

DESCRIPTIONS  
AND CRAFTING RULES FOR  
SCROLLS  
AND OTHER STORED  
SPELLS SUCH AS  
CONJURERS  
TABLETS  
AND QUILTS

FOR FANTASY ROLEPLAYING GAMES

BY MICAH ABRESCH

ENJOY!

DESCRIBING

AND CREATING RULES FOR

GOODS

AND OTHER STORED

SPELLS SUCH AS

GOODS

WARRIORS

AND OTHERS

FOR FANTASY ROLEPLAYING GAMES

BY MICHAEL ABERSCHE

YOU

# RANDOM STORED SPELL DESCRIPTIONS

1. Roll 1d10 on the Form table below.
2. Roll 2d6 on the Spell Tier table below.
3. Based on the results, go to the indicated page and roll 1d12 or 1d20 to get a description of the stored spell.

d10	Form	Page	2d6	Spell Tier
1-2	Scroll	2	2-5	1
3	Folded Codex	8	6-7	2
4	Bound Codex	11	8-9	3
5-6	Tablet	14	10-11	4
7-8	Quipu	20	12	5
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## ADDITIONAL RULES & SETTING DETAILS

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# 1-2 • SCROLL

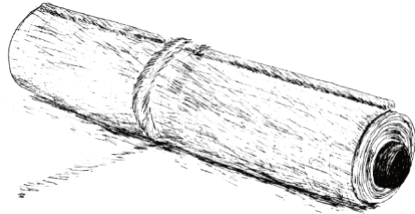
A coiled sheet, unrolled to reveal writing within. Often made of paper or parchment, scrolls can also be of flattened papyrus, rolled cloth, and more exotic materials.

Scrolls are the simplest way to store writing, and have several advantages that make them popular for storing spells. Rolling the paper lets a large runic structure fit into a small space, and the unbroken face means that runes can interlock across the length of the scroll, saving the wizards the difficulty of breaking patterns.

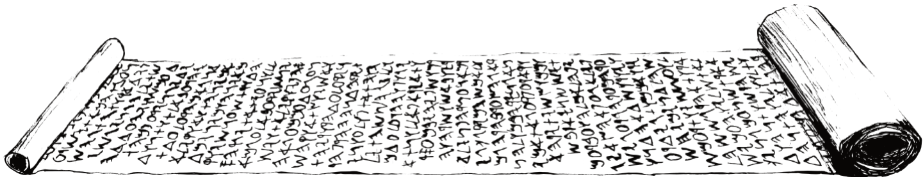
In many regions, scrolls for storing a spell continue being used long after all other writing has moved to books.



Scroll built into an elaborate silver case



Neatly coiled and labeled silk-backed scroll on a wooden rod



Pale paper scroll with a spell written in an ancient script

**d20 Tier 1 • A Scroll of ...**

- 1 Inked linen, riddled with moth-holes
- 2 Dull paper with glyphs of smudged char
- 3 Rough cloth with vibrant purple embroidered glyphs
- 4 Thick, oiled leather carved with complex sigils
- 5 Dull gray paper with dark black sigils
- 6 Oak bark, pounded thin as paper and inked with carmine
- 7 Papyrus with crack-lines from repeated rolling
- 8 Forest-green paper with chalk-white sigils
- 9 Thin, yellowed linen with fine, black-inked sigils
- 10 Dull, yellow paper with glyphs of vibrant green
- 11 Brown rabbit fur, the pale interior painted in woad runes
- 12 Red silk with runes painted in black and silver
- 13 Brown paper bordered in red ribbon, inscribed in black ink
- 14 Thin, red-dyed leather with emblems painted in dark blue
- 15 Stiff bamboo paper, painted in indigo dyes
- 16 Pale yellow paper with dark flecks and blue ink
- 17 Mottled leather with runes embossed
- 18 Bearskin with emblems charred onto the interior
- 19 Pristine white paper with letters in precise, black ink
- 20 Mildewed, soft rag-paper with smeared gall-ink

**d20 Tier 2 • A Scroll of ...**

- 1 Crimson silk set with a black paper panel bearing silver script
- 2 Dark blue paper with broad arcs of red glyphs
- 3 Fox fur, tattooed ideograms within
- 4 Patchwork leather pieces with dense, chaotic writing
- 5 Aging papyrus backed with fine blue silk, sigils in violet paint
- 6 Snowy-white paper painted with nested, black glyphs
- 7 Dark purple paper with gilded runes
- 8 Silk-backed slats of oak, finely carved with complex sigils
- 9 Yellow, smooth paper, painted with midnight-black patterns
- 10 Rich, blue paper with chalk-white lettering
- 11 Oaken spars, bound with silk, sigils neatly carved
- 12 Soft, white paper, neatly lettered with indigo ink
- 13 Wolf fur with precise glyphs written within
- 14 Pale paper with ideograms in black and green ink
- 15 Ice-white paper with silvered ink patterns
- 16 Alligator leather, cut sigils aligned to the pattern of the scales
- 17 Midnight blue paper with white-painted glyphs
- 18 Heavy bearskin with sigils shaved into the fur
- 19 Fine cotton weave with runes embroidered in dark thread
- 20 Gilded paper with night-black runes

**d20 Tier 3 • A Scroll of ...**

- 1 Tanned human skin with gilded sigils across it
- 2 Pale blue paper with yellow trim and night-black runes
- 3 Purple velvet with sigils traced by threads of silver beads
- 4 Black silk with white sigils in the fabric's weave
- 5 Char-black paper with fine silver wire runes stitched down
- 6 Glyphs cut from human skin and stitched to blue silk
- 7 Dire wolf hide with runes branded into it
- 8 Human skin, ideograms writ with gall-ink
- 9 A roll of rat spines, bound with silk, sigils painted blood-red
- 10 Pale vellum with ideograms in golden ink
- 11 Translucently white paper, runes in shimmering silver ink
- 12 Intricately tatted silk lace with pearls inset to demark sigils
- 13 Golden vellum, painted with deeply red sigils
- 14 Rich, red velvet embroidered in thread of gold
- 15 Paper backed with human skin, elegantly writ in blood-ink
- 16 Linen, bleached white, glyphs in sewn with thread of gold
- 17 Sable fur, dense writing in gold on the smooth interior
- 18 Rich, black paper with golden inks
- 19 Thick, fire-red paper, inked in dark black
- 20 Panther hide with silvered glyphs traced inside it

**d20 Tier 4 • A Scroll of ...**

- 1 Fabric woven from fire-giant hair, glyphs faintly smoking
- 2 Shimmering white paper with dragon-blood runes
- 3 Ironwood paper with demon-blood glyphs
- 4 Human vellum with gilt, spidery sigils
- 5 Paper from the skin of pomegranates, runed in angel blood
- 6 Paper infused with aberrant blood, writ with starry runes
- 7 Chain-linked rods of silver, glyphs cut across them
- 8 Parchment from a priest's skin, etched with ironwood char
- 9 Night-black paper with shifting runes of flowing quicksilver
- 10 Grimlow fur with glyphs sewn in thread of gold
- 11 Emerald-green paper with golden runes
- 12 Naga skin with glyphs of spider-silk sewn into it
- 13 Basilisk skin with complexly interlocking silvered patterns
- 14 Woven nymph hair cloth, sigils stitched with satyr hair
- 15 Efreet-skin with mithral sigils inlaid
- 16 Pegasus vellum with blood-ink sigils traced across it
- 17 Darkmantle hide with thread-of-mithral runes sewn in
- 18 Goat-, lion-, and dragon-skin, all from one chimera
- 19 Glowing crimson writing on white paper backed in blue silk
- 20 Cloth woven from djinn-hair, runes in blessed ink

**d20 Tier 5 • A Scroll of ...**

- 1 Unicorn vellum with golden inks
- 2 Basilisk-hide, runes sewn with petrified blood-droplet beads
- 3 Treant paper, inked with mithral
- 4 Kraken leather, covered with dense writing in its own ink
- 5 Black nightmare vellum with glyphs painted in gold
- 6 Hag skin, writ with threads of frogsbreath
- 7 Rakshasa hide, illusory sigils flickering through the fur
- 8 Treant-paper backed with spider-silk, complex writing gilded
- 9 Vellum from a willing sacrifice, sigils writ in blood-ink
- 10 Salamander parchment with still-smoldering writing
- 11 Tanned angel skin, runes sewn in with demon hairs
- 12 Skin from a transforming lycanthrope, inscribed with gold
- 13 Light-devouring voidbeast hide, runes traced in starlight
- 14 Worldtree bark pounded thin, runes in shifting quicksilver
- 15 Demon hide, with sigils in still-smoldering brimstone
- 16 Delicate jellyfish skin with fine black glyphs inked
- 17 Cloth-thin mithral links, gold links intermixed to form sigils
- 18 Black patterns floating on the hide from an invisible beast
- 19 Cloth-of-gold painted with rich violet runes
- 20 Joined eyebeast lids, glyphs painted with its vitreous humor

## 5-6 • TABLET

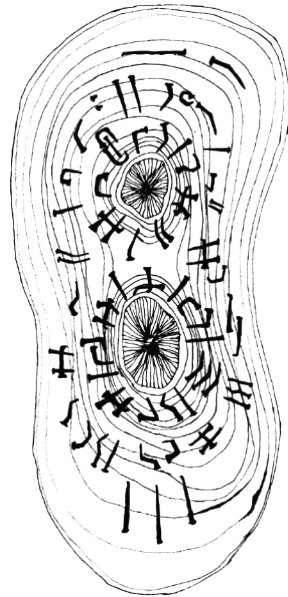
The earliest method of writing, engraving marks into clay or wood is also the earliest method of storing magic.

From clay or wood into stone and even metal plates, tablets are prized for their simplicity and strength. A natural stone, with all its innate structure, remains more robust to the effects of magical power than scraped-thin vellum or the crushed fibers that form paper.

Generally, tablets are carved, not written on. The nature of carving tends towards sharp, precise symbols, rather than the flowing curves that can be written with ink. To retain more power, carved patterns are often inlaid with gold or mithral.



Clay tablet with an arcane formula incised with sharp, angular writing



Oak panel with glyphs writ in bent, iron nails

**d20 Tier 1 • A Tablet of ...**

- 1 Glass with neatly etched sigils
- 2 Black clay with large, intricate sigils incised
- 3 Basalt engraved with small, uneven writing
- 4 Red pottery with black sigils
- 5 Bright red clay, sharp writing engraved
- 6 Black pottery with deeply engraved ideograms
- 7 Iron, runes cut through it, starting to rust
- 8 Red clay with interlocking, looping glyphs
- 9 Brown clay with carved and painted runes
- 10 Blackened pine with glyphs cut through the char
- 11 Gray-black clay with curving runes engraved
- 12 Ochre clay with rust-painted sigils
- 13 Cracked, coal-black pottery with chipped runic engraving
- 14 Travertine, carved all across both sides with basic sigils
- 15 Cedar with runes burned in
- 16 Dry red clay, starting to crack, engraved with complex sigils
- 17 Granite with jagged sigils
- 18 Cypress, starting to rot, painted in woad-blue runes
- 19 Dull red pottery with runes engraved and painted black
- 20 Cedar, slightly charred around embedded iron sigils

**d20 Tier 2 • A Tablet of ...**

- 1 Copper with silver ideograms inlaid
- 2 Cypress, painted in blue and violet glyphs
- 3 Black-glazed pottery with sharp white runes
- 4 Ivory, carved with sharp sigils
- 5 Chipped jade with elaborate runes engraved
- 6 Cedar, deeply engraved with neat sigils
- 7 Oak with gilded sigils
- 8 Turtle shell, painted with complex sigils
- 9 Blue-gray marble with deeply-etched runes
- 10 Pale green pottery with white glyphs
- 11 Thin steel with embossed sigils
- 12 Brass, engraved runes painted a dull red
- 13 Stained glass worked as runes in green and yellow
- 14 Human bone with writing cut deeply into it
- 15 White marble with neatly engraved runes
- 16 Cloudy glass with broad sigils etched across it
- 17 Alabaster with complex, curving runes carved deep
- 18 Black lacquered cherry with red runes
- 19 Tin with glyphs scored into it
- 20 Granite, carved and inset with silver runes

**d20 Tier 3 • A Tablet of ...**

- 1 Turquoise with silver runes set along the dark veins
- 2 Lapis lazuli with gold runes riveted on
- 3 Granite with elaborate brass pictograms inset
- 4 Jade with gold inlays
- 5 Blood-red ceramic with vibrant white sigils
- 6 Jade, interlocking loops of arcane script shallowly engraved
- 7 Thick copper with bronze runes welded onto the surface
- 8 Faience with gold inlays
- 9 Clear glass, runes traced by quicksilver trapped within
- 10 Pale green ceramic with black runes
- 11 Sunstone with silver runes inlaid
- 12 Teak with runes on both sides, one side black, the other gold
- 13 Amber with strange patterns shallowly etched
- 14 Moonstone, cut with complex glyphs
- 15 Black ceramic with golden sigils
- 16 Giant-bone, inlaid with gold sigils
- 17 Black marble, veined in white and inlaid with gold
- 18 Agate with interlocking loops of runes engraved
- 19 Flawless white ceramic with rich blue sigils
- 20 Pale green ceramic with fine writing in white glaze

**d20 Tier 4 • A Tablet of ...**

- 1 Foul-smelling otyugh hide layers, rusted runes nailed in
- 2 Ironwood with gilded runes cut deep
- 3 Amethyst with golden glyphs beneath the surface
- 4 Porcelain tiles, a mosaic of black with cyan sigils
- 5 Meteoric iron with runes cut cleanly through
- 6 Lapis lazuli with golden sigils inlaid
- 7 Treant flesh, carved deeply, runes painted in voidbeast blood
- 8 Obsidian with light-devouring runes that appear natural
- 9 Silver with siren teeth set into complex patterns
- 10 Onyx, neatly cut sigils painted a gleaming white
- 11 Remorhaz shell inlaid with jade runes
- 12 Rough-cut garnet with deeply engraved glyphs
- 13 Giant-bone with adamantine nails bent into runic patterns
- 14 Copper inset with a chaotic arrangement of rubies
- 15 Rust monster shell, rusty flakes outlining rich red runes
- 16 Malachite, runes carved deeply and gilded
- 17 Iron alloyed with fey blood, runes stamped deep
- 18 Fire giant bone with arcane diagrams inlaid with iron
- 19 Dinosaur leather with complex sigils branded into it
- 20 Mithral with golden runes inset

**d20 Tier 5 • A Tablet of ...**

- 1 Lambent ceramic cast from primal clay, sigils glowing red
- 2 Adamant, cut-through runes strangely different on each side
- 3 Mithral cast into the form of interlocking runes
- 4 Bones grown into complex glyphs and set in black ceramic
- 5 One scale from the tarrasque, runes of mithral riveted on
- 6 Gray stone from the back of a medusa who petrified herself
- 7 Primal clay, carved with sharp, simple runes
- 8 Topaz with intricate patterns neatly cut into the surface
- 9 Mithral, alloyed with golemic steel, complex sigils embossed
- 10 Elegantly engraved emerald with deeply-layered patterns
- 11 Mimic flesh, still living, bound to form complex sigils
- 12 Peridot, squared off, distinct styles of writing in each quarter
- 13 Jade with quicksilver flowing through runic channels within
- 14 Sapphire with angular runes incised
- 15 Rose-quartz with inset obsidian runes
- 16 White marble with glowing golden veins in erratic sigils
- 17 Worldtree heartwood, carved with looping, overlaid runes
- 18 Translucent, vibrant jade with gold veins tracing arcane sigils
- 19 Gold with runes cut across embossed glyphs
- 20 Quartz and jet on opposite sides, runes cut from the reverse