

Bits of Magicka:™ Mystic Writings

Credits

Author:

Greg Ragland

Editor:

Vicki Potter

Layout:

Marcella Ganow

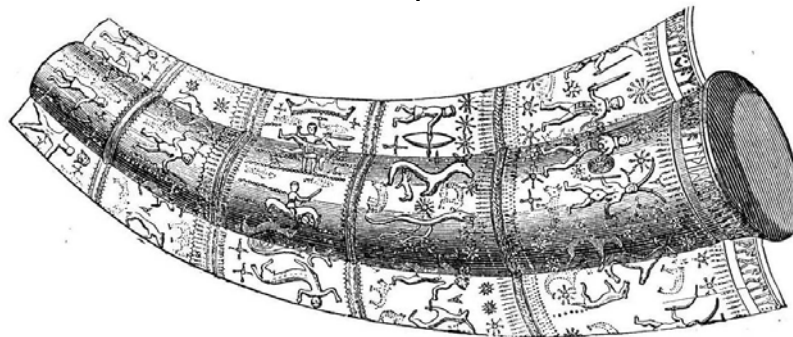
Art:

Jesús & Javier Carmona

UKG Publishing

Some clipart by:

©2007 Jupiterimages Corporation



<http://www.tabletopadventures.com>

Product Update Password for Bits of Magicka: Mystic Writings: Ridolfo

Copyright ©2007 Tabletop Adventures, LLC. All Rights Reserved. Tabletop Adventures, the Tabletop Adventures logo, Bits of Magicka™, and Mystic Writings, are trademarks of Tabletop Adventures. Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material. The Mother of All Treasure Tables™, The Mother of All Encounter Tables™, Eldritch Sorcery™ and Necromancer Games™ are all copyrights of Necromancer Games and are

used with permission. This material is protected under international treaties and the copyright laws of the United States of America. Any reproduction or unauthorized use of the material is prohibited without the express written permission of Tabletop Adventures. This product is a work of fiction. Any similarity to actual people, organizations, places or events is purely coincidental.

Designation of Open Game Content: All text contained in the Properties section of each entry is Open Game Content. In addition, the Random Item Chart in Appendix One and the spells, spell descriptions, spell stat blocks and spell names in Appendix Two and the Indexes are Open Game Content. All designations are subject to the Product Identity designation below.

Product Identity: "Tabletop Adventures," the Tabletop Adventures logo, "Bits of Magicka™", "Mystic Writings," all proper names (including proper names of magic items), Shards, Bits, "Buy it Today, Play it Tonight", and "Augment your imagination" are all Product Identity. Any other content previously designated as Product Identity is hereby designated as Product Identity and is used with permission and/or pursuant to license.

Table of Contents

<i>Credits</i>	1
<i>Table of Contents</i>	3
<i>Introduction</i>	4
Using Bits of Magicka™	4
Reading the Entries	5
<i>Mystic Writings</i>	6
Encounter Level 1	6
Encounter Level 2	8
Encounter Level 3	9
Encounter Level 4	11
Encounter Level 5	13
Encounter Level 6	15
Encounter Level 7	16
Encounter Level 8	18
Encounter Level 9	21
Encounter Level 10	23
Encounter Level 11	24
Encounter Level 12	26
Encounter Level 13	28
Encounter Level 14	31
Encounter Level 15	32
Encounter Level 16	34
Encounter Level 17	36
Encounter Level 18	37
Encounter Level 19	39
Encounter Level 20	41
<i>Appendix One: Random Item Chart</i>	44
<i>Appendix Two: Additional Spells</i>	46
<i>Index</i>	49
<i>Index: Spells by Class, Alphabetical</i>	50
<i>Index: Spells by Class and Level</i>	52
<i>Open Game License</i>	54
<i>Cards</i>	55

Mystic Writings

1. Cursed Scroll of Illiteracy

APPEARANCE

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

HISTORY

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

PROPERTIES

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

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

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

2. Scroll of the Druid's Peacekeeper

APPEARANCE

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

HISTORY

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

PROPERTIES

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

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

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

3. Scroll of Neverending Ale

APPEARANCE

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

HISTORY

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

PROPERTIES

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



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

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

64. Scroll of Utter Annihilation

APPEARANCE

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

HISTORY

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

PROPERTIES

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

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

65. Heart of the Jewel

APPEARANCE

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

HISTORY

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

PROPERTIES

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

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

66. Scroll of Panacea

APPEARANCE

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

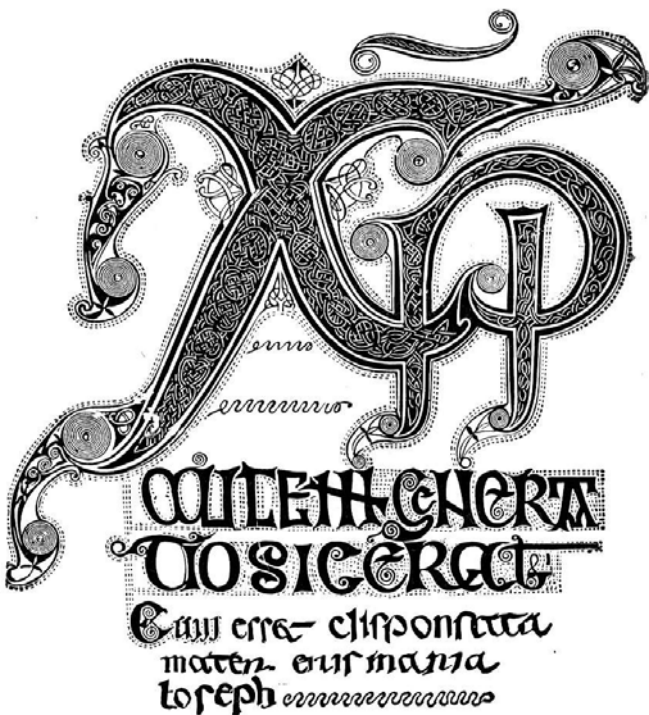
HISTORY

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

PROPERTIES

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

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



Index: Spells by Class, Alphabetical

Assassin/Blackguard

Merge into Art – 44

Bard

Cat's Grace, Mass – 79

Cure Moderate Wounds, Mass – 79

Enthrall – 7

Find the Path – 79

Heroes' Feast – 79

Song of Discord – 51

Song of Vengeance – 51

Summon Monster VI – 79

Sympathetic Vibration – 79

Veil – 79

Cleric

Animate Object – 38

Antimagic Field – 71

Augury – 97

Banishment – 89

Blasphemy – 45

Bull's Strength, Mass – 71

Chaos Hammer – 75

Cloak of Chaos – 75

Consecrate – 67

Create Ale – 3

Create Undead – 53

Cure Moderate Wounds, Mass – 52

Cure Serious Wounds – 63

Detect Thoughts – 39

Discern Lies – 39

Dispel Evil – 34

Dispel Law – 75

Elemental Swarm (Air) – 63

Entropic Shield – 75

Flame Strike – 71

Forbiddance – 67

Freedom of Movement – 32

Gaseous Form – 40

Hallow – 67

Heal – 28, 35, 71

Heal, Mass – 47

Magic Circle against Evil – 34

Magic Weapon (Stone) – 46

Magic Vestment – 30

Magic Weapon, Greater – 30

Miracle – 84

Neutralize Poison – 66

Obscuring Mist – 40

Planar Ally – 62

Raise Dead – 57

Regenerate – 36

Remove Disease – 66

Remove Fear – 66

Remove Paralysis – 66

Restoration – 27

Restoration, Greater – 71, 80

Righteous Might – 22

Searing Light – 58

Shield Other – 8

Silence – 92

Slay Living – 21

Soften Earth and Stone – 12

Stone Shape – 12

Summon Monster IX – 63

Sunbeam – 58

Sunburst – 58

True Resurrection – 81

Unholy Blight – 45

Wind Walk – 40

Word of Chaos – 75

Druid

Animal Growth – 49

Barkskin – 29, 49

Command Plants – 29

Earthquake – 55, 74

Entangle – 18

Flame Strike – 95

Magic Fang, Greater – 49

Meld into Stone – 95

Plant Growth – 18, 29

Repel Vermin – 14

Shambler – 74

Shillelagh – 2

Speak with Animals – 42

Speak with Plants – 42

Spellstaff – 95

Spike Growth – 18

Stone Tell – 42

Storm of Vengeance – 74

Summon Nature's Ally I-IX – 77

Whirlwind – 74

Word of Recall – 55

Paladin

Holy Sword – 48

Sorcerer/Wizard

Acid Fog – 59, 72

Alter Self – 61

Analyze Dweomer – 43

Antimagic Field – 60

Astral Projection – 85

Baleful Polymorph – 70

Bear's Endurance – 17

Bear's Endurance, Mass – 72

Blindness/Deafness – 70

Blur – 70, 94

Break Enchantment – 94

Bull's Strength – 17

Bull's Strength, Mass – 72

Burning Hands – 70

Cat's Grace – 17, 33

Chain Lightning – 72

Color Spray – 86

Comprehend Languages – 9

Cone of Cold – 70

Confusion – 70, 75

Contingency – 94

Index: Spells by Class and Level

Assassin/Blackguard

- Level 3:**
Merge into Art – 44

Bard

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

Cleric

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

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

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

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

- Level 8:**
Sunburst – 58

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

Druid

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

- Speak with Plants – 42
Spike Growth – 18

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

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

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

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

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

Paladin

- Level 4:**
Holy Sword – 48

Sorcerer/Wizard

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

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

☞ *Cursed Scroll of Illiteracy* ☞ 01

APPEARANCE

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

PROPERTIES

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

☞ *Scroll of the Druid's Peacekeeper* ☞ 02

APPEARANCE

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

PROPERTIES

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

Bits of Magicka: Mystic Writings ©2007 Tabletop Adventures™, LLC

☞ *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.

Bits of Magicka: Mystic Writings ©2007 Tabletop Adventures™, LLC

☞ *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.

Bits of Magicka: Mystic Writings ©2007 Tabletop Adventures™, LLC

Bits of Magicka: Mystic Writings ©2007 Tabletop Adventures™, LLC

Open Game License

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another,

independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Original Spell Name Compendium Copyright 2002 Clark Peterson; based on NPC-named spells from the **Player's Handbook** that were renamed in the System Reference Document. The **Compendium** can be found on the legal page of www.necromancergames.com.

Eldritch Sorcery Copyright 2005, Necromancer Games, Inc.; Authors Patrick Lawinger, Scott Greene, and David Mannes, with Erica Balsley, Chris Bernhardt, Casey W. Christofferson, Bill Collins, Jim Collura, Chad Coulter, Patrick Goulah, Skeeter Green, Jeff Harkness, Lance Hawvermale, Travis Hawvermale, Richard Hughes, Robert Hunter, Al Krombach, Rob Mason, Matt McGee, Clark Peterson, Michael Proteau, Greg Ragland, Gary Schotter, Joe Walmsley, and Bill Webb.

Creature Collection Volume 1 Copyright 2000, Clark Peterson.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker

Monster Manual II Copyright 2002, Wizards of the Coast, Inc.

Swords of Our Fathers Copyright 2003, The Game Mechanics.

Mutants & Masterminds Copyright 2002, Green Ronin Publishing.

Unearthed Arcana Copyright 2004, Wizards of the Coast, Inc.; Andy Collins, Jesse Decker, David Noonan, Rich Redman.

The Hypertext d20 SRD Copyright 2004, Jans W Carton.

Bits of Magicka: Mystic Writings Copyright 2007, Tabletop Adventures, LLC; Author Greg Ragland.