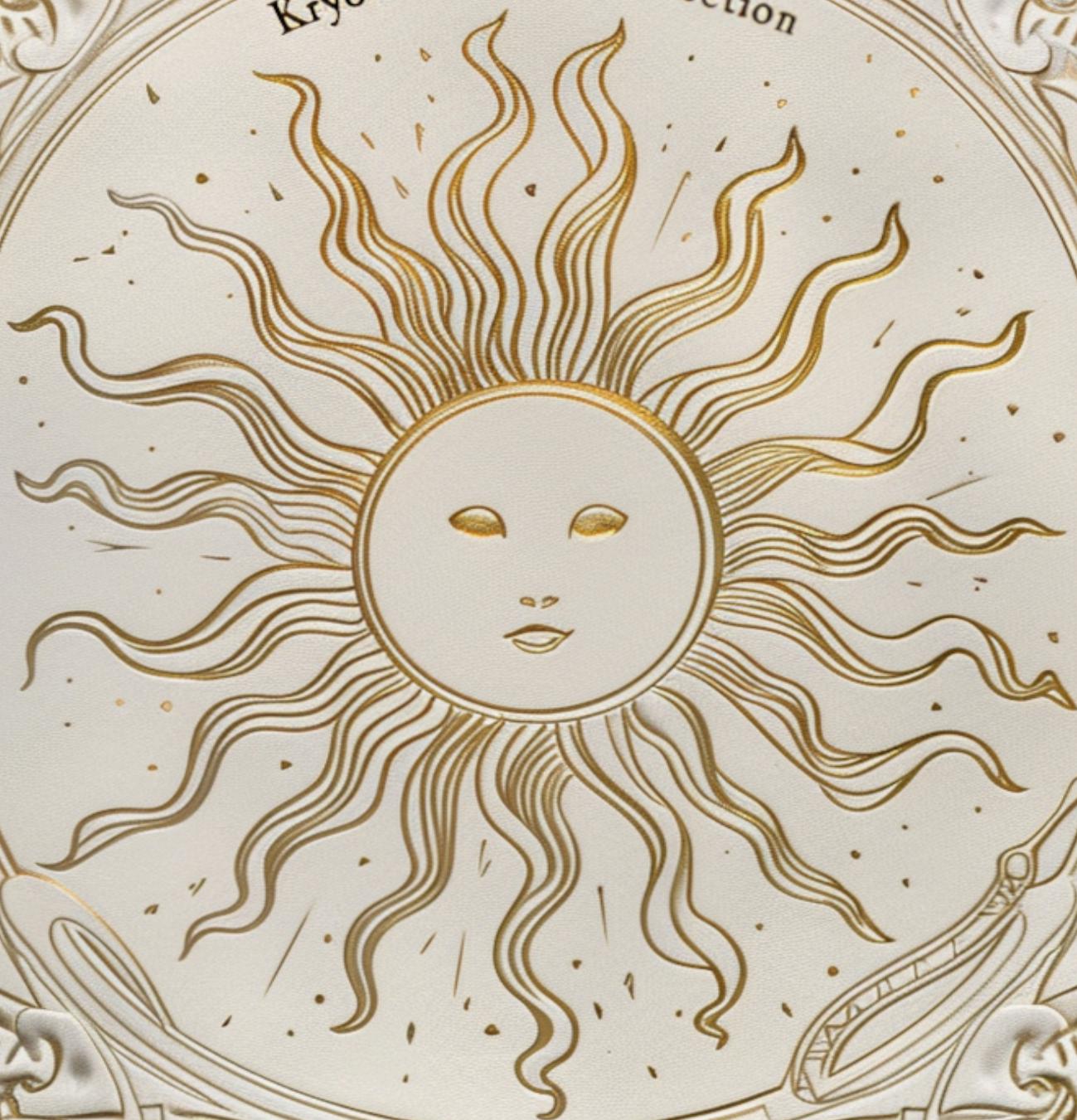


Kryo's Lifetime Collection



SŁOWEM WSTĘPU (WSTĘP W JĘZYKU WSPÓLNYM)



ITAJ, SZANOWNY CZYTELNIKU. JESTEM KRYO.

Poświęciłam niezliczone stulecia, dużą część mojego życia, na poszukiwaniu wiedzy tajemnej, która została zapomniana przez annały czasu. Tom, który leży przed Tobą, jest kulminacją moich rozległych badań i podróży. Zawiera on kolekcję wysoce wyspecjalizowanych i niezwykłych ludowych zaklęć, z których każde zostało zaprojektowane w bardzo praktycznym celu.

W ciągu mojego długiego życia zetknęłam się z wieloma formami magii, ale zaklęcia zawarte w tej księdze są wyjątkowe pod względem celu i zastosowania. Reprezentują one aspekt sztuk tajemnych, który jest często pomijany - użyteczność magii w radzeniu sobie z codziennymi niedogodnościami. Moim zamiarem jest, aby ta komplikacja służyła jako cenne źródło informacji dla praktyków pragnących poszerzyć swój repertuar o te niekonwencjonalne zaklęcia.

Należy koniecznie zauważyc, że skuteczność tych zaklęć zależy od właściwej artykulacji ich słownych komponentów. Zaklęcia te były używane przez prostych ludzi z wątpliwyimi umiejętnościami tkania magii, a więc każde zaklęcie silnie polega na recytowaniu odpowiednich formułek.

WAŻNE

Jeśli zaklęcie zawiera formułę, należy ją recytować głośno i wyraźnie, aby aktywować jego magiczne właściwości.

Wymóg ten nie jest jedynie tradycją, ale fundamentalnym aspektem procesu rzucania czarów w przypadku tych konkretnych zaklęć. Nieprzestrzeganie tej zasady spowoduje, że zaklęcia będą nieskuteczne.

Ufam, że podejdzieś do tego tomu z należytym szacunkiem i starannością. Oby zaklęcia te okazały się pomocne w waszych staraniach, a wasza praktyka sztuk tajemnych wzbogaciła się o zawartą tu wiedzę.

Darząc czytelnika szacunkiem, nie ubliżam sobie zapisywania następujących zaklęć w języku wspólnym, reszta książki będzie napisana w języku elfickim.

Kryo

AMULET AGAINST NOSEBLEED

1st-level abjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of cloth and a drop of the afflicted's blood)

Duration: 24 hours

You carefully cut a small piece of clean cloth and dip it into a drop of the afflicted's blood.

You then fold the cloth into a triangular shape, chanting Ilmater's divine words while pressing it gently against the afflicted's forehead. You chant:

Nasum prohibere curva

Upon completion, the creature gains advantage on Constitution saving throws against nosebleeds for the duration.

Source: Farmer Józef

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 24 hours for each slot level above 1st.

ENHANCING MEMORY OF NAMES

1st-level enchantment

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a silver coin worth 1 sp and a sprig of rosemary)

Duration: 8 hours

You place the silver coin on a flat surface, encircled by the sprig of rosemary.

You then inscribe the divine symbols on the coin while chanting:

Loved wife's name, remain remain.

Finally, you gently place the coin on the target's forehead. Upon completion, the creature gains advantage on Intelligence checks to remember names for the duration.

Source: Old Man Jenkins

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 4 hours for each slot level above 1st.

DETECTING FRESH BREAD

1st-level divination

Casting Time: 10 minutes

Range: 60 feet

Components: V, S, M (a piece of bread crust and a feather)

Duration: Instantaneous

You place the bread crust and feather on a small plate, then hold the plate in both hands while closing your eyes. You chant:

Bready bready, sniffy sniffy, find the loaf, if it's not iffy.

Upon completion, the spell detects the presence of freshly baked bread within 60 feet.

Source: Eliza, the 8 year old Baker's Daughter.

SHIELD AGAINST MINOR INSECT BITES

1st-level abjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a sprig of lavender and a drop of citronella oil)

Duration: 8 hours

You place the sprig of lavender in a small dish and add a drop of citronella oil, while chanting:

Buzzy buzz, bitey bite, go away, outta sight.

You crush the lavender with your fingers, releasing its aroma. You then apply the mixture to the target's skin. Upon completion, the creature gains resistance to minor insect bites for the duration.

Source: Young Tommy

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 8 hours for each slot level above 1st.

CHARM FOR FRESH BREATH

1st-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of mint leaf and a pinch of salt)

Duration: 1 hour

You crush the mint leaf and mix it with a pinch of salt. Holding the mixture in your hands, you chant:

Menthe fraîche, plus de gâchis, une haleine si propre, comme un rêve.

You then sprinkle the mixture over the target's mouth, ensuring fresh breath for the duration.

Source: Princess Helena

PROTECTION FROM SUNBURN

1st-level abjuration

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a piece of aloe leaf worth 5 sp)

Duration: 8 hours

You carefully peel a piece of aloe leaf and place it in a bowl with a drop of water. While chanting:

Lux tenax curva

You mash the aloe leaf into a paste and apply it to the target's skin, creating a protective barrier against sunburn.

Source: Farmer Józef

DETECTING SPOILED MILK

1st-level divination

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of cheesecloth and a drop of vinegar)

Duration: Instantaneous

You soak the cheesecloth in a drop of vinegar and wave it over the milk container while chanting:

Milky milky, don't be wilky, when you're bad, it makes me sad.

If the milk is spoiled, the cheesecloth will turn black and disintegrate.

Source: Eliza, the 8 year old Baker's Daughter.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can detect more complex poisons for each slot level above 1st.

INVISIBLE WRITING

1st-level illusion

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of parchment and lemon juice)

Duration: 1 hour

You dip a quill in lemon juice and carefully inscribe your message on the parchment. As you write, you chant:

Hidi hidi idh idh had had

infusing the ink with magical properties. The message remains invisible until exposed to a light source chosen by the caster.

Source: Timothy the Tinkerer

IDENTIFYING THIEVES

1nd-level divination

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a black rooster worth 1gp)

Duration: Instantaneous

You write sacred symbols on a piece of parchment, hang it around the neck of a black rooster, and chant:

Arruascandrrrel?

While circling around the suspects with the rooster, it will jump on the head of the thief. This method has been tested and proven effective.

Source: Captain Redbeard

KEEPING GLASSES FROM FOGGING

1st-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of parchment and a drop of water)

Duration: 24 hours

You inscribe a charm on a piece of parchment using a drop of water as ink. Holding the glasses in your hands, you chant:

To see my dear, keep it clear.

Upon completion, the glasses will not fog up for the duration.

Source: Old Man Jenkins

ENSURING A CAKE RISES

1st-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of parchment and a pinch of flour)

Duration: 1 hour

You take the pinch of flour, then draw a circle around the baking cake while chanting: You inscribe a charm on a piece of parchment and place it near the baking cake. You chant:

Bakey bake, don't you fake, rise up high, reach the sky.

Upon completion, the cake rises perfectly for the duration.

Source: Eliza, the 8 year old Baker's Daughter.

PREVENTING SOCKS FROM SLIDING DOWN

1st-level abjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of parchment and ink)

Duration: 8 hours

You inscribe a protective charm on a piece of parchment and place it inside the target's sock.

You chant:

Slippyty sloppity sockity stoppity

Upon completion, the socks will stay up for the duration.

Source: Bob, the town fool

KEEPING CEREAL CRUNCHY

1st-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a small jar of honey worth 5 sp)

Duration: 30 minutes

You drizzle the honey over the cereal crumbs, mixing them while chanting:

crunchity crunch munchity munch

Upon completion, the cereal remains crunchy even in milk for the duration.

Source: Bob, the town fool

AMULET AGAINST FEVER

1st-level abjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of parchment and ink)

Duration: 24 hours

You inscribe a protective charm on a piece of parchment and place it upon the afflicted. The charm contains the divine words of the deity Lathander, known for healing and protection. You chant:

*Av avr avra avrak avraka avrakal avrakala avrakal
avraka avrak avra avr av*

Upon completion, the feverish creature gains advantage on saving throws against disease and poison for the duration.

Source: Adapted from "The Archive of Amazing Artifacts"

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 24 hours for each slot level above 1st.

MILK FROM THE WOMAN

1st-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a silver pen worth 2 sp and a piece of parchment)

Duration: Instantaneous

To bring milk from the woman, write with a silver pen the name of the woman or her brother or her son on a piece of parchment, and write on the woman's right breast:

MA MM AL

She will immediately have milk in abundance, and it will spill onto the ground as water.

Source: Adapted from "The Tree of Knowledge"

EXTRACTING ANSWERS

1st-level divination

Casting Time: 1 minute

Range: Touch

Components: V, S, M (fresh water)

Duration: Instantaneous

If you ask a question and they do not give you a reply, wash your hands in fresh water, and then write on your palm these words and characters with a new pen:

Redrum edru dra

Then put your palm on the palm of the fellow, and ask your question. This compels the truth from the target.

Source: Adapted from "The Tree of Knowledge"

SHORTENING THE ROAD

2nd-level transmutation

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a piece of parchment made from deer hide worth 1gp and a golden needle worth 1gp)

Duration: 8 hours

You sew the sacred names into your robe using the golden needle. As you travel, you invoke the ancient names:

Kaptspiel, Malakhel, shorten for me the road and the country as you shortened them for the great hero Torm.

Upon activation, the distance you travel seems to shorten, allowing you to cover twice the normal distance you could travel in the same time.

Source: Adapted from "The Tree of Knowledge"

ENHANCING FLAVOR OF BLAND FOOD

1st-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a pinch of salt)

Duration: 1 hour

You inscribe a charm on a piece of parchment and place it on the bland food.

You chant:

hciwdnas toidi

Upon completion, the food becomes more flavorful for the duration.

Source: Chef Gustav

WINNING THE COURT CASE

2nd-level enchantment

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (the tongue of a hoopoe)

Duration: 1 hour

To defeat your opponent in court, take the tongue of a hoopoe and hang it on your right side close to the heart at the time when you go to speak with him. This grants you advantage on all Charisma checks made during the court proceedings.

Source: Adapted from "The Tree of Knowledge"

SNAKESKIN DUST

2nd-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (snakeskin)

Duration: Varies

You burn the skin of a snake during a certain period in March, using the ashes for various purposes. The properties include:

- If you sprinkle some of the dust into your eyes, you will see but you will not be seen (invisibility, lasts 1 hour).
- If you hold some of the dust in your hand when you appear before a king or prince, they will heed your words (advantage on Charisma checks, lasts 10 minutes).
- If you put some of the dust into a plate and leave it on the table, if poison gets there, the dust will scatter on the table, warning you of the danger.

Source: Adapted from "The Tree of Knowledge"

KEEPING A BEVERAGE COLD

1st-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of parchment and an ice cube)

Duration: 1 hour

You inscribe a charm on a piece of parchment and place it near the beverage.

You chant:

Frigus serva

Upon completion, the beverage remains cold for the duration.

Source: Tavish, a tavern owner.

ORDINARY OFFENSIVE MAGIC

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small shard of crystal)

Duration: Instantaneous

There is no need for explanation as it is a very common spell.

PREVENTING A BOOK FROM GETTING WET

1st-level abjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of parchment and a drop of water)

Duration: 8 hours

You inscribe a protective charm on a piece of parchment and place it inside the book.

You chant:

Paganium seconium

Upon completion, the book will not get wet for the duration.

Source: Tomeus, an avid reader.

PREVENTING SQUEAKY FLOORBOARDS

1st-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of parchment and a drop of oil)

Duration: 8 hours

You inscribe a charm on a piece of parchment and place it under your feet.

You chant:

Tabula silencio

Upon completion, the floorboards will not squeak for the duration.

Source: Quinn, a master spy.

KEEPING A ROOM COOL

1st-level transmutation

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a piece of parchment and a drop of water)

Duration: 8 hours

You inscribe a charm on a piece of parchment and place it in the room. You chant:

Aer frigidus, manet hic

Upon completion, the room remains comfortably cool for the duration.

Source: Lina, farmer's wife.

ENHANCING CONCENTRATION

1st-level enchantment

Casting Time: 1 minute

Components: V, S, M (a piece of parchment and a feather)

Duration: 1 hour

You inscribe a charm on a piece of parchment and place it on your forehead.

You chant:

Mens focus, claritas mentis.

Upon completion, the target gains advantage on Intelligence checks for the duration.

Source: Eldric, a nice fairy

ENSURING A TIED SHOELACE NEVER COMES UNDONE

1st-level abjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of parchment and a shoelace)

Duration: 24 hours

You inscribe a charm on a piece of parchment and tie it into the shoelace. You chant:

notsotait notsotait

Upon completion, the shoelace remains tied for the duration.

Source: Clumsy Timmy

ENSURING BOOKS OPEN TO THE RIGHT PAGE

1st-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of parchment and a bookmark)

Duration: 1 hour

You inscribe a charm on a piece of parchment and place it in the book.

You chant:

paginas abrir

Upon completion, the book opens to the correct page every time for the duration.

Source: Rincewind, the worst wizard I have ever met

PREVENTING A SPOON FROM FALLING INTO THE SOUP

1st-level abjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of parchment and a spoon)

Duration: 8 hours

You inscribe a charm on a piece of parchment and place it near the soup bowl. You chant:

Spoon oh dear, stay right here

Upon completion, the spoon remains balanced on the bowl for the duration.

Source: Nanny Ogg

PRODUCING HOT TEA

1st-level conjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of parchment and a tea leaf)

Duration: Instantaneous

You inscribe a charm on a piece of parchment and place it near a cup. You chant:

Ti ti cha cha ti ti chacha

Upon completion, the cup fills with perfectly brewed hot tea.

Source: Lady Clarabelle

REMOVING RUST FROM BRONZE STATUES

1st-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of parchment and a drop of lemon juice)

Duration: Instantaneous

You inscribe a charm on a piece of parchment and place it on the statue. You chant:

HOPOH OPOH

Upon completion, the rust is removed, and the bronze shines brightly.

Source: Himmel the hero

TURNING SWEET GRAPES INTO SOUR GRAPES

1st-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of parchment and a grape)

Duration: Instantaneous

You inscribe a charm on a piece of parchment and place it near the grapes. You chant:

amargo mudar doce

Upon completion, the sweet grapes turn into sour grapes.

Source: Alicia, the sweet witch

SEEING THROUGH CLOTHES

1st-level divination

Casting Time: 1 minute

Range: Self

Components: V, S, M (a piece of parchment and a drop of oil)

Duration: 1 minute

You inscribe a charm on a piece of parchment and place it in your pocket. You chant:

perverticus totalus

Upon completion, you can see through clothes for the duration.

Source: Sneaky Sam

CREATING SHAVED ICE

1st-level conjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of parchment and an ice cube)

Duration: Instantaneous

You inscribe a charm on a piece of parchment and place it near a bowl. You chant:

duldug duldug duldug duldug

Upon completion, the bowl fills with finely shaved ice.

Source: Icy Ivan

RESCUING SOMEONE FROM A BOTTOMLESS SWAMP

2nd-level conjuration

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a piece of parchment and a rope)

Duration: Instantaneous

You inscribe a charm on a piece of parchment and throw it into the swamp. You chant:

epora evatidi

Upon completion, the person is magically lifted out of the swamp.

Source: Bartek

REMOVING TOUGH STAINS

1st-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of parchment and a drop of vinegar)

Duration: Instantaneous

You inscribe a charm on a piece of parchment and place it on the stain. You chant:

domol formil tandil persil vizir ariel

Upon completion, the tough stain is removed from the fabric.

Source: Maid Matilda

REMOVING ITCHINESS

1st-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of parchment and a drop of aloe)

Duration: 1 hour

You inscribe a charm on a piece of parchment and place it on the itchy area. You chant:

Itchy itch, ditchy ditch

Upon completion, the itchy sensation is alleviated for the duration.

Source: Itchy Rob

QUIETING A CRYING BABY

1st-level enchantment

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a small teddy bear worth 2 sp and a drop of lavender oil)

Duration: 4 hours

You place the drop of lavender oil on the small teddy bear. Holding the bear, you gently rock it back and forth while chanting:

hushabai nomorcrai

You then place the bear in the baby's arms. Upon completion, the baby is soothed and quiet for the duration.

Source: Nanny Nora

SPEED READING

1st-level enchantment

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a magnifying glass and a bookmark)

Duration: 1 hour

You slide the bookmark through the pages while looking through the magnifying glass and chanting:

uh, summa-lumma, dooma-lumma

Upon completion, you can read at double speed for the duration.

Source: Shady Man

AVOIDING AWKWARD CONVERSATIONS

1st-level enchantment

Casting Time: 1 minute

Range: Self

Components: V, S, M (a small branch)

Duration: 1 hour

You point the small branch behind your conversation partner, and chant:

lugder wadsdad

Upon completion, you gain advantage on Charisma checks to navigate awkward conversations.

Source: Bardon Sandson

PICKING THE RIGHT LINE

1st-level divination

Casting Time: 1 minute

Range: Self

Components: V, S, M (a silver coin and a piece of string)

Duration: Instantaneous

You tie the string around the coin and dangle it while chanting:

algevra grammiki

Upon completion, you instinctively know which line will move fastest, unless someone decides to pay with exact change.

Source: Merchant Molly