

Encyclopedia Magica™

Accessory

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Volume Four

Theories on Converging Transitions (Spellbook) to Zweiback of Zymurgy

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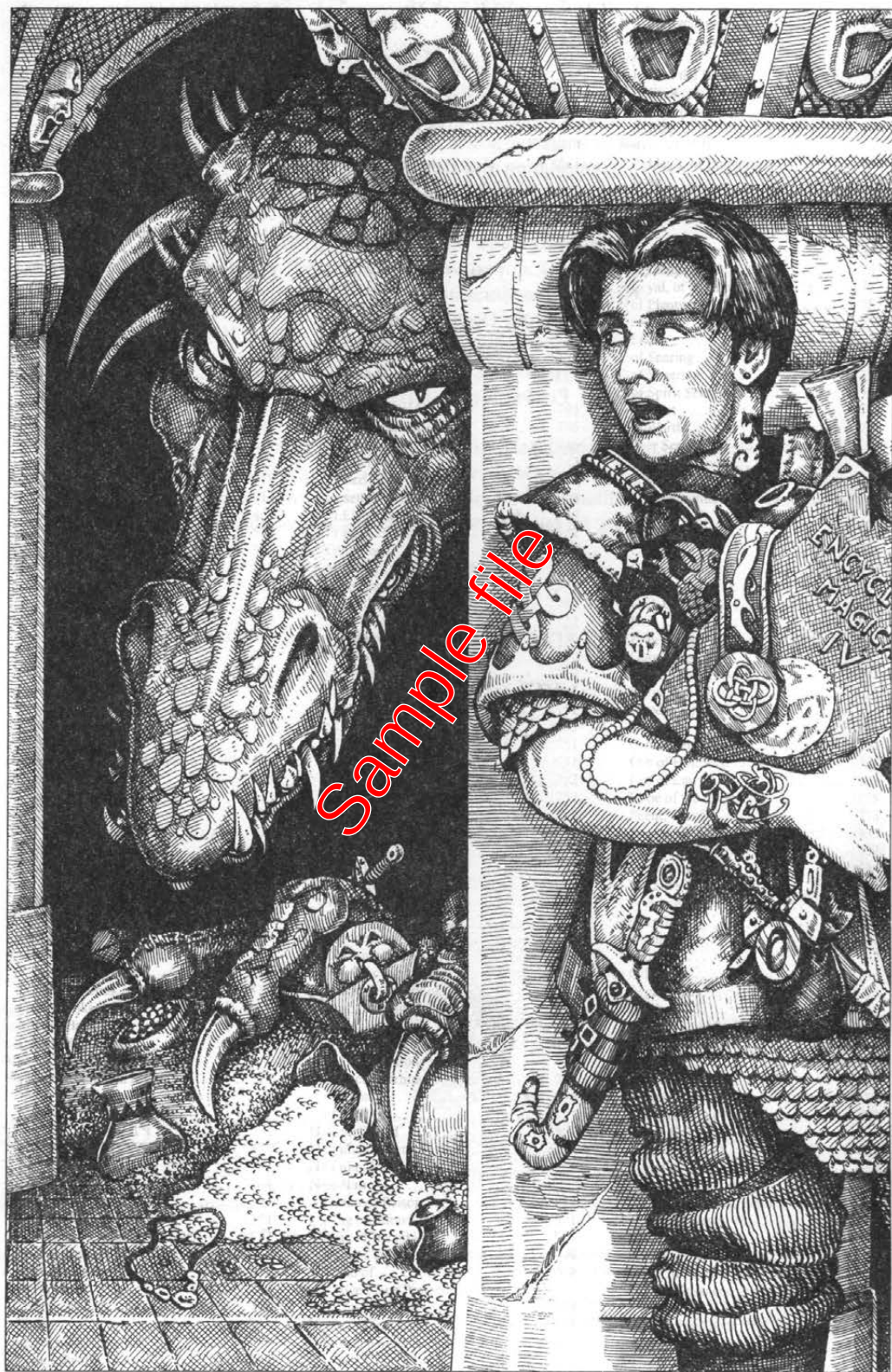
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Spellbook

Theories on Converging Transitions

XP Value: 1,200 **GP Value:** 12,000

DRAGON* Magazine 82

Lhegrand's spellbook has *dimension door*, *pass-wall*, and an archaic version of the *gate* spell penned in it.

Theory of the Invisible Forces

XP Value: 1,600 **GP Value:** 16,000

DRAGON Magazine 82

Penned by Tenser, this spellbook contains *push*, *unseen servant*, *strength*, and *Tenser's floating disc*.

Theory of Occult Visual Shock

XP Value: 1,600 **GP Value:** 16,000

DRAGON Magazine 82

Ye'Cind penned *fear*, *minor creation*, *phantasmal killer*, and *major creation* into this small spellbook.

Theories on Perception

XP Value: 1,600 **GP Value:** 16,000

DRAGON Magazine 82

The wizard Kuroth penned this manuscript. The spellbook contains *detect evil*, *clairaudience*, *true sight*, and *deafness*.

of Thorns

XP Value: 1,600 **GP Value:** 16,000

The Magister

The *Spellbook of Thorns* is two plain oak boards, 2 hand widths wide by 3 tall, bound with a thorn-root vine to four parchment sheets, on which are set down four druid spells, one to a page.

This plain tome was given to the reclusive Aubaerus "the Ravenmaster," a druid of the Dalelands, by the Battledale Seven, a now-vanished circle of druids. They in turn had it from an earlier circle of druids, the Ring of Wyvernwater. Its maker is unknown, but said by some to be the Hierophant Druid Khamlautas Iriphar of Cormyr.

The book's spells are *call lightning*, *greenwood* (a rarely seen druid spell, detailed hereafter), *control vapor* (another rarely seen druid spell, described below) and *wall of thorns*.

Greenwood

(Alteration)

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Level: 3

Components: V, S, M

Range: 10 feet per level

Casting Time: 3

Duration: 1 turn per level

Saving Throw: None

Area of Effect: 9 cubic feet, plus 1 cubic foot per level

Definition: By means of this spell, a druid can temporarily make dead and withered trees appear living, green, and healthy. Dead or bare trees, shrubs, and vines can be made to cloak themselves in leaves (enough to afford concealment, but not enough to use for an *entangle* spell). Dry firewood can be made damp enough that it won't light—or, if already alight, the flames simply die down to a thick, choking smoke (in a cloud equal in effects to that produced by the druid *pyrotechnics* spell). Dry, seasoned wood (such as a ship's mast) can be made to bend and snap under a strain like green wood; rotten wood (such as an old bridge or ruin) will usually collapse or become unsafe to carry any future load.

Damage to plants from such a condition is permanent, but the wood otherwise reverts to its former state after the expiration of the spell.

Control Vapor

(Alteration/Conjuration/Summoning)

Level: 5

Components: V, S, M

Range: 40 feet

Casting Time: 6

Duration: 1 round per level

Saving Throw: None

Area of Effect: 10 feet per level, hemispherical
Definition: By means of this spell, a druid is able to alter the movement rate and direction of natural or magical smokes and vapors, including incendiary clouds, smoke ghosts, breath weapons, and creatures in gaseous form. Within the area of effect, wind effects are negated even if of magical origin, and a druid is able to hold the vapor stationary or move it up to 1 foot per level per round in any desired direction. If the vapor passes out of the stationary area of effect of the spell, control is lost.

Unlike the 5th-level wizard spell *hold vapor*, *control vapor* affords no saving throw to creatures in gaseous form. Vapors cannot alter their form or split it unless the druid wills it, although creatures normally able to alter their gaseous form into another form can do so despite the druid's wishes (the process takes twice as long as it ordinarily does). Clouds of insects and similar insubstantial or amorphous but nongaseous creatures or groups of creatures are not affected by this spell.

Phezult's Sleep of Ages

(Alteration/Reversible)

Level: 9

Components: V, S, M

Range: 10 feet per level

Casting Time: 3 rounds**Duration:** Permanent**Saving Throw:** Negates**Area of Effect:** All living creatures in range

Definition: By means of this spell, a stasis field is created about the spell focus, radiating outward in an expanding sphere through solid rock and other physical or magical barriers (only an *antimagic shell*, *prismatic sphere*, or a closed cube or spherically shaped *wall of force* will stop its effects), 20 feet per round, until it reaches a maximum spherical volume of 10-foot-radius per level of the caster. All living creatures within this field except the caster and any beings protected as noted above must save vs. spell or be placed in suspended animation, whether they wish to be or not. Creatures of levels or Hit Dice equal to, greater than, or up to 3 levels or HD less than the spellcaster save "at par"; creatures of 4 to 7 HD or levels less than the caster save at -1, and creatures of even lesser levels save at an additional -1 penalty per level less than 7 below the caster's. The body functions of affected creatures' virtually cease, but they do not die as a direct result of this state nor will they grow older as the years pass. If a creature in stasis is slain by another means—physical attack, crushing, burial, or drowning due to physical changes around the body—stasis ends instantly and the body decays normally, for the affected victim only.

The caster requires his or her own blood (at least nine drops) smeared into an unbroken ring on any stable surface (usually stone) of a radius not more than the overall length of the caster's hand (wrist to fingertips), into which are placed at least six 500 gp value gems, of any sort. This is the "spell focus" referred to above. When the spellcasting is complete, four of these gems vanish, consumed in the act of releasing the spell's power. The rest fuel the stasis field, and dwindle slowly as the time passes (roughly one year of stasis being yielded per 10 gp of gem value). Removal of any gemstone from the circle, except its consumption by the field, or the breaking of the ring itself, instantly ends the stasis effect, as will using up all of the gems, but any number of gems that will fit can be added to the inside of the ring at any time to "refuel" the spell, extending its period of efficacy.

The stasis can be lifted from individual creatures without harm and without releasing other creatures under the same stasis by casting *temporal reinstatement* (see *temporal stasis* in the *PHB*) or the reverse of this spell, *Phezult's awakening* (which requires neither gems nor blood in its casting, but merely seven drops of pure or holy water) upon the spell focus rather than upon individual creatures. The stasis field shrinks gradually to nothingness at the same rate at which it originally expanded, freeing any creatures formerly within it

instantly, and without any lingering effects as it does so. No further gemstone material is lost.

Creatures entering the field after it has reached its full extent, even decades or centuries after the spell was cast, must save vs. spell to avoid falling into stasis. The penalties for levels and Hit Dice described above apply, but so does a +3 bonus to the save for any creature arriving in the field after it has stabilized at full extent. Such a save must be made each time a creature enters the stasis field, even if it has entered and been unaffected before; but each creature needs save only once per exposure to a particular *sleep of ages* stasis field. Creatures who are physically removed from such a field without being magically roused wake up by themselves 2d4 rounds after removal with no ill effects; the casting of a *dispel magic* will awaken such beings instantly if cast upon them when they are outside a field, but physical means will not hurry the process. A creature taken out of a stasis field and then taken back in before awakening returns to stasis without becoming conscious. Creatures in stasis who are mentally contacted by magic or otherwise while within the field do not respond, and the being contacting them is placed in stasis (temporary, awakening after 2d4 rounds as described above) each time such contact is attempted.

of Time

XP Value: 4,400**GP Value:** 44,000

Lost Tomb of Martek

This book, bound between platinum plates, contains the following spells: *haste*, *slow*, *dimension door*, *distance distortion*, *passwall*, *teleport*, *disintegrate*, *limited wish*, *permanency*, *temporal stasis*, and *time stop*. This work may be handled by any player.

Tomorast's

XP Value: 10,000**GP Value:** 100,000

Mordenkainen's Fantastic Adventure

This spellbook is scribed with the following spells: *affect normal fires*, *jump*, *magic missile*, *protection from good*, *darkness 15' radius*, *invisibility*, *levitate*, *web*, *wizard lock*, *dispel magic*, *flame arrow*, *lightning bolt*, *phantasmal force*, *suggestion*, *confusion*, *dimension door*, *polymorph other*, *wall of ice*, *cone of cold*, *feeblemind*, *magic jar*, *teleport*, *repulsion*, *spiritwrack*, and *monster summoning V*.

Trance of the Intellect

XP Value: 1,600**GP Value:** 16,000

DRAGON Magazine 82

Aspirin, a wizard believed to have appeared just outside the capital of Greyhawk during the recent wars that ravaged the lands—from an awry casting of *alter reality*—was carrying this book when he was incarcerated. To this day, the officials of

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Greyhawk believe he is a spy sent from Iuz to infiltrate the highest ranks of the country to assassinate the leaders (using *wish* and *limited wish* spells) as dictated by an extraplanar contact (using the book's *contact other plane* spell). The brigand was then to use *feign death* to deceive the officials that he was killed in action, so he could easily escape without provocation. Aspirin, to this day, denies any such aspirations.

Transcendental Impenetrabilities

XP Value: 1,600

GP Value: 16,000

DRAGON Magazine 82

This spellbook is one of Leomund's most famous works. It includes *Leomund's tiny hut*, *minor globe of invulnerability*, *globe of invulnerability*, *prismatic sphere*.

Tymessul's Enchiridion of Travel

XP Value: 7,200

GP Value: 72,000

DRAGON Magazine 166

This volume actually consists of five waxed papyrus scrolls, each tied shut with a ribbon of red silk. Each ribbon has a small black symbol woven into it, in the form of Tymessul's rune. Each scroll is quite long, nearly 10 feet, and each bears, at the top, in silvery ink, the name of the work (the *Enchiridion of Travel*) and the number of the scroll (1 through 5). The five scrolls are held in a light-green box of oiled wood, with a simple yet devious lock on the front. The box is unremarkable except for the fact that it has survived for nearly 350 years without any apparent ill effects from age. The box has a jade stone set in the top—Tymessul's symbol when he was alive.

The rune of Tymessul "the Wanderer" on the box and each of the ribbons makes the origin of the work obvious to scholars of Shalomnese history. The *Enchiridion's* origins are further substantiated in this respect by the fact that the work is written in the delicate spidery glyphs of a tongue used on the upper Outer Planes, for the Wanderer was the only resident of Tikkun Shalom to know this language at that time. The Wanderer did acknowledge a secondary source: Acheulea, an archmage from the Paraelemental Plane of Magma, who was a long-time associate of Tymessul and often accompanied him on his voyages to the Outer Planes.

Previous to his disappearance, Tymessul was renowned for his prolonged trips to the Outer Planes, for his founding of the Alliance of Green Mages, and for the spells he had researched and perfected (some of which are written in the *Enchiridion*). Indeed, his castle, whose magical defenses remain unbreached to this day, is rumored to contain many powerful magical items and artifacts from the Outer Planes that he collected during the decades of his voyaging and must also



contain several previously unknown spells. Furthermore, although the exact date of origin of the work is unknown, it is evident that the Wanderer completed the scrolls at a time very near his disappearance, for the scrolls contain many powerful spells, none of which he is known to have used.

After Tymessul's official disappearance (this may have occurred at a much earlier date, but only became apparent when he failed to turn up for a meeting of the Green Mages), the *Enchiridion* was examined by his colleagues in the Alliance. The group is largely neutral, dedicated to the preservation of the natural order on the Prime Material Plane and the use of the combined magic of wizards and druids toward this goal. Accordingly, the group worked closely with the Sorrow Sea druids in the southern part of Shalom, where the Green Mages are also located. It was in the joint library that the two groups maintain that the *Enchiridion of Travel* ended, as did the rest of Tymessul's works, when his disappearance was acknowledged.

This work apparently remained in that library until it was lent to the secretive monks of Saint Shastri, who wished to examine the documents for clues that might help them in their private battle against the fiend Nuckalavee (this, almost 350 years after Tymessul disappeared). While the monks were examining the first two scrolls and consulting with Ghulam, a Hierophant of the Cabal allied with the Sorrow Sea druids, a ball of bright red light, 2 feet in diameter, appeared in the room,

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scooped up the scrolls and the box, and disappeared with them. The Green Mages quickly instituted a magical search for the scrolls, but failed to turn up anything. Ghulam later speculated that it was Acheuba who abruptly took the scrolls to help his friend, but this theory must remain purely speculation, for neither Tymessul nor Acheulea have been heard from in all the intervening years.

Fortunately, the contents of the work are well documented by several of the members of the Green Mages who had occasion to study the scrolls during the time they were in their library. The notes of the Green Mages clearly show that the scrolls contained in the work were of the type that Tymessul favored. The scrolls also contain most of his major researches, to which he devoted much time in order that he could continue the love of his life: traveling to ever more exotic locations. From their notes then, it is apparent that the first two scrolls were filled entirely with text on the methods of traveling to the Outer Planes and various warnings and pieces of advice for planar travelers. The next two scrolls contain many spells used for travel of all sorts, including all of the following, in standard form and written in Common: *astral spell*, *blink*, *dimension door*, *fly*, *gate*, *levitate*, *mount*, *succor*, *teleport*, *teleport without error*, and Tymessul's *cerulean traverse* (unique spell). The final scroll of the collection contains the spells that Tymessul found particularly useful during his travels, all of which are written in Common but are otherwise in standard form: *airy water*, *antimagic shell*, *fireball*, *geomund's secure shelter*, *sink*, and Tymessul's *planar pacifier* (unique spell, apparently a gift from Acheulea). The two unique spells described in the *Enchiridion of Travel* are as follows:

Tymessul's Cerulean Traverse (Alteration/Enchantment)

Level: 9

Components: V, S, M

Range: Touch

Casting Time: 3 rounds

Duration: 1 day per level

Saving Throw: None

Area of Effect: Caster plus special

Definition: When a wizard invokes this powerful enchantment, the wizard and a limited number of companions to journey through space and across planar boundaries. The caster may affect one companion for every 6 levels, in addition to the caster (all fractions rounded down). For example, a 23rd-level wizard could cast a spell that includes three companions.

Each recipient of the spell must hold hands with the caster for the entire time that the spell is being cast, or be a part of a circle that includes

the recipients and the caster. Any interruption of the circle will ruin the spell. Once the *dweomer* is cast, the individuals affected by the spell may separate, though the recipients must rejoin in a circle if they wish to cross any planar boundaries. Although there is no saving throw against a *cerulean traverse*, it does not work on unwilling or unconscious subjects; if this is tried, the entire spell is ruined for all involved.

The prime function of the *traverse* is to allow the wizard and his companions to move to other planes, as if they had passed through a small, personalized gate. Each planar boundary that is crossed by the power of the *traverse* must be crossed by all the subjects of the spell simultaneously. Concentration must also be maintained for one round while the planar boundary is crossed. Each planar boundary crossed reduces the duration of the spell by one day. Furthermore, while under the influence of this spell, no person may cross a planar boundary by any means other than the *traverse*, including *wish*, *gate*, *well of the worlds*, or even with the presence of an artifact.

This spell grants certain lesser powers that may be used by the recipients, with no need to stay in a circle. These actions include the ability to *fly*, as the wizard spell, and the ability to enter *gaseous form* at will (along with all equipment) and move at three times the normal movement rate. A person in *gaseous form* is extremely hard to damage, immune to most magical attack forms and virtually all physical attacks—but cannot cross a magic circle or *antimagic shell*.

The use of this spell in no way guarantees the safety of its users once they reach their destination, and in no way protects them from any damage they take during their journey or while they are on a foreign plane. The material components of the spell are a circular platinum chain large enough for all who are to be affected by the spell to grasp, which must cost a minimum of 10,000 gp for each person the spellcaster wishes to enchant, and at least 1,000 gp of powdered emerald for each subject, to be sprinkled in a circle enclosing the subjects. The chain is not consumed by the spell, but the powdered emerald is.

Tymessul's Planar Pacifier (Alteration/Evocation)

Level: 9

Components: V, M

Range: Touch

Casting Time: 1 per object

Duration: 1 week per level

Saving Throw: None

Area of Effect: 1 object per 6 levels of the caster

Definition: The casting of a *planar pacifier* by a wizard enables some types of magical items to