intensity. Writing is spelled out on the plaque's surface in green flame.

HISTORY

This plaque was commissioned by a monastic guild called the Order of the Elder Flame. They used devices such as this as a final test to attain the rank of Master in their order. Only a person who could grip the plaque and successfully read off the spell would be accepted.

PROPERTIES

The plaque is two feet long, one and a half feet wide, and one inch thick. It weighs 25 pounds. The plaque perpetually radiates great heat (500 degrees Fahrenheit). A mere touch inflicts 1d6 fire damage, and the plaque can set fire to paper and other combustibles if brought too close.

To be used, the plaque must be gripped in both hands and read aloud, a process that takes two full rounds to complete. The person reading the plaque cannot be under the influence of any spells or abilities that reduce or eliminate damage from fire. Each round the plaque is grasped, the person holding it suffers 10d6 fire damage, with a DC 25 Fortitude save allowed for half damage. Due to the incredible pain of holding this, the person must also make a DC 25 Will save at the start of each round the plaque is held or immediately release it.

Assuming the reader survives the ordeal, he or she immediately gains a permanent immunity to fire.

Plaque: Strong transmutation; CL 18th; Craft Wondrous Item, *protection from energy, permanency*, creator must be of fire subtype; Price 23,500 gp; Weight 25 pounds. EL 15. **Total Value:** 23,500 gp.

79. The Singing Spheres

APPEARANCE

This coffer is constructed of dark-stained cherry wood, held closed with a pair of jade latches. The interior is lined top and bottom with thick layers of dark red silk. Nestled in two rows running the length of the box is a series of ten clear crystal spheres.

HISTORY

The master artist Taran Windsong constructed these spheres as a masterpiece of his art before succumbing to a consumption of the lungs. His properties were sold off or given away by his family; these were sold to a wealthy landowner and stayed in that family for three generations as baubles before being lost as spoils of war when the manor was sacked.

PROPERTIES

The box is one and a half feet long, six inches wide, and four inches deep, and is worth 50 gp. The spheres within each measure one inch in diameter, have Hardness 5 and 1 hit point. The box weighs 4 pounds, and the spheres weigh 1/4 pound each.

The crystal spheres have an unusual property: when held with bare flesh for at least one round, each begins singing a beautiful song in dulcet tones and an unknown language. If a spellcaster capable of casting one of these spells (i.e., it is on the caster's class spell list) holds a sphere in hand

and sings along with the song (requiring a successful Perform [singing] check, DC 16), he or she produces that sphere's spell effect at caster level 16. Once a spell is cast, the sphere becomes cracked, smoky and worthless. This is considered a spell completion item like a scroll; it does not provoke an attack of opportunity to use one while threatened.

The spells contained in each sphere are as follows: *mass cat's grace*, *mass cure moderate wounds* (3 spheres), *find the path*, *heroes' feast* (2 spheres), *summon monster VI*, *sympathetic vibration*, and *veil*. Each is worth 2,400 gp individually.

Sphere 1: Strong transmutation; CL 16th; Craft Wondrous Item, *cat's grace*, *mass*; Price 2,400 gp; Weight 1/4 pound. **Spheres 2-4:** Strong conjuration; CL 16th; Craft Wondrous Item, *cure moderate wounds*, *mass*; Price 2,400 gp; Weight 1/4 pound. **Sphere 5:** Strong divination; CL 16th; Craft Wondrous Item, *find the path*; Price 2,400 gp; Weight 1/4 pound. **Spheres 6-7:** Strong conjuration; CL 16th; Craft Wondrous Item, *heroes' feast*; Price 2,400 gp; Weight 1/4 pound. **Sphere 8:** Strong conjuration; CL 16th; Craft Wondrous Item, *summon monster VI*; Price 2,400 gp; Weight 1/4 pound. **Sphere 9:** Strong evocation; CL 16th; Craft Wondrous Item, *sympathetic vibration*; Price 2,400 gp; Weight 1/4 pound. **Sphere 10:** Strong illusion; CL 16th; Craft Wondrous Item, *veil*; Price 2,400 gp; Weight 1/4 pound. EL 15. **Total Value:** 24,050 gp.

80. Steel-Sealed Scroll

APPEARANCE

Two slightly battered steel plates have been pressed together and joined by a series of four small locks, one in each corner of the plates. Further, wax has been rubbed into the hairline crack between the plates, providing a watertight seal for whatever might be sandwiched between.

[If opened:] *A collection of five sheets of thin, semitranslucent parchment lie pressed between the plates.*

HISTORY

The steel container was crafted to order for the Justicator Mordaine Zedra, servant of a god of vengeance. The scrolls within were drafted to be used in a trial against a beautiful but evil demon-

worshipping necromancer, to help in the recovery of her victims so they could serve as witnesses. Mordaine died of mysterious causes before the trial could be held, and the necromancer escaped.

PROPERTIES

The metal container is nine inches wide and 13 inches in length; each plate is 1/4 inch thick. The locks are of superior quality (Open Lock DC 40); all four must be disabled to separate the plates. The plates have also been prepared with a *destruction* trap, triggered if the plates are separated without first unlocking all four locks. (Of course, using the proper key would be the best way to do that; the GM may make the key available if desired.)

Each of the five scrolls inside contains a casting of the divine spell *greater restoration*. The lockable metal plates are worth 700 gp in total if one has the key (or keys) to go with them.

Destruction Trap: CR 8; magic device; touch trigger (alarm); automatic reset; spell effect (*destruction*, 13th-level cleric, DC 20 Fortitude save for 10d6 damage); Search DC 32; Disable Device DC 32.

Plates: Strong necromancy; CL 13th; Weight 2 pounds (together). **Scrolls:** Strong conjuration; CL 16th; Scribe Scroll, *greater restoration*; Price 4,775 gp each. EL 15. **Total Value:** 24,575 gp.

81. The Casket of Life Renewed

APPEARANCE

This human-sized coffin is made of fine glass or crystal. The bottom is padded in luxurious red velvet that appears untouched by age. Magical script has been etched into the undersurface of the lid, frosting the glass in delicate patterns.

HISTORY

Crafted by an art of ancient times, the casket is over 3,000 years old. It was recently unearthed from a vault deep underground. The identity of those who crafted it has not yet been ascertained.

PROPERTIES

The casket measures eight feet long, three feet wide, and two feet high. The words, which can be read through the transparent top, are a casting of the divine spell *true resurrection*. Some portion of the remains of the person to be resurrected must be placed in the casket and the spell read; the casket

fills with holy light, and when the spell is complete the person who has been resurrected lies within. After having been used, the casket crumbles away into dust within a minute of the body being removed.

Casket: Strong conjuration; CL 17th; Craft Wondrous Item, *true resurrection*; Price 28,825 gp; Weight 100 pounds. EL 16. **Total Value:** 28,825 gp.

82. The Scroll of Any Spell

APPEARANCE

This is a slim sandalwood writer's case. The top surface of the case is hinged and slanted, to provide an angled writing surface when the case is resting on one's lap. The angled lid is held closed by a pair of brass clasps.

Inside the case is a scroll of flawless white paper, along with a quill tipped with jet black metal or stone, a small vial of ink, and a sander for shaking on an inked page to prevent the ink from smudging.

HISTORY

Gauthorm the Ancient, an elderly sage and student of wizardry, created this kit to assist him while traveling. He forgot it one morning when he and his entourage left a campsite, and by the time he realized its loss it had been found and taken by other travelers who did not know its true value.

PROPERTIES

The case is twenty inches wide, eighteen inches long, and between one and three inches wide; its contents are all magical. Any spellcaster who uses the materials provided can scribe a scroll of any one spell known; it need not be a memorized spell. This process takes ten minutes. The scribed spell can have a material component cost of up to 10,000 gp, and an experience point cost of up to 5,000 xp, which the magic of the writing kit absorbs. The scribe need not have the Scribe Scroll feat, and does not pay any experience point cost to create the scroll. The only limitation on the spell to be written is that cannot be the spell *wish* or *miracle*, nor can it be an Epic spell.

Kit: Strong (no school); CL 18th; Craft Wondrous Item, Scribe Scroll, *wish*; Price 28,825 gp; Weight 5 pounds. EL 16. **Total Value:** 28,825 gp.

83. Valtoriak and the Secret Page

APPEARANCE

Judging by the quality of the poorly scraped parchment and the writing in thick, blocky letters, this scroll looks to be the product of a rank apprentice in the art of scroll-crafting.

HISTORY

This scroll was designed to discourage the attentions of the envious and greedy. The wizard who scribed it, Futhark the Twenty-Third, jealously guarded it until he died of a stroke and the scroll was sold off.

PROPERTIES

The spell presented is the arcane spell *ray of enfeeblement*, caster level 1. However, there is actually a *secret page* (per the spell) with the spell *wish* concealed beneath it. The command word to view the secret page is "Valtoriak."

Scroll (First examination): Faint necromancy; CL 1st; Scribe Scroll, *ray of enfeeblement*; Price 25 gp. **Scroll (If secret page is revealed):** Strong (no school); CL 17th; Scribe Scroll, *wish*; Price 28,825 gp. EL 16. **Total Value:** 29,000 gp.

84. Legacy of Gods

APPEARANCE

Words have been graven into the side of a cliff [or: a wall of stone], in runes of power.

[The exact size of the words is left for you to determine as best suits your needs, but the bigger the better—lettering ten feet high on a cliff 200 feet tall is not unreasonable.]

HISTORY

This spell was set into stone by the avatar of a dead god of your choice, in an act of faith for his followers. The followers of the god have passed on, but this legacy remains, in a desolate and unexpected location.

PROPERTIES

This is a casting of the divine spell *miracle*, at 20th level. A divine caster reading the spell does not pay any experience point cost for casting this spell.

Scroll: Strong evocation; CL 20th; Scribe Scroll, *miracle*; Price 29,500 gp. EL 16. **Total Value:** 29,500 gp.

85. The Ghost's Prize

APPEARANCE

A shimmering sheet of rolled translucent paper has pinned to the wall by a dagger a handspan long; its hilt resembles the claw of a raptor, with the crosspiece being the talons and the hilt the leg. The pommel is capped with a flat, smooth-polished cabochon of white stone [moonstone].

On closer inspection, the paper looks to be literally translucent—the wall can be seen through its pale form.

HISTORY

The rogue Shadowknife managed to prune this scroll from the hand of the ghost-wizard Kamelwaith. Both ghost and rogue died in the fight, and the dagger-pinned scroll has remained here since.

PROPERTIES

The dagger is a +2 *ghost touch dagger*. The scroll is incorporeal, and must be manipulated by an incorporeal creature or through using ghost touch items. If it can somehow be opened, the spells upon it can be read. The scroll bears the arcane spells *astral projection* and *gate*.

Dagger: Moderate conjuration; CL 9th; Craft Magic Arms and Armor, *plane shift*; Price 18,410 gp; Weight 1 pound. **Scroll:** Strong conjuration and necromancy; CL 17th; Scribe Scroll, *astral projection*, *gate*; Price 13,695 gp. EL 17. **Total Value:** 32,005 gp.

86. Prismatic Scroll

APPEARANCE

A scroll can be seen indistinctly within a cylinder of iridescent crystal which is etched with curving and intersecting lines that seem to capture and direct one's gaze. The cylinder is capped at either end with a polished and engraved lid of silvery-white platinum.

The scroll has been penned on a coarse-textured but nonetheless fine-quality paper. The edges have been stitched with threads of seven different colors, and the words penned in a shiny black ink that swims with color if one gazes at it overlong. The scroll is permeated with strange essences, producing

a conflicting riot of odors—first musty bread, then brimstone, hot cedar and animal musk—with other, less recognizable scents hidden beneath.

HISTORY

Written by Olshan the Brilliant, a wizard specializing in light and color-based magics, the scroll was given as a gift to his teacher and mentor, Thurian Argent. It was plundered from Argent's grave 200 years later.

PROPERTIES

The scroll bears the arcane spells *color spray*, *hypnotic pattern*, *rainbow pattern*, *prismatic spray*, *prismatic wall*, *prismatic chain* (see Appendix Two for spell details), *prismatic sphere*, and *scintillating doom* (see Appendix Two for spell details). The crystal tube itself, with end caps, is worth 10,000 gp.

Scroll: Strong illusion, evocation, and abjuration; CL 20th; Scribe Scroll, *color spray*, *hypnotic pattern*, *rainbow pattern*, *prismatic spray*, *prismatic wall*, *prismatic chain*, *prismatic sphere*, *scintillating doom*; Price 24,000 gp; Weight 1 pound. EL 17. **Total Value:** 34,000 gp.

87. Book of Iron Doom

APPEARANCE

This massive tome has an ornately tooled leather cover surrounding a central oval plaque of badly rusted iron. The thick parchment pages are likewise stained with reddish-brown rust marks. The cover of the book bears no title.

[If examined:] *The book contains an exacting set of specifications for the construction of a large humanoid-shaped device from iron; many sections of the text are written in magical runes, while others have been scribed in the ancient language of dragons.*

HISTORY

This book was carefully crafted by a wizard named Dorune (called “the Dour” by those who know him), a humorless student of the arcane who got along only grudgingly with his peers. He had completed work on this tome and was assembling the best quality of metal for the body of his creation when a rival wizard played a prank on him involving several metal-corroding creatures

being teleported into his work room while he was away in town shopping for household supplies. Furious at the setback, Dorune abandoned his project and started plotting his revenge. His attention was diverted by rumors of rust-immune metal suitable for his project that could be harvested on a far plane of existence, and he set off to seek this substance; it is a quest from which he never returned.

PROPERTIES

The book is three feet wide, five feet tall, and one foot thick. It is a *golem manual (iron)*.

Book: Strong conjuration, enchantment and transmutation; CL 16th; Craft Construct, creator must be caster level 16th, *cloudkill*, *geas/quest*, *limited wish*, *polymorph any object*; Price 35,000 gp; Weight 20 pounds. EL 17. **Total Value:** 35,000 gp.

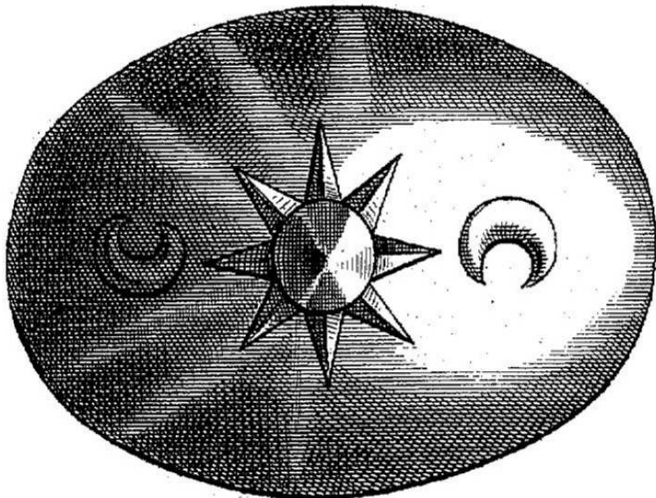
88. Plaque of Spell Storing

APPEARANCE

Resembling a light shield or buckler in size, with a leather strap bolted to a thin oblong of polished steel, this device does not appear hardy enough to serve as an effective defense. The surface of the steel has been burnished to a glossy shine, and the metal edged with ornate platinum filigree. On the back side of the plaque, lines have been etched in fine arabesque.

HISTORY

The gnome sorcerer Kythorne constructed this item to impress his fellows at an annual convocation of arcane practitioners. The plaque won a fair amount of acclaim, and was stolen by his archrival, the halfling wizard Norubis the Nimble.



PROPERTIES

The metal oblong measures ten inches square, with a slightly convex outer surface and rounded corners. Although this plaque can be carried in a manner similar to a buckler (and has the same combat limitations and penalties if held in this way), it is not intended to serve as protection for its bearer, provides no bonus to AC, and need not be worn to function.

If a spell of first to third level is targeted at the plaque, the spell is absorbed by the metal and appears on its polished steel surface, engraved in runes in a manner similar to a scroll, at the caster level of whoever cast the spell on the plaque. Once the spell is read off and cast, the metal returns to its smooth, polished state, and may be used to store another spell.

Spell-Storing Plaque: Faint evocation; CL 12th; Craft Wondrous Item, *imbue with spell ability*; Price 36,000 gp; Weight 5 pounds. EL 17. **Total Value:** 36,000 gp.

89. Fury of the Lawful Gods

APPEARANCE

Manufactured entirely of bright silvery metal, this holy symbol of a god of law is a work of art, with fine scrollwork patterns embossed upon the metal to highlight the symbol's gleaming luster. Delicate words have been scribed into the back of the symbol, in some sort of magical runes.

HISTORY

High priests of a god of law crafted 20 of these symbols in preparation for a grand campaign against an invading horde of demons over 500 years ago. Since the epic battle, the 13 surviving symbols have been lost or stolen, and their locations are now unknown.

PROPERTIES

This symbol bears a casting of the divine spell *banishment* at 11th level. The words do not fade when the spell is read, but the spell cannot be used again for 24 hours after it has been cast.

The *banishment* affects up to 22 hit dice of outsiders with the chaotic subtype. They face a DC 21 Will save to avoid being banished.

Symbol: Strong abjuration; CL 11th; Craft Wondrous Item, *banishment*; Price 44,000 gp. EL 18. **Total Value:** 44,000 gp.

90. Vardaine's Defense

APPEARANCE

Roughly the size of a tavern trencher, this brown leather case appears relatively unmarred by damage or aging, with only minor scuffing along the bottom. The case is held closed by a small lock along one side.

[If opened:] *The center of the case holds a number of rolled sheets of buff-colored parchment tucked into a central well, running the length of the case. On the side nearest the lock, a collection of brushes and chisels lie nestled in small compartments. On the opposite side, a dozen jars hold glittering substances or pigments of various colors.*

HISTORY

Vardaine, sometimes known as the Master of Runes and Dread, was driven from his reclusive keep by a great earthquake that destroyed the ridge upon which his fortress was built. He had created this kit as a backup in case of such an event, to assist him in quickly erecting a defense for whatever new lair he chose. Before Vardaine could make use of the kit in a new location, his enemies found and attacked him, forcing him to flee and leave behind many of his most prized magics, including this set.

PROPERTIES

The leather kit is locked with an untrapped lock of exceptional quality (Open Locks DC 40 to open). It measures 25 inches long, 18 inches wide, and five inches deep.

There are eight sheets of parchment in the kit, rolled together in the center compartment. Each sheet measures two feet square and bears an elaborate diagram of a symbol, with lines and arrows pointing to arcane text crammed into the corners, margins, and other free spaces on the sheet. When used in conjunction with the chisels, brushes, and pigments (made from crushed gemstones of various kinds), each sheet can be used to scribe a single symbol, as the spell, as follows: *symbol of pain, symbol of sleep, symbol of fear, symbol of persuasion, symbol of stunning, symbol of weakness, symbol of insanity, and symbol of death.*

The chisels and pigments are part of the material component required for the casting of each spell; if

they are lost, the value of the scrolls decreases commensurately.

Scroll 1: Moderate necromancy; CL 9th; Scribe Scroll, *symbol of pain*; Price 2,125 gp. **Scroll 2:** Moderate enchantment; CL 9th; Scribe Scroll, *symbol of sleep*; Price 2,125 gp. **Scroll 3:** Moderate necromancy; CL 11th; Scribe Scroll, *symbol of fear*; Price 2,650 gp. **Scroll 4:** Moderate enchantment; CL 11th; Scribe Scroll, *symbol of persuasion*; Price 6,650 gp. **Scroll 5:** Strong enchantment; CL 13th; Scribe Scroll, *symbol of stunning*; Price 7,275 gp. **Scroll 6:** Strong necromancy; CL 13th; Scribe Scroll, *symbol of weakness*; Price 7,275 gp. **Scroll 7:** Strong enchantment; CL 15th; Scribe Scroll, *symbol of insanity*; Price 8,000 gp. **Scroll 8:** Strong necromancy; CL 15th; Scribe Scroll, *symbol of death*; Price 8,000 gp. EL 18. **Total Value:** 44,100 gp.

91. A Teddy Bear

APPEARANCE

This small stuffed toy bear has obviously seen better days. Its chocolate-colored fur is somewhat patchy, showing bald patches of smooth fabric beneath. The tan muzzle is mashed and threadbare, and one of the eyes is missing. Bits of dingy yellow stuffing peek out from where the bear's right leg attaches to the body.

[If the bear is cut open:] *Hidden at the center of the toy's stuffed body is a slim leather case that has been stitched closed with waxed thread.*

[If the case is opened:] *Tightly folded inside the leather case is a sheet of very fine, almost translucent paper that unfolds into a long, narrow scroll bearing words in faintly luminescent green letters.*

HISTORY

This bear and its hidden contents once belonged to the youngest child of the great wizard Malakan the Magnificent. Some years before his disappearance, he crafted this bear as one of several caches to hide useful spells in case his home was invaded. Malakan's son Torio cherished the bear for several years before he grew too old for it, and it was relegated to a back closet, to molder away with his other forgotten childhood things.

PROPERTIES

The bear is roughly a foot long and half that in width. A *Nystal's magic aura* spell has been cast on the bear itself to conceal the more intensely magical scroll hidden within. Someone examining the bear closely may be able to tell that the bear is not as floppy as might be expected based on its age.

The scroll itself contains the following arcane spells, cast at 18th level: *expeditious retreat* (x4), *fly*, *gaseous form*, *suggestion*, *dimension door* (x4), *guards and wards*, *mass suggestion*, *true seeing* (x2), *forcecage*, *limited wish* (x2; includes up to 300 xp component), *iron body*, *mind blank*, and *foresight*. The scroll is invisibly marked with the creator's arcane mark, so it can be transported to him via *Drawmij's instant summons*.

Bear: Faint abjuration; CL 18th; *Nystal's magic aura*; Price —; Weight 1 pound. **Scroll:** Strong varied; CL 18th; Scribe Scroll, *expeditious retreat*, *fly*, *gaseous form*, *suggestion*, *dimension door*, *guards and wards*, *mass suggestion*, *true seeing*, *forcecage*, *limited wish*, *iron body*, *mind blank*, *foresight*; Price 48,050 gp. EL 18. **Total Value:** 48,050 gp.

92. Silent Sounds for Angry Times

APPEARANCE

Titled The Book of Silence, this book has thick wooden boards front and back, covered completely with dark blue satin. The sheets inside are held together by a set of six metal pins which pierce the pages and are secured in place by thin metal rods inside the two covers. A thicker rod of ornately scrolled dark wood, a little longer than the book, has been tucked inside the loose fabric over the spine; the rod is capped with glistening blue gemstones at either end.

The interior pages appear to be made from parchment that has been stained or treated with a waxy substance, giving them a grayish hue. All the pages seem to be identical. [There are 35 pages in all.]

HISTORY

This book is a product of a rather unusual religious/philosophical cult, the Society of the Pangnostic Objurgation. This group of disaffected clerics believe that spiritual power comes from a

decentralized planar energy called the Ineffable. They contend that each time a cleric worships and preaches the words of a specific faith or deity, they define and hence limit the scope of the Ineffable, in effect crippling it. Thus their primary goal is to denounce priests of varying faiths, particularly those with large congregations. The Book of Silence was created to aid one such priest, the Demiurge Salter Gard, in this task.

PROPERTIES

The book is eight inches wide, 22 inches long and one inch thick. It contains 35 castings of the divine spell *silence*, which has been augmented with the Widen Spell metamagic feat, giving the spells a 40-foot radius. The spells are prepared at caster level 9. The rod stuck along the spine of the book is a magical *metamagic rod of silent spell*.

Book: Moderate illusion; CL 9th; Scribe Scroll, Widen Spell, *silence*; Price 39,375 gp; Weight 5 pounds. **Rod:** Strong (no school); CL 17th; Craft Rod, Silent Spell; Price 11,000 gp; Weight 4 pounds EL 18. **Total Value:** 50,375 gp.

93. Physical Fitness

APPEARANCE

This small, fat book is titled Darjonais' Treatise on Excellence in Corporeal Existence. The book is bound in a soft blue cloth cover, with a blue silk ribbon attached to the binding to serve as a place marker. The slick white pages appear crisp and new, as if the book had been penned only yesterday.

HISTORY

Darjonais, an ancient human sage who lived to the age of 156, wrote several texts such as this to summarize his dietary and physical techniques for maintaining his health and thereby prolonging his life. This particular copy was sealed in the vault of a fellow sage, Moroban the Rotund, for over 60 years before being sold off due to financial strictures.

PROPERTIES

This book measures four inches wide, seven inches long, and 2-1/2 inches thick. The contents function as a *manual of bodily health* +2.

Book: Strong (no school); CL 17th; Craft Wondrous Item, *wish*; Price 55,000 gp; Weight 3 pounds. EL 19. **Total Value:** 55,000 gp.

94. Well in Hand

APPEARANCE

This is a rather undistinguished fingerless black leather glove, well worn in the grip. Four silver studs decorate the back over the knuckles, presumably to add a little oomph to a punch.

HISTORY

The wizard Parluck of Destiny Falls used this magic glove to stow a scroll he wrote bearing an extensive list of powerful spells, so he could have them available at the snap of his fingers. He lost the glove (and his hand) to a massive guillotine blade trap in a rival wizard's stronghold.

PROPERTIES

The glove is a *glove of storing*. The scroll stored within the glove contains the following arcane spells, all at 15th caster level: *obscuring mist; blur, darkvision, flaming sphere, gust of wind, knock, rope trick; daylight, displacement, fly, gaseous form, nondetection, slow, stinking cloud; detect scrying, dimensional anchor, hallucinatory terrain, remove curse; break enchantment, hold monster, major creation, telekinesis, teleport; contingency, greater dispel magic, globe of invulnerability, wall of iron; forcecage, power word blind, statue, and waves of exhaustion.*

Glove: Faint transmutation; CL 6th; Craft Wondrous Item, *shrink item*; Price 10,000 gp (one glove). **Scroll:** Strong varied; CL 15th; Scribe Scroll; *obscuring mist; blur, darkvision, flaming sphere, gust of wind, knock, rope trick; daylight, displacement, fly, gaseous form, nondetection, slow, stinking cloud; detect scrying, dimensional anchor, hallucinatory terrain, remove curse; break enchantment, hold monster, major creation, telekinesis, teleport; contingency, greater dispel magic, globe of invulnerability, wall of iron; forcecage, power word blind, statue, waves of exhaustion*; Price 47,625 gp; Weight 2 pounds. EL 19. **Total Value:** 57,625 gp.

95. The Spellstaff

APPEARANCE

Delicate runes run the length of this ebony staff in abstract spiral patterns. Slim tips of clear crystal cap the staff at either end, and leather bindings have been placed over the middle third to provide a sure grip. A long,

narrow leather pouch has been tied to the center of the staff.

[If the pouch is opened:] *The pouch is filled by a rolled scroll of dark yellow parchment.*

HISTORY

Thubrion, Master of Seasons, bore this staff on his travels. He lost his life in a druidic challenge for supremacy, and his apprentice bore it away rather than see it fall into the victor's hands. The apprentice crafted the scrolls to further empower the staff, and wielded it well until he disappeared ten years ago.

PROPERTIES

The staff is a +2 *quarterstaff*, with one end imbued with the *flaming burst* property, and the other with *icy burst*.

The scroll inside the pouch holds the druidic spells *spellstaff, flame strike, and meld into stone*.

Staff: Strong evocation; CL 12th; Craft Magic Arms and Armor, *flame strike, ice storm*; Price 64,600 gp; Weight 4 pounds **Scroll:** Strong evocation and transmutation; CL 16th; Scribe Scroll, *spellstaff, flame strike, meld into stone*; Price 5,200 gp. EL 19. **Total Value:** 69,800 gp.



96. On Mental Excellence

APPEARANCE

This massive tome has a thick, cream-colored leather cover bearing a title in brightly limned runes. Red, blue, and green ornamental gemstones decorate the cover in a pleasing array of color, nestled among ornate impressed knotwork that covers the entire cover. The pages within appear to be made from fine white vellum that has yellowed with age.

HISTORY

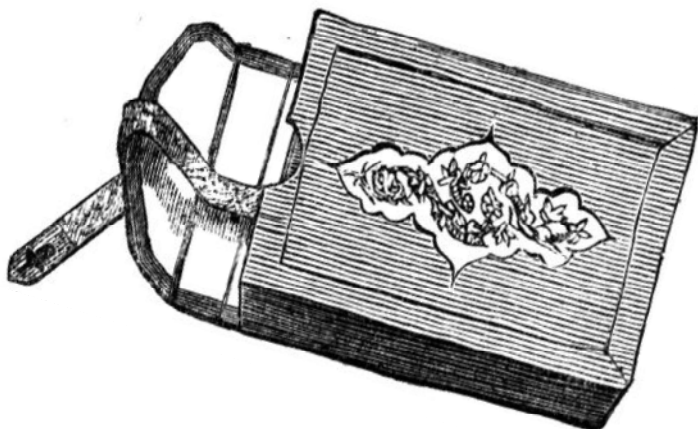
This tome collects a series of ancient formulas perfected by a long-dead culture, and is over 3000 years old. The book holds lore that can be used to focus and train the mind and spirit to be stronger and more potent in force. A companion volume, dealing with improvement of the physique, was separated from this text many hundreds of years ago.

PROPERTIES

The tome is three feet wide, five feet tall, and two feet thick. The text within is written in a dead language, and requires a *comprehend languages* spell to understand. Should that be cast, the title can be read to be *On Mental Excellence*.

The tome is divided into three sections. The first acts as a *tome of clear thought +1*, the second as a *tome of leadership and influence +1*, and the third as a *tome of understanding +1*.

Book: Strong (no school); CL 17th; Craft Wondrous Item, *wish*; Price 82,500 gp; Weight 3 pounds. EL 20. **Total Value:** 82,500 gp.



97. Fortuneteller's Cards

APPEARANCE

This is a small polished oak case stained a rich red-brown hue. It is about a handspan long and half that in width. It does not appear to be held shut by a clasp or lock, rather, one side has a tuck-in flap of leather and oak.

[If the flap is opened:] *It folds open to reveal an interior divided into two compartments. A ribbon helps you slide out a set of elaborate, hand-painted cards for telling fortunes held tightly in the first compartment, while a second, slimmer compartment holds a small booklet bound in smooth, blood-red cloth.*

HISTORY

This card set was crafted by Meralda, a famous seer of her day, and passed down from mother to daughter for 23 generations. The last of the line, Dininka, gave them up when she fell in love with a handsome elf and left her life behind to travel with him. In the hands of Meralda's bloodline the cards were infallible, but in other hands they can be misread.

PROPERTIES

The wood case measures 9 x 4 x 1-1/2 inches in size. The flap is not locked in place in any way. The box is worth 10 gp by itself.

The booklet is magical. The cards are laid out in the manner specified in the book by a person seeking information on an event in the near future. The diviner of the cards must then read the book's interpretation of the layout. The person who laid out the cards is granted an answer duplicating the effects of an *augury* spell, cast at 12th level (so the reading has an 82% accuracy), save that it applies to the person who laid out the cards, not the diviner.

The cards measure 5 x 3-1/2 inches in size, and are made of thick, stiff paper. They have no inherent properties other than a preservative magic to maintain the vibrancy of the images, and are worth 2,000 gp. The exact images depicted on the cards is left for you to determine as best suits your needs.

Booklet: Strong divination; CL 12th; Craft Wondrous Item, *augury*; Price 96,000 gp; Weight 1/4 pound **Cards:** Faint abjuration; CL 1st; Craft Wondrous Item, *mending*; Price 2,000 gp; Weight 1/2 pound. EL 20. **Total Value:** 98,010 gp.

98. *The Codex of All Wisdom*

APPEARANCE

Bound together by a meshwork of platinum filaments, this thick tome has a cover made of two plates of solid gold, studded with rubies and sapphires. The pages within are made of the finest white vellum. Written upon the cover and the spine in the common tongue is the title: The Codex of All Wisdom.

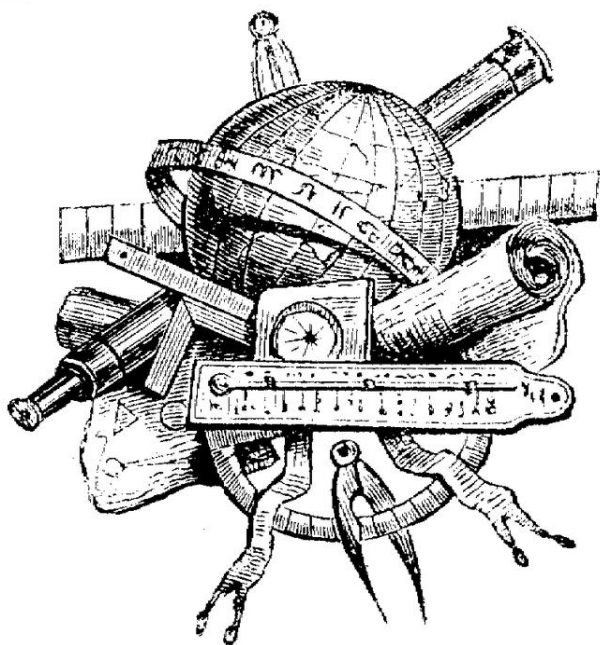
HISTORY

Penned by a legendary order of sages known as the Elder Sign Fellowship, *The Codex of All Wisdom* was designed to be a compendium of lore from the distant past to the present, and would even self-update to keep pace with current events. The Codex was stolen by a covetous rival order of sages, and then stolen again by a covey of hags.

PROPERTIES

This book is ten inches wide, 14 inches long and 12 inches thick. This magical encyclopedic reference contains knowledge on just about any topic. Anyone who consults this tome gains a +10 competence bonus to a Knowledge check about any subject.

Book: Strong divination; CL 16th; Craft Wondrous Item, creator must have 10 or more ranks each in at least ten knowledge skills; Price 100,000 gp; Weight 10 pounds. EL 20. **Total Value:** 100,000 gp.



99. *The Arcane Texts of the Library of Valtan*

APPEARANCE

Each of the ten volumes in this set of books is bound in black leather trimmed in gold leaf. The volumes are numbered I to X on the spine near the top, and a small glyph appears at the bottom of each spine.

The pages are fashioned of fine white paper. Other than a light patina of dust, the books appear to be in excellent condition, unmarred by time or use.

[If the contents are examined:] *The first volume, written in a rather archaic usage of the common tongue, begins with a primer on wizardry, and includes pages listing all of the lowest-powered wizardly cantrips and spells to serve as examples. The words are written in dark gold letters, and the material is exquisitely worked and illuminated, and extremely well organized.*

Each volume after the first deals with progressively higher-powered arcane castings, with the last few covering the most powerful of wizardries.

HISTORY

These books were looted from the ancient Library of Valtan (a great center of learning two millennia ago), when an army of religious zealots sacked Valtan. The books have long been thought destroyed.

These books contained the sum of the learning of arcane castings—a complete library of all commonly known wizardry, from the lowliest cantrip to the greatest of dweomers. Should the set's existence come to light, it would become a great prize for any arcane library or student of wizardry. The symbol at the bottom of each spine is that of the Library of Valtan; the symbol also appears on the title page and inside back cover of each volume.

Note: As a whole this treasure is incredibly valuable. It may be worthwhile to break up the treasure into individual volumes and seed them throughout your campaign; indeed, an entire campaign could be focused on locating and retrieving all ten volumes of this set.

PROPERTIES

This set contains all the commonly known wizard spells, divided by spell level. Each book is worth 5,000 gp above the value of the spells it contains due to the materials used in construction, the preservative magics that ward off decay, and an effect that allows each book to exceed the normal 100-page limit for spellbooks. (This is included in the totals below.)

Book contents and values (including material cost given above) are as follows: Volume I (0 level spells, 19 pages; introduction to the theory and practice of wizardry, 100 pages; total value 7,500 gp) Volume II (1st level spells, 39 pages; 8,900 gp); Volume III (2nd level spells, 100 pages, 15,000 gp); Volume IV (3rd level spells, 135 pages, 18,500 gp); Volume V (4th level spells, 164 pages, 21,400 gp); Volume VI (5th level spells, 215 pages, 26,500 gp); Volume VII (6th level spells, 258 pages, 30,800 gp); Volume VIII (7th level spells, 245 pages, 29,500 gp); Volume IX (8th level spells, 280 pages, 33,000 gp); Volume X (9th level spells, 216 pages, 26,600 gp);

Books: Faint abjuration; CL 1st; Craft Wondrous Item, *mending*; Price varies (see text); Weight 10 pounds (approximate, per book). EL 20. **Total Value:** 217,700 gp.

HISTORY

The master artist Remfor Toulaine painted this massive work of art on commission for the Taalgren noble family, depicting one of their more picturesque holdings: the ruined tower that once belonged to the great wizard Taalgren, head of their line. The noble who commissioned it, a wizard of some skill himself, worked with Remfor to imbue the painting with magic to allow him to transport himself to a distant location as a hidden means of escape should his manor be attacked by enemies.

PROPERTIES

This 30-foot-long 15-foot-high painting is worth 22,500 gp on its own; the hardwood frame (possibly oak, or mahogany) is worth another 15,500 gp. Transporting it may be difficult, however, due to its massive size and weight.

Concealed amid the play of shadows and light on a cliff face (just to the left of the center of the picture and about seven feet up from the lower edge), magic writing has been cunningly worked into the picture (Spot DC 50 or Search DC 20 to find; Decipher Script DC 15 or Intelligence check DC 20 to read in addition to being able to read magic). Once interpreted, it is revealed as the words for the arcane spell *greater teleport*, cast at 13th level. This spell can



100. *Landscape of Hidden Destinations*

APPEARANCE

Fully ten paces long and half that span in height, this massive oil painting is a true masterpiece of the art. The painting depicts a bleak mountain landscape, complete with crags, forlorn valleys, and twisted pine trees hunched from the wind. A crumbling tower crouches on one rugged peak toward the right hand side of the picture. Surrounding the marvelous canvas is an exquisitely carved frame of polished hardwood, nearly an arm's-length wide.

be cast to transport the reader and companions to the depicted location (or to whatever other location they desire to go, per the spell). This spell completion item is reusable; however, due to its massive size the painting as a whole cannot be transported by this spell. It is possible to cut the section of the painting holding the enchanted words from the remainder of the picture; doing so ruins the painting, but allows one to bear a reusable scroll of *greater teleport* on a sheet of painted canvas five feet wide and three feet high.

Painting: Strong conjuration; CL 13th; Scribe Scroll, *greater teleport*; Price 182,000 gp; Weight 7,850 pounds. EL 20. **Total Value:** 220,000 gp.

Appendix One: Random Item Chart

The following chart can be used to randomly select a magic item, based on its relative value as a minor, medium, or major find. It is recommended that you use this table as a substitute for random tables for Wondrous Items to determine when to roll an item.

Minor	Medium	Major	Item	Name	EL	Cost
01-02	—	—	1	<i>Cursed Scroll of Illiteracy</i>	1	n/a
03	—	—	2	<i>Scroll of the Druid's Peacekeeper</i>	1	50 gp
04-05	—	—	3	<i>Scroll of Neverending Ale</i>	1	77 gp
06	—	—	4	<i>Half-Written Scroll</i>	1	225 gp
07-08	—	—	5	<i>Traveling Wizard's Scrolls</i>	1	350 gp
09-10	—	—	6	<i>Fragmented Scroll</i>	1	350 gp
11	—	—	7	<i>Inspiring Orations of History</i>	1	365 gp
12	—	—	8	<i>The Platinum Bulwark</i>	2	453 gp
13-14	—	—	9	<i>The Arcane Reader</i>	2	462.5 gp
15-16	—	—	10	<i>Explosive Scroll</i>	2	600 gp
17	—	—	11	<i>Spell Imbuing Scabbard</i>	2	675 gp
18	—	—	12	<i>The Stoneworker's Guide</i>	2	725 gp
19-20	—	—	13	<i>Scroll of Countermeasures</i>	2	750 gp
21-22	—	—	14	<i>Beetle 'Scroll'</i>	3	800 gp
23	—	—	15	<i>Scroll of Silver Motes</i>	3	875 gp
24-25	—	—	16	<i>The Scroll of Dreams</i>	3	900 gp
26-27	—	—	17	<i>The Incredible Dweomers of the Magus Ridolfo</i>	3	910 gp
28-29	—	—	18	<i>Poisoned Scroll of Floral Might</i>	3	1,050 gp
30-31	—	—	19	<i>Cursed Scroll of the Toad</i>	4	n/a
32	—	—	20	<i>The Grig's Scroll</i>	4	1,125 gp
33-34	—	—	21	<i>Scroll of Death and Anguish</i>	4	1,125 gp
35	—	—	22	<i>Scroll of the Righteous</i>	4	1,126 gp
36-37	—	—	23	<i>Treasure Scroll</i>	4	1,225 gp
38	—	—	24	<i>Scroll of the Great Key</i>	4	1,325 gp
39	—	—	25	<i>The Dual Scroll</i>	5	1,575 gp
40	—	—	26	<i>Spy's Scroll</i>	5	1,580 gp
41-42	—	—	27	<i>Scrolls of Restoration</i>	5	1,600 gp
43	—	—	28	<i>Scroll of Holy Healing</i>	5	1,700 gp
44-45	—	—	29	<i>Scroll of the Forest's Boon</i>	5	1,800 gp
46-47	—	—	30	<i>Scroll of Faith and Steel</i>	5	1,750 gp
48-49	—	—	31	<i>Cursed Scroll of Statuary</i>	6	n/a
50	—	—	32	<i>The Wyvern Shield</i>	6	1,870 gp
51-52	—	—	33	<i>The Raycaster's Scroll</i>	6	1,875 gp
53-54	—	—	34	<i>Exorcist's Kit</i>	6	1,875 gp
55	—	—	35	<i>Scroll of Risky Healing</i>	6	2,250 gp
56-57	—	—	36	<i>Scroll of Trollish Fortitude</i>	6	2,275 gp
58-59	—	—	37	<i>Scroll of Fiery Might</i>	7	2,250 gp
60-61	—	—	38	<i>The Disciple of Pious Wrath</i>	7	2,400 gp
62	—	—	39	<i>Exegesis of the Thurbran Codices</i>	7	2,500 gp
63	—	—	40	<i>Skydancing Scroll</i>	7	2,750 gp
64-65	—	—	41	<i>Scroll of Physical and Arcane Protection</i>	7	3,000 gp
66	—	—	42	<i>Voices of the Wilderness</i>	8	3,250 gp
67-68	—	—	43	<i>Critical Analysis Kit</i>	8	3,450 gp
69	—	—	44	<i>The Forest Glade Tapestry</i>	8	3,500 gp
70-71	—	—	45	<i>Unholy Scroll</i>	8	3,575 gp
72	—	—	46	<i>Stones of Power</i>	8	3,625 gp
73-74	—	—	47	<i>Scroll of Almar's Last Stand</i>	8	3,825 gp
75	—	—	48	<i>The Shattered Blade</i>	9	3,912 gp

Minor	Medium	Major	Item	Name	EL	Cost
76-77	01	—	49	<i>Companion Spellbooster Scrolls</i>	9	4,000 gp
78-79	02	—	50	<i>Scroll of Meteoric Fury</i>	9	4,050 gp
80-81	03	—	51	<i>Songs of Woe and Chaos</i>	9	4,800 gp
82-83	04	—	52	<i>Master Healer's Kit</i>	9	4,952 gp
84-85	05-06	—	53	<i>Scroll of the Necromancer</i>	10	5,250 gp
86	07-08	—	54	<i>Fangs of the Courtesan</i>	10	5,750 gp
87-88	09-10	—	55	<i>Scrolls of the Reckoning</i>	10	6,000 gp
89	11-12	—	56	<i>Tale for a Desert Night</i>	10	6,000 gp
90	13-14	—	57	<i>Dragonbone Scroll of Revivification</i>	10	6,125 gp
91	15-16	—	58	<i>Scroll of Golden Luminance</i>	11	6,750 gp
92-93	17-19	—	59	<i>Scroll of Fog and Shadows</i>	11	6,750 gp
94-95	20-21	—	60	<i>The Brass Plaque</i>	11	6,800 gp
96-97	22-24	—	61	<i>Adventurer's Assortment</i>	11	7,975 gp
—	25-27	—	62	<i>Scroll of Jehazaren's Summoning</i>	11	8,050 gp
98	28-32	—	63	<i>Box of Hidden Allies</i>	12	8,910 gp
—	33-36	—	64	<i>Scroll of Utter Annihilation</i>	12	9,000 gp
—	37-40	—	65	<i>Heart of the Jewel</i>	12	9,500 gp
—	41-45	—	66	<i>Scroll of Panacea</i>	12	10,100 gp
—	46-50	—	67	<i>Scrolls of Sunlit Blessings</i>	12	10,975 gp
—	51-55	01	68	<i>Cursed Scroll #4</i>	13	n/a
—	56-58	02-05	69	<i>The Skull and the Scroll</i>	13	11,625 gp
—	59-61	—	70	<i>The Black Book of Vidan Singh</i>	13	11,800 gp
—	62-66	06-07	71	<i>Tiles of Power</i>	13	13,850 gp
—	67-71	—	72	<i>Spellslinger's Bandolier</i>	13	14,450 gp
—	72-74	08	73	<i>Protection in Crystal</i>	14	15,250 gp
—	75-77	—	74	<i>Book of the Green Death</i>	14	15,400 gp
—	78-80	—	75	<i>Glass of Ebon Chaos</i>	14	15,600 gp
99	81-84	09-10	76	<i>Illusionists' Grimoire</i>	14	16,690 gp
—	85-87	11	77	<i>Scrolls of Summoning</i>	15	20,250 gp
—	88-89	12-15	78	<i>Test of Fire and Pain</i>	15	23,500 gp
—	90-91	16-19	79	<i>The Singing Spheres</i>	15	24,050 gp
—	92-94	20-22	80	<i>Steel-Sealed Scroll</i>	15	24,575 gp
—	95	23-27	81	<i>The Casket of Life Renewed</i>	16	28,825 gp
—	96-97	28-32	82	<i>The Scroll of Any Spell</i>	16	28,825 gp
00	98-00	33-34	83	<i>Valtoriak and the Secret Page</i>	16	29,000 gp
—	—	35-36	84	<i>Legacy of Gods</i>	16	29,500 gp
—	—	37-39	85	<i>The Ghost's Prize</i>	17	32,005 gp
—	—	40-44	86	<i>Prismatic Scroll</i>	17	34,000 gp
—	—	45-48	87	<i>Book of Iron Doom</i>	17	35,000 gp
—	—	49-54	88	<i>Plaque of Spell Storing</i>	17	36,000 gp
—	—	55-59	89	<i>Fury of the Lawful Gods</i>	18	44,000 gp
—	—	60-63	90	<i>Vardaine's Defense</i>	18	44,100 gp
—	—	64-67	91	<i>A Teddy Bear</i>	18	48,050 gp
—	—	68-72	92	<i>Silent Sounds for Angry Times</i>	18	50,375 gp
—	—	73-77	93	<i>Physical Fitness</i>	19	55,000 gp
—	—	78-82	94	<i>Well in Hand</i>	19	57,250 gp
—	—	83-87	95	<i>The Spellstaff</i>	19	69,800 gp
—	—	88-91	96	<i>On Mental Excellence</i>	20	82,500 gp
—	—	92-94	97	<i>Fortuneteller's Cards</i>	20	99,010 gp
—	—	95-96	98	<i>The Codex of All Wisdom</i>	20	100,000 gp
—	—	97-98	99	<i>The Arcane Texts of the Library of Valtan</i>	20	217,700 gp
—	—	99-00	100	<i>Landscape of Hidden Destinations</i>	20	220,000 gp

Appendix Two: Additional Spells

The following spells were taken from *Eldritch Sorcery*[™], by Necromancer Games[™].

Disguise Magic Aura

Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2

Components: V, M

Casting Time: 1 standard action

Range: Touch

Target: one magic item

Duration: 24 hours (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You disguise a magic item's aura to appear stronger or weaker than it really is. An object's magic aura may be shifted to be one category stronger or weaker than the item's actual aura rating, as outlined in *detect magic*. (Faint magic auras may be made to appear nonmagical.) At 6th level you may disguise the aura to be two categories different. At 12th level you may change it by three, and at 17th level you may alter it by up to four categories. Artifacts cannot be made to appear less than faintly magical by this spell.

Material Component: The remains of a shattered, used or destroyed magic item, such as a spent wand, potion vial or an expended scroll.

Distance Distortion

Illusion (Glamer)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: One 10-ft. cube/level (S)

Duration: 1 hour/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You can make an area up to one 10-ft. cube per caster level appear to be longer or shorter, wider or narrower than it actually is. This doubles or halves (your choice) the time it takes to travel across the affected area. For example, a 10th-level caster could alter a 10-foot high by 10-foot wide by 100-foot-long corridor so it seemed to be either 20 feet

wide by 20 feet high by 200 feet long or 5 feet wide by 5 feet high by 50 feet long. All affected dimensions must be collectively reduced or expanded. You cannot, for example, reduce the width and height of a corridor and expand its length. This spell includes audible, visual, tactile, and olfactory elements. It cannot disguise, hide, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within the real location). True seeing reveals the true dimensions of the affected area.

Note: This spell can be cast only in an area composed of or surrounded by earth, dirt, or similar material (such as a corridor in an underground cave).

Material Component: A lump of soft clay and a pinch of stone (or "flesh" if you prefer) from an earth elemental.

Merge Into Art

Transmutation

Level: Asn 3, Blk 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: Caster

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: No

You step into a painting, tapestry, or fabric mosaic large enough to encompass your height. Magic items, unchanged as a magic painting, repel your efforts to merge. Your shape and form is woven into the picture or tapestry as if it were part of the original work, changing your coloration and form slightly if necessary. Someone studying the work of art may make a Spot check (DC = 15 + caster level or DC = your Hide skill check).

While merged, you are aware of your surroundings as if watching through a window. Anything that takes place beyond the viewpoint of the tapestry is beyond the scope of your vision. You cannot speak or cast spells while merged but you can exit the

picture at any time during the spell's duration. If you wait until the spell ends you are forced out of the picture. Damage of any type done to the tapestry or painting immediately forces you out, dealing 1d6 points of damage and leaving you Dazed for one round.

Prismatic Chain

Evocation

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One primary target, plus up to seven secondary targets within 10 feet

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This spell blasts the targeted subject with a beam of scintillating light, which then refracts into a *prismatic spray* that affects creatures near the target. You must first hit the primary target with a ray as a ranged touch attack. If it hits, the target is subjected to all seven colored effects of a *prismatic spray* spell, with a separate saving throw required for each effect. A single spell resistance check is allowed against the entirety of the spell; if it is made, the entire spell is negated. The spell likewise fails if the initial ray attack misses.

After striking the primary target, the ray splits into a rainbow of beams spreading in a 10 ft. radius from the initial target. Creatures within this area are struck by one or more beams of light with the power of a *prismatic spray* (consult the *prismatic spray* spell). Creatures with 8 HD or less struck by either primary or secondary beams are automatically blinded for 2d4 rounds.

Scintillating Doom

Evocation

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Mobile energy field in a 20 foot cube

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes

A field of shimmering, scintillating energy of brilliant colors springs into being at the coordinate designated by you. All those inside the energy field are treated as if they have been subjected to a *prismatic spray* spell, including both the blindness and the random color strike effect (see below).

Every round as a standard action, you may move the scintillating doom up to 30 feet. Alternately, you may set the spell to move in a set direction at up to 30 feet per round until you again redirect it or the spell ends. You can only redirect the field if it is within the spell's maximum range and you have line of effect to it.

Any creature moving within the area of the spell is immediately subjected to the following effects. First, creatures with 8 HD or less are immediately blinded for 2d4 rounds. Second, creatures are randomly affected by one color of the scintillating lights with effects determined on the table below. A creature can only be affected by this spell a maximum of once per round.

1d8	Color	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (death, Fortitude partial, 1d6 Con damage instead)
5	Blue	Turned into stone (Fortitude negates)
6	Indigo	Insane (per <i>insanity</i> spell, Will negates)
7	Violet	Sent to another plane (DM's choice, Will negates)
8		Blindness (Will negate) and roll again

Song of Vengeance

Abjuration

Level: Brd 5

Components: V, M

Casting Time: 1 standard action

Range: Personal

Target: 30 ft. radius

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You sing a song that expresses the pain you feel in a very potent fashion. For the duration of this spell, whenever an enemy successfully strikes you during combat, all enemies within 30 feet of you take the same amount of damage. The damage sustained by your enemies is subdural damage that may render them unconscious. Once unconscious, they no longer suffer the effects of the spell.

Creatures that cannot hear or that are immune to sonic damage are also immune to this spell. The damage is considered sonic damage for the purposes of energy resistance or similar spells.

Material Component: Invoking the spell consumes a ruby of at least 50 gp value.

Unluck

Transmutation

Level: Sor/Wis 3

Components: V, S, M

Casting Time: 1 standard action

Range: 40 ft.

Target: One living creature

Duration: 1d6+2 rounds (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You surround one creature with a fluctuating pattern of chaos. Each time the creature makes an attack roll, damage roll, skill or ability check, or saving throw, he must roll twice, taking the worst of the two rolls.

Material Component: A broken mirror or a crushed 4-leaf clover.

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Item Cards

How to use these cards:

Bits of Magicka Item Cards are prepared specifically so that a GM can hand them to players to use. The cards contain the minimum a player would need to use the magic item in question, including a physical description and its basic magical properties.

Efforts have been made to leave out information that a character would not know, such as the value of the item in question or how powerful it is, as given by the caster level of the spells. Names of some cursed or trapped items have been changed to better hide their true nature. It was not possible to leave out all such information and still make the cards usable in play, so it is up to the GM to determine whether players have discovered enough information about an item to be able to use its card.

It is expected that characters may attempt to determine the value of an item. Once an appraisal is attempted, the GM can choose to provide the player with the true value of the treasure or a value appropriate to the success of the appraisal.

Some pieces with long descriptive text have been divided into two cards. The cards are marked Card A and B of the same item number, and are arranged so that they can be cut as a single half-page card, if desired.

☞ *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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§ *Traveling Wizard's Scrolls* § 05

APPEARANCE

Within a leather scroll case are six sheets of plain parchment, scribed in a utilitarian, easy-to-read script. Each sheet is labeled "Protection for the traveling wizard" in the Common tongue.

PROPERTIES

Each of the six scrolls is identical, and bears a casting of the arcane spells *shield* and *mage armor*. The thick leather scroll case has been repeatedly treated with waterproof and flameproofing oils, giving it fire and cold resistance 5 to nonmagical energies only. It weighs one pound and is worth something by itself.

§ *Fragmented Scroll* § 06

APPEARANCE

This is a wadded handful of torn up fragments of paper, which bear strange writing in deep indigo ink.

PROPERTIES

This is the remains of a scroll of the arcane spell *suggestion*. Amazingly, none of the tears broke any of the lettering, so if the scroll is repaired or the pieces are carefully laid out, it can still be used.

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§ *Inspiring Orations of History* § 07

APPEARANCE

This is a small book titled *Inspiring Orations of History*, written on slightly yellowed, finely woven cloth and bound in pebbled black leather. A folded sheet of paper has been tucked in as a bookmark halfway through the text.

PROPERTIES

The book is 4 inches wide, 6 inches long and 1/2 inch thick. It contains over a dozen famous historical speeches, of kings to their people, generals to their armies, and the like. It has a value of its own and weighs 1/2 pound. The folded paper is 6-1/2 inches long and 4 inches wide, and contains a casting of the arcane spell *enthrall*.

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§ *The Platinum Bulwark* § 08

APPEARANCE

Screw caps seal this slender bone tube; each holds in place an unadorned platinum ring that fits between the cap and the rest of the tube. The scroll within is made of good-quality vellum.

PROPERTIES

The scroll is six inches wide and 11 inches long, and bears the divine spell *shield other*. The platinum rings are sized to be worn on an average human's hand, and serve as the focus for the spell.

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APPEARANCE

Contained within this small wooden case is a pair of reading spectacles and a thin sheet of paper, folded over many times in order to fit. The case has no latch and seems to be held closed by a pair of spring-loaded hinges.

PROPERTIES

The wooden case is six inches long, two inches wide, and two inches deep with no lock. It weighs one pound. The reading glasses have polished glass lenses and steel wire frames.

The sheet of paper contains the arcane spells *comprehend languages*, *read magic*, and *tongues*. The first two are written at caster level 1; the third at caster level 5.

APPEARANCE

Contained within a slim leather tube is a sheet of high quality white paper. The paper has writing on it on both sides in bright red ink.

PROPERTIES

The tube is seven inches long and one inch in diameter. The scroll within is of average size. On one side of the scroll is penned the arcane spell *explosive runes*. Reading this side allows the reader to cast the spell.

APPEARANCE

Fitted for a greatsword, this scabbard of black leather is bound in silver and steel. On a lozenge of steel on its side, arcane writings have been scribed.

PROPERTIES

The writing on the scabbard bears the arcane scroll spell *keen edge*. Once the spell is cast, another spell of up to fourth level may be written in its place; however, the spell's target is always the blade sheathed within the scabbard. A person scribing a new spell onto the scabbard still must pay the full cost in materials and experience.

APPEARANCE

*Embossed dwarven runes have been laid into the cover and spine of this dusty book. The pages between the cracked black leather covers have a musty smell, but the writing in Dwarven is clearly legible, unmarred by time. [A person who can read Dwarven can translate the volume's title as *Stonework - A Builder's Handbook*.]*

PROPERTIES

The book is five inches wide, seven inches tall, and one inch thick; it weighs one pound. It is a useful treatise on building sturdy stonework structures, including technical details on the construction of solid walls, how to properly brace a ceiling, the correct internal and external angulation of tower walls of various sizes to maximize stability, and so forth. Anyone building stonework structures while referencing this book gains a +2 circumstance bonus to appropriate Craft checks. In addition, in an appendix at the back are two scroll spells, easily detached from the rest of the volume. These pages bear the divine spells *stone shape* and *soften earth and stone*.

§ Scroll of Countermeasures § 13

APPEARANCE

Glittering silver ink adorns this creased sheet of plain, light brown parchment. The top of the scroll bears the title Countermeasures.

PROPERTIES

The scroll contains one casting of the arcane spell *dispel magic* at caster level 10.

§ Beetle 'Scroll' § 14

APPEARANCE

Words have been carved in deep grooves on the inner surface of a large black chitinous plate, apparently fashioned from the carapace of a black beetle of enormous size. The chitinous plate is slightly concave, and is about as big around as a buckler.

PROPERTIES

The chitinous plate is just over one foot long and wide, and weighs 4 pounds. The surface bears the divine spell *repel vermin*.

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§ Scroll of Silver Motes § 15

APPEARANCE

This is a square sheet of beaten silver with writing carefully penned upon it. The silver is highly polished, catching and reflecting light brilliantly.

PROPERTIES

The one-foot-square sheet contains a single casting of the arcane spell *glitterdust*. When the spell is read, the silver square breaks down into thousands of gleaming silver motes that stream out and detonate at the target point. Weapon attacks on creatures affected by this casting are considered to be wielding silver weapons for the purposes of overcoming damage reduction; this additional property is unique to this scroll.

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§ The Scroll of Dreams § 16

APPEARANCE

A trim of elaborately stitched blue thread frames a blank sheet of brilliant, snowy white vellum. No writing or marks of any kind mar the purity of the scroll's surface.

PROPERTIES

If anyone attempts to write on the sheet, the ink or substance does not stick, but flakes or runs off.

If the sheet is placed within five feet of a sleeping person, the person can see the scroll in his or her dreams. It contains writing bearing the arcane spell *dream* at caster level 10. The spell can only be cast while sleeping in this manner. Once the spell is read, the scroll vanishes.

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The Incredible Dweomers of the Magus Ridolfo 17a

Incredible Dweomers of the Magus Ridolfo – Card A

APPEARANCE:

Plum fabric stretched over thin metal plates serves as the cover for this slim chapbook. Across the front in bold gold lettering is the title, *Incredible Dweomers of the Mighty Magus Ridolfo*. Below this, in even larger letters, are the words, “written by: *The Magus Ridolfo*.” The pages within are done in elaborate script of black lettering on fine quality paper.

[On inspection of the book’s contents:] *The first dozen pages are a long-winded autobiographical exposition on the author’s incredible sagacity and vision, with a fair amount of half-baked philosophy regarding transcendence through perfection of body and mind. A typical quote: “It was in elucidating the subtle nuances of the Spirit’s interrelationship with the Physique Major and its Subsidiaries that I, the Magus Ridolfo, concluded that both Physique and Spirit could be counter-reinforced through means of Arcanus to great personal benefit.” The last six pages each hold a single scroll spell, titled: Ridolfo’s Superior Physique, Ridolfo’s Agile Enhancer, Ridolfo’s Incredible Fortitude, Ridolfo’s Excellence of Thought, Ridolfo’s Perspicacious Sagacity, and Ridolfo’s Irresistible Presence.*

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§ *Scroll of Floral Might* § 18

APPEARANCE

A large pressed leaf of some tropical plant has been treated to preserve its suppleness. It bears writing that seems to have been stitched directly into the leaf itself. The scroll has a strange, musky scent.

PROPERTIES

The leaf bears the druidic spells *entangle*, *plant growth*, and *spike growth*. Caster level is 6.

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The Incredible Dweomers of the Magus Ridolfo 17b

Incredible Dweomers of the Magus Ridolfo – Card B

PROPERTIES

The chapbook is five inches wide and eight inches long, and aside from the spells might be worth a few gold pieces to a bored collector or sage in a generous mood. The scroll spells are actually shamelessly plagiarized from the arcane spells *bull’s strength*, *cat’s grace*, *bear’s endurance*, *fox’s cunning*, *owl’s wisdom*, and *eagle’s splendor*, respectively.

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§ *Scroll of the Toad* § 19

APPEARANCE

This sheet of semitranslucent greenish parchment is made from the scraped skin of a giant-sized amphibian. The material has a slick texture and a foul, musky scent, and has been haphazardly folded lengthwise into eighths, as if it was once rolled neatly, until someone sat on it.

PROPERTIES

This is a trapped scroll! Anyone opening up the sheet is struck by transmutative magic, and must make a Fortitude save or be transformed into a fat green toad.

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APPEARANCE

Writing adorns this tiny scroll, about the size of a dwarf's thumbnail. The diminutive script is almost too fine to read, as if designed to be perused by an extremely small-sized caster.

PROPERTIES

The scroll is 3/4 inch long and 1/2 inch wide. It contains the arcane spell *hold monster*. Due to its diminutive nature, unless one is Tiny-sized (or smaller), reading it requires a magnifying lens and a full round action.

APPEARANCE

This large tanned sheet of parchment seems to have been made from skin flayed from the back of a humanoid, perhaps a human or elf. Words penned on the parchment are written in an ominous scarlet ink.

PROPERTIES

This scroll measures 2-1/2 feet long and 1-1/2 feet wide. It contains the divine spell *slay living*.

APPEARANCE

A scroll of fine vellum is bound with a fine silver chain bearing a miniature holy symbol of a god of justice. When unrolled, the scroll is titled, *The Righteous Shall Prevail*.

PROPERTIES

The scroll is eight inches wide and 12 inches long; it contains the divine spell *righteous might*.

APPEARANCE

Dirt and stains mar the surface of this map, scribed on a once-fine sheet of vellum. Drippings of white wax linger on the corners, as if it had once been held down with lit candles.

PROPERTIES

On the back of the map, written in magically invisible ink, is the arcane spell *overland flight*. Magical detection upon the page reveals a faint illusory aura.

APPEARANCE

Perhaps forged by a giant, this massive iron key measures about as long as an ogre is tall. The handle end bears a massive loop, as if it were designed to hang on an equally large hook. The far end bears a complex assortment of prongs, grooves and projections jutting out in four different directions.

PROPERTIES

The key is eight feet long and the handle two feet wide, with a shaft four inches thick. It weighs 400 pounds. There is a secret compartment at the tip of the key (Search DC 25). If unscrewed, the interior is found to contain a scroll written on a sheet of fine parchment six inches square bearing the spell *shrink item*.

APPEARANCE

This scroll has been penned on a sheet of slightly stained and tattered yellow paper. Two spells have been written on it in a curious fashion, with their words intertwining with one another as if both were meant to be read at once.

PROPERTIES

This standard-sized scroll contains the arcane spells *expeditious retreat* and *mirror image*. The spells are designed to be read together as a single standard action, and both take effect at the same time. The process used in creating this scroll cannot be duplicated unless you wish to allow it—after a suitable quest to find the sage and learn the process, of course.

APPEARANCE

This is a thumb-sized ovoid capsule made of heavily waxed and greased leather. It has a thin band of steel at the center, where it unscrews into two halves.

Inside the capsule is a tiny scroll of translucently thin rice paper in a tight coil. It bears writing in faintly luminescent blue ink, done with a fine hand.

PROPERTIES

The capsule is two inches long and half an inch wide. It has been treated with a waxy substance that grants it acid resistance 10 while sealed shut. The scroll inside is one and a half inches wide and three feet long, and contains the arcane spells *invisibility* and *false vision*.

APPEARANCE

Fine red wax the color of rose petals seals this envelope, addressed to the Holy Father Pyotr of Umlach. The symbol of a god of healing has been impressed into the wax.

The envelope contains two sheets of light brown paper.

PROPERTIES

The envelope is eight inches long and five inches wide. The scrolls inside each bear a casting of the divine spell *restoration*.

Scroll of Holy Healing 28

APPEARANCE

Words written in archaic-looking script have been penned onto this sheet of light, creamy vellum of the finest quality. A sigil resembling a stylized sunburst has been embossed upon the top of the page.

PROPERTIES

This scroll contains the divine spell *heal*. Once the spell has been cast the scroll disintegrates.

Due to the blessings imbued within the scroll, any undead or evil outsider that comes into physical contact with the scroll sustains 1d6 points of holy damage per round.

Scroll of the Forest's Boon 29

APPEARANCE

This is a piece of hammered and treated silvery bark, perhaps from an aspen tree, and is nearly as supple as parchment. Ornate script in dark red ink smelling faintly of cranberries has been written on its inner surface.

PROPERTIES

This scroll contains the divine spells *barkskin*, *plant growth*, and *command plants*.

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Scroll of Faith and Steel 30

APPEARANCE

Glistening black runes have been inked onto a thin steel plaque. The top is embossed with the symbol of a god of protection.

PROPERTIES

The plaque is one foot long and seven inches wide, and weighs one pound. The scroll contains the divine spells *magic vestment* and *greater magic weapon*.

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Scroll of Statuary 31

APPEARANCE

An illuminated depiction on one side of this sheet of creamy vellum shows the image of a statue with rays of light emanating from its head. The reverse side bears words written in large script in blue ink.

PROPERTIES

Any attempt to peruse this scroll triggers a curse that transforms the unfortunate victim into a white marble statue if a Fortitude save is failed. The effect can be reversed with a casting of *stone to flesh*. Once the curse is triggered, the words on the scroll fade, and then it crumbles into dust.

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§ *The Wyvern Shield* § 32

APPEARANCE

The symbol of a wyvern rampant emblazons the front surface of this heavy steel shield, painted in green on a black background. The top of the shield is straight, and the sides curve downward to a point at the bottom. Pasted to the inside of the shield is a piece of parchment four inches square, covered with writing in bold black ink.

PROPERTIES

The shield is a heavy steel shield +1. The scroll holds the divine spell freedom of movement.

§ *The Raycaster's Scroll* § 33

APPEARANCE

Three scrolls have been neatly folded and tucked into the interior of an old, yellowed bone scroll case. The runes on the scrolls are written in a precise and economical script.

PROPERTIES

The three scrolls are cat's grace, ray of enfeeblement, and disintegrate, respectively.

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§ *Exorcist's Kit* § 34

APPEARANCE

This is a small black satchel sealed with a simple clasp. Inside are ceremonial vestments typical of what a holy priest might wear, along with two vials marked with the symbol of a good god, a large jar holding what appears to be silver dust, holy wafers, and two scrolls on yellow parchment, bound with red ribbons.

PROPERTIES

The two vials are holy water and the jar holds five pounds of silver dust. The scrolls bear the spells *dispel evil* and *magic circle against evil* cast at 9th level.

Taken as a whole, the satchel and its contents weigh 11 pounds.

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§ *Scroll of Risky Healing* § 35

APPEARANCE

Faded gray lettering is barely legible on this brittle, crumbling yellowed sheet of paper. Dust and cobwebs coat the scroll in a thick layer, as if it has not been disturbed in years.

PROPERTIES

The scroll bears the divine spell *heal*.

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§ *Scroll of Trollish Fortitude* § 36

APPEARANCE

This scroll has been penned on a long sheet of rubbery pale greenish parchment. The words are written in dark brown ink. The scroll exudes a foul, musty stench like mildew and spoiled milk.

PROPERTIES

The scroll, cut from the hide of a troll, bears the divine spell regenerate.

§ *Scroll of Fiery Might* § 37

APPEARANCE

A frayed piece of twine holds this large scroll bound together in a thick roll. The scroll is vellum, dyed a bright, cheerful orange hue.

PROPERTIES

The vellum is actually dracolisk hide, and was only lightly tinted to achieve its current coloration. It measures 18 inches long and 12 inches wide, and contains the arcane spells scorching ray, fireball, and wall of fire.

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§ *Disciple of Pious Wrath* § 38

APPEARANCE

Before you stands a twelve-foot-tall statue of a priestly figure in flowing robes, made of a coarse-grained, creamy yellow stone. The figure's head is bowed and its hands clasped together in prayer. Hidden within the statue's back is a scroll of thick white paper with crabbed writing, written in faded rust-colored ink.

PROPERTIES

The scroll bears a casting of the divine spell animate objects, appropriately enough.

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Exegesis of the Thurbran Codices 39

APPEARANCE

Titled Exegesis of the Thurbran Codices, this hefty tome is bound in a thick, cracked leather-bound cover. The pages within are made from thick sheets of parchment scribed in a crabbed hand. Two sheets of paper have been folded lengthwise and inserted into the middle of the book. The sheets mark a chapter titled "Interpolation of Danison's Vectors." The bookmarked section is a highly technical analysis and critique of a system of analysis of literary works from a sociological point of view.

PROPERTIES

The book is two feet wide, three feet long, one foot thick, and weighs 400 pounds. It is the only copy known to exist, and would fetch a good sum from a collector of such works, possibly more from a person suffering from chronic insomnia. The sheets of paper are scrolls, bearing the divine spells discern lies and detect thoughts.

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APPEARANCE

This scroll of snowy white paper is found rolled up and bound with a white silk ribbon. A medallion attached to the ribbon proudly displays the sigil of a god of air. Words are written on the scroll in an elegant, flowing hand in indigo ink.

PROPERTIES

The scroll contains the divine spells *obscuring mist*, *gaseous form* (both from the Air domain), and *wind walk*.

APPEARANCE

A sheet of light brown vellum is held rigid in a wooden frame. It bears writing in black ink, scribed by a bold hand.

PROPERTIES

This scroll bears the arcane spells *stoneskin* and *globe of invulnerability*.

APPEARANCE

This scroll is written on a long stretch of parchment, stitched together to form a length taller than a full-grown man. A plain wooden rod is affixed to each end to aid in rolling it up. At the top is written what appears to be a title. [It is written in Druidic, and says "Voices of the Wilderness".]

PROPERTIES

The scroll is eight inches wide and eight feet long, and contains the druid spells *speaking with animals*, *speaking with plants*, and *stone tell*.

APPEARANCE

A fine sandalwood case is lined with black velvet. Nestled in the soft folds in an ornate magnifying glass whose finely polished lens is made from a single slab of the finest crystal. The bone handle is decorated with delicate scrimshaw and capped in gold set with a tiny blue gemstone. The case also holds a replacement lens, made of bright blue crystal polished to a glossy sheen.

PROPERTIES

The sandalwood case measures 7 x 4 x 1 inch; including its contents, it weighs 2 pounds. The lenses are two inches in diameter, and the handle is four and a half inches long. The end cap of the handle can unscrew (Spot DC 15 or Search DC 5 to notice that it unscrews), revealing a hollow space within the handle which holds a tightly rolled scroll of the finest vellum.

The scroll inside the handle is four and a half inches wide and twelve inches long, and contains the arcane spell *analyze dweomer*. The blue crystal lens is a suitable focus for the casting of this spell. The clear lens is not magical, and is intended for use in the more traditional role of a lens of this sort.

APPEARANCE

This rolled tapestry depicts a forest glade at night, with a fire burning in the center and hints of sylvan creatures lurking in the shadowy edges of the scene. Elaborate knotwork patterns frame the borders of the scene.

PROPERTIES

The entire tapestry is eight feet tall and ten feet wide, and weighs 275 pounds; it has been fashioned from dyed wool. A search of the tapestry (Search DC 15) reveals a folded up sheet of paper has been tucked into a cunningly concealed seam along the top edge of the tapestry. This sheet of paper contains a casting of the assassin/blackguard spell *merge into art*. (See Appendix Two for spell details.) The spell has been augmented with the Extend Spell feat, giving it a duration of up to 20 minutes. The tapestry is in excellent condition.

APPEARANCE

Ornate glyphs or runes have been carved onto this thin sheet of black slate. The markings throb with an unholy darkness, clearly visible against the dark sheen of the stone tablet.

PROPERTIES

The scroll contains the divine spells *blasphemy* and *unholy blight*.

APPEARANCE

This is a large blue cloth sack bordered in purple thread, tied off with a matching purple drawstring. The bag seems to be full of small round objects. Within the bag are more than a score of sling bullets, each carefully smoothed and polished, and etched with delicate runic markings. A folded sheet of leather is also present, tucked among the stones.

PROPERTIES

The sack is approximately one foot in diameter, and can hold up to ten pounds of material. The leather sheet is eight by fifteen inches in size, and has words to the divine spell *magic stone* branded into it. There are a total of 36 small-sized masterwork sling bullets. The bullets have been prepared magically so that if they are used in conjunction with a *magic stone* spell, the bullets give the spell double the normal range and always deal maximum damage. Bullets used in conjunction with the casting of this spell are ruined. These bullets would bring a good sum if sold individually to a person aware of their magical preparation. The bullets are sized for small users. Medium-sized creatures using them as sling bullets suffer size penalties, though they may use them with the *magic stone* spell without penalty to the attack roll.

APPEARANCE

A large bundle of cloth has been wadded into a mass stained brown with dried blood. Closer examination reveals this to be a human-sized white robe, somewhat tattered, with a large bloody gash in the center of the back. [If the robe is searched further:] A badly crumpled sheet of white paper is tucked into a pocket.

PROPERTIES

The scroll sheet bears the divine spell *mass heal*.

APPEARANCE

Once a doughty blade, this greatsword has been broken at a point two handspans above the crosspiece of the hilt, as if it had been struck a great blow. Both pieces are present, and you can see that the blade was forged of some fine black metal of incredible hardness. The sword's hilt is bound in a finely woven dark gold fabric, and the crosspiece is smooth and unadorned. The pommel is a smooth knob of silver, slightly tarnished from neglect.

Folded around the base of the blade is a sheet of white parchment, stained in blood.

PROPERTIES

The sword is made of adamantite, and could be reforged by a smith with at least 10 ranks in Craft (weaponsmith). It weighs 8 pounds and is worth a good sum even in its current condition. The parchment holds the paladin spell *holy sword*.

APPEARANCE

This scroll appears to have been fashioned from the finest white silk, with an elegant shaft of ash wood attached to either end. Flowing script has been written on the fabric in deep burgundy ink that glistens in light as if freshly written. The scroll smells of fresh air and meadows, with a slight, jarring hint of sulfur lingering beneath.

PROPERTIES

This scroll bears a single casting of the arcane spell *meteor swarm*. The wizard who created it was in a hurry when he crafted the scroll, resulting in a dangerous flaw. An imbalance in the energies charging the spell causes it to draw on the caster's life energy; whoever uses the scroll must make a DC 23 Fortitude save or suffer 2d4 points of Constitution damage.

APPEARANCE

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APPEARANCE

A slim leather folder is secured with a tied leather thong. Inside are two sheets of white paper covered with complex musical notations. Lyrics have been written beneath in magical runes.

PROPERTIES

The scrolls bear a casting of the bard spells *song of discord* and *song of vengeance*, caster level 16. (See Appendix Two for spell details.) The scrolls' spells have been augmented with the *Extend Spell* feat, so the duration of each spell is 32 rounds. The folder is ten inches long, six inches wide, and 1/2 inch thick, and weighs 1/2 pound.

APPEARANCE

This is a small leather billfold that can be easily attached to one's belt. Unbuckling the flap reveals three tightly rolled sheets of white paper stowed in supple leather loops, with room for up to nine more.

PROPERTIES

Each sheet of paper contains a casting of the divine spell *mass cure moderate wounds*. There is room for up to twelve scrolls of standard size in the case itself, which is worth 2 gp and weighs 1/2 pound.

APPEARANCE

The skull of a small, feral beast caps one end of this bone scroll tube. The tube looks to have been fashioned from the femur of a medium-sized humanoid. It rattles if shaken, as if loose, hard objects are contained within. [If the tube is opened:] Within the tube are two glistening black gemstones and a scroll of black-dyed parchment with words penned in silver ink.

PROPERTIES

The scroll tube is two feet long and two inches wide, and is made from a human femur. If any living creature attempts to open the tube, the skull (that of a badger) animates and bites at the opener with envenomed incisors. If the tube can be sold with the trap still in place, it may be worth something to the right buyer.

Should the tube be opened, it is found to contain two small black onyx gems (sufficient for animating an undead of up to 10 Hit Dice) and a scroll with two scribings of the divine spell *create undead*.

APPEARANCE

A small black leather purse contains a pair of long black-lacquered wooden needles [or chopsticks] three handwidths long, with a bright red gem set into the broad end of each. The purse also contains a vial of some thick ebon substance and a tightly rolled scroll of dark gray paper, with writing upon it in white ink.

PROPERTIES

The needles are exotic dagger-like weapons of masterwork quality. Each is thirteen inches long, and is made from magically hardened mahogany. The gemstones – small rubies – can be removed, revealing the symbol of a nightingale set into the blunt end of each weapon. The vial contains two applications of deathblade poison in the form of a thick oil redolent of myrtle and musk; the scroll contains two castings of the arcane spell *true strike*.

Needle Dagger: Exotic weapon; 1d3 piercing base damage; crit 20/x4; weighs 1/4 pound; base value 5 gp (often much more, as they are used as ornate or bejeweled ornamentation).

APPEARANCE

Tightly furled and sealed in wax, these two parchment scrolls are marked with the symbol of a holly leaf. A slogan of some sort is written in primitive runes in a circle around the leaf.

When the seal is broken and the scrolls unfurled, two spells are revealed written on the satiny cream-colored sheets in a bold hand.

PROPERTIES

The scrolls contain the divine spells *word of recall* and *earthquake*. The slogan is written in Druidic, and states, "The unrepentant shall rue this day of woe."

APPEARANCE

This is a long scroll bound in black silk ribbons; the ends are attached to a pair of ornately carved oak dowels. The writing on the scroll, done in an ornate but still easily legible fashion, tells a lurid tale of adventure in the high desert, complete with shadowy oases, awesome djinni, languishing princesses, and terrible battles of desert riders.

PROPERTIES

The scroll is one foot wide and twelve feet long. Embedded within the tale are three *major image* spells, at caster level 5. Each of these special arcane spells conjures images from the tale, depicting key scenes to entertain the audience. The spells can be cast once per day, and only to depict these scenes.

APPEARANCE

Magical writing has been engraved into a jet-black bone, apparently harvested from the spine of a very large beast, as the bumpy vertebra is roughly two hand-spans in width. The lettering is picked out in red, as if the inscription had been filled with a rubbing of ruby dust.

PROPERTIES

The vertebra, harvested from the spine of a huge-sized black dragon, is roughly a foot and a half in diameter, and weighs 40 pounds. The scroll spell carved into it is the divine spell *raise dead*.

APPEARANCE

A slim case of polished cherry wood is secured with a simple clasp. Inside nestles a thin sheet of hammered gold. Words have been embossed upon the surface of the sheet, and limned in silver leaf to stand out clearly against the gilt surface.

PROPERTIES

The case measures six inches wide, one foot long, and one inch thick, weighs one pound when empty and is worth 2 gp. The golden sheet within bears the divine spells *searing light*, *sunbeam*, and *sunburst*. The sheet is very fragile, with Hardness 0 and 1 hit point; if removed it must be handled carefully or it will crumple and tear, ruining the scroll. The spells can be cast without removing the scroll from the case.

APPEARANCE

This scroll has been written on a sheet of some satiny black fabric with a weave so fine you cannot pick out individual threads. Words glimmer upon its surface in faint white light.

PROPERTIES

This scroll contains the arcane spells *Evar's black tentacles*, *web*, *stinking cloud*, and *acid fog*.

§ Cursed Scroll of Illiteracy § 60

APPEARANCE

Four fist-sized bolts secure a great brass tablet by its corners to a stone wall [or other large surface of your choosing]. Magical runes have been deeply inscribed upon the surface of the tablet in an elegant script.

PROPERTIES

The tablet measures eight feet long, four feet wide, and two inches thick. It weighs nearly 1.5 tons.

The engraved runes form the arcane scroll spell *antimagic field* at caster level 12. Once cast, the runes fade, but the surface can be inscribed anew with a new casting of any spell of 6th level or lower. This process costs only 50% the normal amount in materials, but takes four times as long to prepare due to the painstaking effort required to engrave words onto the tablet properly. The person preparing the spell must also have at least 5 ranks in Craft (engraving) or a similar skill.

§ Jehazaren's Summoning § 62

APPEARANCE

A strong aroma of cinnamon and cardamom wafts from this sheet of bright yellow paper. The sheet is blank save for a single word embossed upon it in fine golden filigree. The word is the name *Jehazaren*, written in the language of fiery creatures.

PROPERTIES

If the scroll is held over an open flame and the name spoken, words to a divine spell appear on the scroll. When recited, they act as a *planar ally* spell, summoning an efreeti named *Jehazaren* to serve the reader for 12 hours. The reader may attempt to negotiate further service with *Jehazaren* (see the spell description for details), but the genie starts with an attitude of Unfriendly.

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§ Adventurer's Assortment § 61a

Adventurer's Assortment – Card A

APPEARANCE

This small leather satchel contains a collection of mismatched scrolls written on paper or parchment of varying shades and sizes.

PROPERTIES

The satchel is worth little, and weighs one pound. The scrolls are all arcane, and are as follows:

1. An eight-inch square sheet of dun-colored parchment, rather smudged with dirt; on it is written *fear* (widened).
2. A folded sheet of papyrus 18 inches wide and 48 inches long, bearing *message* (enlarged), *alter self*, *darkvision*, *tongues*, and *teleport*.
3. A standard-sized sheet of yellow-white vellum with *wall of fire*.
4. Another standard-sized sheet of paper, this one dark gray in color; it appears to have been repeatedly crumpled and smoothed, and bears the spell *stoneskin*.

(See card 61b)

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§ Adventurer's Assortment § 61b

Adventurer's Assortment – Card A

PROPERTIES (CONTINUED)

5. A dyed sheet of black parchment eight inches wide and 15 inches long, somewhat frayed at the ends, with *vampiric touch* written in an unwholesome yellow ink the color of bile.
6. A sheet of light pink silk fabric that appears to have been cut from a larger section, bearing the spell *knock* (x3) stitched upon it with fine blue silk thread.
7. A plain white paper sheet of standard size, with a large ring-shaped ale stain covering a quarter of it, bearing the arcane spell *identify*.

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APPEARANCE

The exterior of this slim brass case is etched with images of angelic trumpeters; elegant scrollwork patterns run along the edges. The lid of the container swings open along its length on a pair of slim hinges.

Inside the case, a wand of light blue crystal rests in azure-hued crushed velvet padding that lines the top and bottom of the case. The wand is elegantly fluted, with a glittering sphere set at one end and a frosted grip at the other.

[Should the case interior be searched:] The velvet lining is removable; hidden beneath are two folded sheets of unbleached paper.

PROPERTIES

The case is 20 inches long, six inches wide, and 1-1/2 inches deep. It weighs 1 pound. It is held shut by a pair of latches that securely fasten but do not lock. The wand is 18 inches long, and is a wand of cure moderate wounds at caster level 5, with 14 charges remaining. One scroll bears the divine spell *summon monster IX* and the other bears the divine spell *elemental swarm (air)*.

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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.

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.

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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.

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 valuable for its size and fine quality.

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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.

PROPERTIES

The scroll contains four copies each of four divine spells: *remove fear*, *remove paralysis*, *remove disease*, and *neutralize poison*. The ivory tube is one foot long and one inch in diameter; and is of fine craftsmanship.

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APPEARANCE

Three sheets of lightly tanned parchment are found rolled up and secured with a simple leather thong. The only marking on each is a small sunburst symbol in one corner, written in brown ink scarcely discernible from the natural coloration of the parchment.

[If the scroll is exposed to direct sunlight:] *Under the light of the sun, words slowly appear on the parchment sheet, bearing a complex series of incantations written in the form of religious script.*

PROPERTIES

The scrolls bear the divine spells *hallow*, *forbiddance*, and *consecrate*. A spell of up to 4th level can be tied to the *hallowed* area; the *forbiddance* spell affects an area equivalent to one 60-foot cube.

APPEARANCE

A roll of ancient, yellowed papyrus lies trapped in a small steel cage. There is no lock or other means of opening the cage; it appears the thin metal bars must be forcibly damaged in order to extract the scroll.

PROPERTIES

The cage is eight inches long, one inch wide and deep, and is formed of small steel bars 1/8 inch in diameter, with 1/4-inch gaps between each bar. The scroll radiates a strong aura of abjuration magic.

APPEARANCE

The bleached white skull of a humanoid, perhaps a human, rests upon a small mound of dust and bones. Each eye socket holds a large faceted blood red jewel that glimmers with an inner light. Six of the teeth have been removed and replaced with deep blue faceted gemstones as well. A rolled up parchment scroll lies clutched in the skull's jaws.

PROPERTIES

The jewels set into the skull's eye sockets and jaws are fakes, but have value due to the quality of their workmanship. A DC 12 Appraise or Craft (jewelry) check determines their true value.

The scroll bears one casting of the arcane spell *simulacrum*, caster level 15. The simulacrum created can have up to 15 hit dice.

APPEARANCE

Six white ceramic tiles, each the size of a maiden's hand, are stowed within a large leather belt pouch. A thin groove bisects the center of each tile at its midpoint, and each bears the symbol of a lawful good war god. Further, each tile bears a second symbol: one has a hand, the next a flame, then a pair of bulls facing one another, a circle, and the final two each a cross.

PROPERTIES

The tiles are each three inches wide, six inches long, and about a quarter inch thick. Each tile is designed to be snapped in two down the midline. Within each is a folded sheet of paper bearing a divine spell, as follows: hand tile – *greater restoration*; flame tile – *flame strike*; tile with bulls – *mass bull's strength*; circle tile – *antimagic field*; tiles with crosses – *heal*.

Once a tile has been broken and the scroll exposed, there is a 5% chance each minute that the spell on it spontaneously casts, targeted on the creature or creatures nearest to it.

The Black Book of Vidan Singh 70a

The Black Book of Vidan Singh – Card A

APPEARANCE

A badly scarred and scorched sheet of oiled canvas wraps around a slim black tome. The book is bound in leather, and the pages are made of fine white paper. The cover and interior are gritty with white sand. The pages appear slightly warped, as if repeatedly exposed to humid conditions. The book bears no title on its cover or spine.

PROPERTIES

The book measures 8 inches wide, 11 inches long, and one inch thick. It has a total of 100 pages and weighs 5 pounds. The book contains the following spells: Level 0 - *detect magic*, *mage hand*, *mending*, *prestidigitation*, *read magic*, and *touch of fatigue*; Level 1 - *burning hands*, *erase*, *expeditious retreat*, *grease*, *identify*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, and *sleep*; Level 2 - *blindness/deafness*, *blur*, *continual flame*, *darkvision*, *false life*, *glitterdust*, *invisibility* (trapped with *sepia snake sigil*), *mirror image*, *scorching ray*, and *web*; Level 3 - *dispel magic*, *explosive runes*, *fly*, *haste*, *sepia snake sigil*, *slow*, *stinking cloud*, and *suggestion*;

(SEE CARD 70B)

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Spellslinger's Bandolier 72

APPEARANCE

This wide band or belt of leather is meant to be worn across the body as a bandolier. Running down the front are ten pockets sewn into the leather, each fitted with a snug leather cap. Investigation reveals that eight of the pockets contain tightly rolled sheets of paper that have been rubbed with aromatic beeswax.

PROPERTIES

The bandolier is sized to fit an average-sized human or half-elven male, though it could be adjusted to fit other medium-sized humanoid creatures. It measures six inches in width, with the pockets jutting out an additional inch and a half on either side. Drawing a scroll from the bandolier requires as much time as drawing a weapon, and they may be drawn as a free action if one has the Quick-Draw feat. The bandolier is worth 50 gp and weighs 2 pounds.

The scrolls have been treated with a beeswax derivative to preserve them against rain and humidity. Each bears a 6th level arcane spell: *acid fog*, *mass bear's endurance*, *greater heroism*, *flesh to stone*, *repulsion*, *mass suggestion*, *mass bull's strength*, and *chain lightning*, respectively.

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The Black Book of Vidan Singh 70b

The Black Book of Vidan Singh – Card B

PROPERTIES (CONTINUED)

Level 3 - *dispel magic*, *explosive runes*, *fly*, *haste*, *sepia snake sigil*, *slow*, *stinking cloud*, and *suggestion*; Level 4 - *confusion*, *dimension door*, *fear*, *greater invisibility*, *stoneskin*, and *wall of ice*; and Level 5 - *baleful polymorph* (trapped with *sepia snake sigil*), *cone of cold*, and *permanency*.

Three pages within the book are trapped. The spells *invisibility* and *baleful polymorph* both have a *sepia snake sigil* scribed within their text. In addition, a page between the spells *scorching ray* and *web* is falsely titled as being for the spell *knock*, but actually contains *explosive runes*. These spells are cast at 10th level, and have a save DC of 17.

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Protection in Crystal 73

APPEARANCE

Contained within a surprisingly heavy foot-long crystal cylinder is what appears to be a sheet of thick yellow paper, rolled up in a coil. The cylinder appears to unscrew at one end.

PROPERTIES

The cylinder is made of magically hardened, nearly impervious crystal. It measures 13 inches long and four inches in diameter, has Hardness 60, 100 hit points, and weighs 10 pounds. The scroll within is one foot wide and three feet long, and bears the arcane spells *protection from evil*, *protection from arrows*, *protection from energy*, and *protection from spells*.

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APPEARANCE

The polished rosewood covers of this book bear the title *Book of the Green Death* branded into them. The pages within are made of coarse, rough-cut sheets of unbleached paper.

PROPERTIES

The book measures two feet high, one foot wide, and half a foot thick. It weighs ten pounds.

Most of the text is devoted to a discourse of the terrible power of nature when roused—how exterminating a species of mouse might cause a plague, or overcutting of trees might cause drought. Four scroll spells are embedded in the text in various places throughout the book, the druidic spells *shambler*, *storm of vengeance*, *earthquake*, and *whirlwind*. Without the spells, the lore might have value if sold to the right sage.

APPEARANCE

A small pane of glass rests within a frame of black steel. The glass glistens and magnifies the darkness of the metal, as if it were a window looking onto a vast, yawning gulf of endless night.

The back has been etched in a fine pattern of swirling lines, with the letter “T” at the center and an arcane symbol or wizard’s mark above it.

[If one peers into the glass:] *Runes swim out of the darkness of the glass like tiny spectral figures, forming words and phrases in arcane script.*

PROPERTIES

This plaque contains ten spells relating to chaos. Each day at midnight, the spell it displays randomly changes; once a spell is cast it is removed from the list of spells remaining. The spells currently stored are: *chaos hammer*, *dispel law*, *word of chaos*, *cloak of chaos*, *entropic shield*, *mirror image*, *confusion*, *insanity*, *prismatic spray*, and *unluck*. The first five are divine spells, the rest arcane.

APPEARANCE

This is a massive, ornate gilded tome covered with an impressive array of good-sized blue gems that refract light in a star-like pattern. The book is untitled on the cover; on the spine it gives the numerals “I-V.”

[Should the book be opened without first uttering, “By the Grace of Mysteries Arcane”:] *As you begin to open the book, a deep masculine voice intones, “A curse upon you who would steal this tome! Your fortunes shall wane, your kinsmen be slain, your soul, enchained. You have been warned!”* [This is an empty threat to help protect the tome, but may scare off the gullible.]

PROPERTIES

(See card 76b)

PROPERTIES

The book seems to be three feet wide, six feet tall, 14 inches thick and covered in a king’s ransom in jewels. All this is of course illusion; the actual book is one foot wide, two feet long, two inches thick, and has a plain brown leather cover titled, “Chapbook of Illusions, vol. 1.” The name “Guild of Arcane Mystery” is present at the base of the rear inner cover.

The book has 100 pages, of which 98 are used. It contains arcane spells of the school of Illusion from first to fifth level: I-*color spray*, *disguise self*, *magic aura*, *silent image*, *ventriloquism*; II-*blur*, *disguise magic aura* (see Appendix Two for spell details), *hypnotic pattern*, *invisibility*, *magic mouth*, *minor image*, *mirror image*, *misdirection*, *phantom trap*; III-*displacement*, *illusory script*, *invisibility sphere*, *major image*; IV-*distance distortion* (see Appendix Two for spell details), *hallucinatory terrain*, *illusory wall*, *invisibility (greater)*, *phantasmal killer*, *rainbow pattern*, *shadow conjuration*; V-*dream*, *false vision*, *mirage arcana*, *nightmare*, *persistent image*, *seeming*, *shadow evocation*.

APPEARANCE

Two slightly rusted steel latches hold this slim case of polished oak firmly shut.

[If opened:] The case holds a collection of nine sheets of cloudy gray vellum, pressed flat by the sides of the thin case.

PROPERTIES

The case measures 12 x 8 x 1 inch in size, and the scrolls measure 7 x 10 inches each. The scrolls are all created at caster level 18, and contain the spells *summon nature's ally I* through IX, one per scroll.

APPEARANCE

Waves of intense heat emanate from the red-glowing surface of this large plaque; the air around the metal slab shimmers from its intensity. Writing is spelled out on the plaque's surface in green flame.

PROPERTIES

The plaque is two feet long, one and a half feet wide, and one inch thick. It weighs 25 pounds. The plaque perpetually radiates great heat (500° F). A mere touch inflicts 1d6 fire damage, and the plaque can set fire to paper and other combustibles if brought too close. To be used, the plaque must be gripped in both hands and read aloud, a process that takes two full rounds to complete. The person reading the plaque cannot be under the influence of any spells or abilities that reduce or eliminate damage from fire. Each round the plaque is grasped, the person holding it suffers 10d6 fire damage, with a DC 25 Fortitude save allowed for half damage. Due to the incredible pain of holding this, the person must also make a DC 25 Will save at the start of each round the plaque is held or immediately release it. Assuming the reader survives the ordeal, he or she immediately gains a permanent immunity to fire.

APPEARANCE

This coffer is constructed of dark-stained cherry wood, held closed with a pair of jade latches. The interior is lined top and bottom with thick layers of dark red silk. Nestled in two rows running the length of the box is a series of ten clear crystal spheres.

PROPERTIES

The box is 1.5 feet long, 6 inches wide, & 4 inches deep. The spheres within measure 1 inch in diameter, have Hardness 5 & 1 hit point. The box weighs 4 lbs, & the spheres weigh 1/4 lb each. The crystal spheres when held with bare flesh for at least one round, each begins singing a beautiful song in dulcet tones & an unknown language. If a spellcaster capable of casting one of these spells (i.e., it is on the caster's class spell list) holds a sphere in hand & sings along with the song (requiring a successful Perform [singing] check, DC 16), he or she produces that sphere's spell effect at caster level 16. Once a spell is cast, the sphere becomes cracked, smoky and worthless. This is considered a spell completion item like a scroll; it does not provoke an attack of opportunity to use one while threatened. The spells contained include: *mass cat's grace*, *mass cure moderate wounds* (3 spheres), *find the path*, *heroes' feast* (2 spheres), *summon monster VI*, *sympathetic vibration*, and *veil*.

APPEARANCE

Two slightly battered steel plates have been pressed together and joined by a series of four small locks, one in each corner of the plates. Further, wax has been rubbed into the hairline crack between the plates, providing a watertight seal for whatever might be sandwiched between.

[If opened:] A collection of five sheets of thin, semitranslucent parchment lie pressed between the plates.

PROPERTIES

The metal container is nine inches wide and 13 inches in length; each plate is 1/4 inch thick. The locks are of superior quality (Open Lock DC 40); all four must be disabled to separate the plates.

Each of the five scrolls inside contains a casting of the divine spell *greater restoration*.

§ Casket of Life Renewed § 81

APPEARANCE

This human-sized coffin is made of fine glass or crystal. The bottom is padded in luxurious red velvet that appears untouched by age. Magical script has been etched into the undersurface of the lid, frosting the glass in delicate patterns.

PROPERTIES

The casket measures eight feet long, three feet wide, and two feet high. The words, which can be read through the transparent top, are a casting of the divine spell *true resurrection*. Some portion of the remains of the person to be resurrected must be placed in the casket and the spell read; the casket fills with holy light, and when the spell is complete the person who has been resurrected lies within. After having been used, the casket crumbles away into dust within a minute of the body being removed.

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§ The Scroll of Valtoriak § 83

APPEARANCE

Judging by the quality of the poorly scraped parchment and the writing in thick, blocky letters, this scroll looks to be the product of a rank apprentice in the art of scroll-crafting.

PROPERTIES

This scroll bears the arcane spell *ray of enfeeblement*, caster level 1.

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§ The Scroll of Any Spell § 82

APPEARANCE

This is a slim sandalwood writer's case. The top surface of the case is hinged and slanted, to provide an angled writing surface when the case is resting on one's lap. The angled lid is held closed by a pair of brass clasps. Inside the case is a scroll of flawless white paper, along with a quill tipped with jet black metal or stone, a small vial of ink, and a sander for shaking on an inked page to prevent the ink from smudging.

PROPERTIES

The case is twenty inches wide, eighteen inches long, and between one and three inches wide; its contents are all magical. Any spellcaster who uses the materials provided can scribe a scroll of any one spell known; it need not be a memorized spell. This process takes ten minutes. The scribed spell can have a material component cost of up to 10,000 gp, and an experience point cost of up to 5,000 xp, which the magic of the writing kit absorbs. The scribe need not have the Scribe Scroll feat, and does not pay any experience point cost to create the scroll. The only limitation on the spell to be written is that cannot be the spell *wish* or *miracle*, nor can it be an Epic spell.

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§ Legacy of Gods § 84

APPEARANCE

Words have been graven into the side of a cliff [or: a wall of stone], in runes of power.

PROPERTIES

This is a casting of the divine spell *miracle*, at 20th level. A divine caster reading the spell does not pay any experience point cost for casting this spell.

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APPEARANCE

A shimmering sheet of rolled translucent paper has pinned to the wall by a dagger a handspan long; its hilt resembles the claw of a raptor, with the crosspiece being the talons and the hilt the leg. The pommel is capped with a flat, smooth-polished cabochon of white stone [moonstone].

On closer inspection, the paper looks to be literally translucent—the wall can be seen through its pale form.

PROPERTIES

The dagger is a +2 ghost touch dagger. The scroll is incorporeal, and must be manipulated by an incorporeal creature or through using ghost touch items. If it can somehow be opened, the spells upon it can be read. The scroll bears the arcane spells astral projection and gate.

APPEARANCE

This massive tome has an ornately tooled leather cover surrounding a central oval plaque of badly rusted iron. The thick parchment pages are likewise stained with reddish-brown rust marks. The cover of the book bears no title.

[If examined:] The book contains an exacting set of specifications for the construction of a large humanoid-shaped device from iron; many sections of the text are written in magical runes, while others have been scribed in the ancient language of dragons.

PROPERTIES

The book is three feet wide, five feet tall, and one foot thick. It is a golem manual (iron).

APPEARANCE

A scroll can be seen indistinctly within a cylinder of iridescent crystal which is etched with curving and intersecting lines that seem to capture and direct one's gaze. The cylinder is capped at either end with a polished and engraved lid of silvery-white platinum. The scroll has been penned on a coarse-textured but nonetheless fine-quality paper. The edges have been stitched with threads of seven different colors, and the words penned in a shiny black ink that swims with color if one gazes at it overlong. The scroll is permeated with strange essences, producing a conflicting riot of odors—first *musty bread*, then *brimstone*, *hot cedar* and *animal musk*—with other, less recognizable scents hidden beneath.

PROPERTIES

The scroll bears the arcane spells *color spray*, *hypnotic pattern*, *rainbow pattern*, *prismatic spray*, *prismatic wall*, *prismatic chain* (see Appendix Two for spell details), *prismatic sphere*, and *scintillating doom* (see Appendix Two for spell details). The crystal tube itself, with end caps, appears to be very valuable.

APPEARANCE

Resembling a light shield or buckler in size, with a leather strap bolted to a thin oblong of polished steel, this device does not appear hardy enough to serve as an effective defense. The surface of the steel has been burnished to a glossy shine, and the metal edged with ornate platinum filigree. On the back side of the plaque, lines have been etched in fine arabesque.

PROPERTIES

The metal oblong measures ten inches square, with a slightly convex outer surface and rounded corners. Although this plaque can be carried in a manner similar to a buckler (and has the same combat limitations and penalties if held in this way), it is not intended to serve as protection for its bearer, provides no bonus to AC, and need not be worn to function. If a spell of first to third level is targeted at the plaque, the spell is absorbed by the metal and appears on its polished steel surface, engraved in runes in a manner similar to a scroll, at the caster level of whoever cast the spell on the plaque. Once the spell is read off and cast, the metal returns to its smooth, polished state, and may be used to store another spell.

APPEARANCE

Manufactured entirely of bright silvery metal, this holy symbol of a god of law is a work of art, with fine scrollwork patterns embossed upon the metal to highlight the symbol's gleaming luster. Delicate words have been scribed into the back of the symbol, in some sort of magical runes.

PROPERTIES

This symbol bears a casting of the divine spell *banishment* at 11th level. The words do not fade when the spell is read, but the spell cannot be used again for 24 hours after it has been cast.

The *banishment* affects up to 22 hit dice of outsiders with the chaotic subtype. They face a DC 21 Will save to avoid being banished.

APPEARANCE - This small stuffed toy bear has obviously seen better days. Bits of dingy yellow stuffing peek out where the bear's right leg attaches to the body. Hidden at the center of the toy's stuffed body is a slim leather case stitched closed with waxed thread. Folded inside is a sheet of very fine, almost translucent paper that unfolds into a long, narrow scroll bearing words in faintly luminescent green letters.

PROPERTIES

The bear is roughly a 1 foot long and half that in width. A *Nystal's magic aura* spell has been cast on the bear itself to conceal the more intensely magical scroll hidden within. Someone examining the bear closely may be able to tell that the bear is not as floppy as might be expected based on its age. The scroll itself contains the following arcane spells, cast at 18th level: *expeditious retreat* (x4), *fly*, *gaseous form*, *suggestion*, *dimension door* (x4), *guards and wards*, *mass suggestion*, *true seeing* (x2), *forcecage*, *limited wish* (x2; includes up to 300 xp component), *iron body*, *mind blank*, and *foresight*. The scroll is invisibly marked with the creator's arcane mark, so it can be transported to him via *Drawmij's instant summons*.

Vardaine's Defense – Card A

APPEARANCE

Roughly the size of a tavern trencher, this brown leather case appears relatively unmarred by damage or aging, with only minor scuffing along the bottom. The case is held closed by a small lock along one side.

[If opened:] The center of the case holds a number of rolled sheets of buff-colored parchment tucked into a central well, running the length of the case. On the side nearest the lock, a collection of brushes and chisels lie nestled in small compartments. On the opposite side, a dozen jars hold glittering substances or pigments of various colors.

PROPERTIES

(See card 90b)

Vardaine's Defense – Card B

PROPERTIES

The leather kit is locked with an untrapped lock of exceptional quality (Open Locks DC 40 to open). It measures 25 inches long, 18 inches wide, and five inches deep.

There are eight sheets of parchment in the kit, rolled together in the center compartment. Each sheet measures two feet square and bears an elaborate diagram of a symbol, with lines and arrows pointing to arcane text crammed into the corners, margins, and other free spaces on the sheet. When used in conjunction with the chisels, brushes, and pigments (made from crushed gemstones of various kinds), each sheet can be used to scribe a single symbol, as the spell, as follows: *symbol of pain*, *symbol of sleep*, *symbol of fear*, *symbol of persuasion*, *symbol of stunning*, *symbol of weakness*, *symbol of insanity*, and *symbol of death*.

The chisels and pigments are part of the material component required for the casting of each spell; if they are lost, the value of the scrolls decreases commensurately.

APPEARANCE

Titled The Book of Silence, this book has thick wooden boards front and back, covered completely with dark blue satin. The sheets inside are held together by a set of six metal pins which pierce the pages and are secured in place by thin metal rods inside the two covers. A thicker rod of ornately scrolled dark wood, a little longer than the book, has been tucked inside the loose fabric over the spine; the rod is capped with glistening blue gemstones at either end.

The interior pages appear to be made from parchment that has been stained or treated with a waxy substance, giving them a grayish hue. All the pages seem to be identical. [There are 35 pages in all.]

PROPERTIES

The book is eight inches wide, 22 inches long and one inch thick. It contains 35 castings of the divine spell *silence*, which has been augmented with the *Widen Spell* metamagic feat, giving the spells a 40-foot radius. The spells are prepared at caster level 9. The rod stuck along the spine of the book is a magical metamagic rod of *silent spell*.

APPEARANCE

This is a rather undistinguished fingerless black leather glove, well worn in the grip. Four silver studs decorate the back over the knuckles, presumably to add a little oomph to a punch.

PROPERTIES

The glove is a *glove of storing*. The scroll stored within the glove contains the following arcane spells, all at 15th caster level: *obscuring mist*; *blur*, *darkvision*, *flaming sphere*, *gust of wind*, *knock*, *rope trick*; *daylight*, *displacement*, *fly*, *gaseous form*, *nondetection*, *slow*, *stinking cloud*; *detect scrying*, *dimensional anchor*, *hallucinatory terrain*, *remove curse*; *break enchantment*, *hold monster*, *major creation*, *telekinesis*, *teleport*; *contingency*, *greater dispel magic*, *globe of invulnerability*, *wall of iron*; *forcecage*, *power word blind*, *statue*, and *waves of exhaustion*.

APPEARANCE

This small, fat book is titled Darjonais' Treatise on Excellence in Corporeal Existence. The book is bound in a soft blue cloth cover, with a blue silk ribbon attached to the binding to serve as a place marker. The slick white pages appear crisp and new, as if the book had been penned only yesterday.

PROPERTIES

This book measures four inches wide, seven inches long, and 2-1/2 inches thick. The contents function as a *manual of bodily health* +2.

APPEARANCE

Delicate runes run the length of this ebony staff in abstract spiral patterns. Slim tips of clear crystal cap the staff at either end, and leather bindings have been placed over the middle third to provide a sure grip. A long, narrow leather pouch has been tied to the center of the staff.

[If the pouch is opened:] The pouch is filled by a rolled scroll of dark yellow parchment.

PROPERTIES

The staff is a +2 *quarterstaff*, with one end imbued with the *flaming burst* property, and the other with *icy burst*.

The scroll inside the pouch holds the druidic spells *spellstaff*, *flame strike*, and *meld into stone*.

APPEARANCE

This massive tome has a thick, cream-colored leather cover bearing a title in brightly limned runes. Red, blue, and green ornamental gemstones decorate the cover in a pleasing array of color, nestled among ornate impressed knotwork that covers the entire cover. The pages within appear to be made from fine white vellum that has yellowed with age.

PROPERTIES

The tome is three feet wide, five feet tall, and two feet thick. The text within is written in a dead language, and requires a *comprehend languages* spell to understand. Should that be cast, the title can be read to be *On Mental Excellence*.

The tome is divided into three sections. The first acts as a *tome of clear thought +1*, the second as a *tome of leadership and influence +1*, and the third as a *tome of understanding +1*.

APPEARANCE

Bound together by a meshwork of platinum filaments, this thick tome has a cover made of two plates of solid gold, studded with rubies and sapphires. The pages within are made of the finest white vellum. Written upon the cover and the spine in the common tongue is the title: The Codex of All Wisdom.

PROPERTIES

This book is ten inches wide, 14 inches long and 12 inches thick. This magical encyclopedic reference contains knowledge on just about any topic. Anyone who consults this tome gains a +10 competence bonus to a Knowledge check about any subject.

Fortuneteller's Card – Card A

APPEARANCE

This is a small polished oak case stained a rich red-brown hue. It is about a handspan long and half that in width. It does not appear to be held shut by a clasp or lock, rather, one side has a tuck-in flap of leather and oak.

[If the flap is opened:] *It folds open to reveal an interior divided into two compartments. A ribbon helps you slide out a set of elaborate, hand-painted cards for telling fortunes held tightly in the first compartment, while a second, slimmer compartment holds a small booklet bound in smooth, blood-red cloth.*

PROPERTIES

(See card 97b)

Fortuneteller's Card – Card B

PROPERTIES

The wood case measures 9 x 4 x 1-1/2 inches in size. The flap is not locked in place in any way. The box is worth 10 gp by itself.

The booklet is magical. The cards are laid out in the manner specified in the book by a person seeking information on an event in the near future. The diviner of the cards must then read the book's interpretation of the layout. The person who laid out the cards is granted an answer duplicating the effects of an *augury* spell, cast at 12th level (so the reading has an 82% accuracy), save that it applies to the person who laid out the cards, not the diviner.

The cards measure 5 x 3-1/2 inches in size, and are made of thick, stiff paper. They have no inherent properties other than a preservative magic to maintain the vibrancy of the images.

APPEARANCE

Each of the ten volumes in this set of books is bound in black leather trimmed in gold leaf. The volumes are numbered I to X on the spine near the top, and a small glyph appears at the bottom of each spine.

The pages are fashioned of fine white paper. Other than a light patina of dust, the books appear to be in excellent condition, unmarred by time or use.

[If the contents are examined:] *The first volume, written in a rather archaic usage of the common tongue, begins with a primer on wizardry, and includes pages listing all of the lowest-powered wizardly cantrips and spells to serve as examples. The words are written in dark gold letters, and the material is exquisitely worked and illuminated, and extremely well organized.*

Each volume after the first deals with progressively higher-powered arcane castings, with the last few covering the most powerful of wizardries.

PROPERTIES

(See card 99b)

PROPERTIES

This set contains all the commonly known wizard spells, divided by spell level. Each book has worth above that of the value of the spells it contains due to the materials used in construction, the preservative magics that ward off decay, and an effect that allows each book to exceed the normal 100-page limit for spellbooks.

Book contents and values (including material cost given above) are as follows: Volume I (0 level spells, 19 pages; introduction to the theory and practice of wizardry, 100 pages) Volume II (1st level spells, 39 pages); Volume III (2nd level spells, 100 pages); Volume IV (3rd level spells, 135 pages); Volume V (4th level spells, 164 pages); Volume VI (5th level spells, 215 pages); Volume VII (6th level spells, 258 pages); Volume VIII (7th level spells, 245 pages); Volume IX (8th level spells, 280 pages); Volume X (9th level spells, 216 pages);

APPEARANCE

Fully ten paces long and half that span in height. this massive oil painting is a true masterpiece of the art. The painting depicts a bleak mountain landscape, complete with crags, forlorn valleys, and twisted pine trees hunched from the wind. A crumbling tower crouches on one rugged peak toward the right hand side of the picture. Surrounding the marvelous canvas is an exquisitely carved frame of polished hardwood, nearly an arm's-length wide.

PROPERTIES

(See card 100b)

PROPERTIES

This painting is 30 feet long and 15 feet high with a hardwood (possibly oak, or mahogany) frame. Transporting it may be difficult due to its massive size and weight.

Concealed amid the play of shadows and light on a cliff face, magic writing has been cunningly worked into the picture. Once interpreted, it is revealed as the words for the arcane spell *greater teleport*, cast at 13th level. This spell can be cast to transport the reader and companions to the depicted location (or to whatever other location they desire to go, per the spell). This spell completion item is reusable; however, due to its massive size the painting as a whole cannot be transported by this spell.