

KRENLAN CRYSTAL SPELLBOOK

Wondrous item, legendary (Requires attunement by a cleric, druid, or wizard)

This collection of matching stones is a series of semi-opaque crystal blocks each about the size of a deck of cards. Each block contains five to ten wizard spells of a single level. They are typically found in sets of four blocks, usually cantrips to 3rd level, but can be found with as many as ten. Each block in a set is marked with a glyph indicating the level of spells it contains.

An attuned non-wizard is able to prepare an additional spell per spell level. He is limited to spell levels for which he has spell slots and prepares these spells from the options contained within the *Krenlan crystal spellbook*. He casts these spells as though they were spells from his class list, rather than wizard spells.

An attuned wizard is able to prepare one additional spell per spell level. He is limited to spell levels for which he has spell slots and prepares these spells from the options contained within the *Krenlan crystal spellbook*.

An attuned wizard can access the secondary function (see Stone Casting, below) of the *Krenlan crystal spellbook* immediately. An attuned non-wizard must maintain attunement for thirty days while meditating with the *crystal spellbook* for at least an hour per day to gain this benefit.

STONE CASTING

The secondary function of the stones is to teach the attuned spellcaster how to cast spells into stones from which the spell's power can be recast later. Wizards, and other spellcasters that have completed the bonding process, may cast spells into precious or semiprecious stones, creating *imbued stones*.

An attuned spellcaster can only have a number of imbued stones equal to half his maximum number of prepared spells at any one time.

Imbued stones are created in a method akin to *spell scrolls*. Creating an imbued stone requires the attuned spellcaster to be of a minimum level, provide a gemstone of at least a minimum value, and expend of a set amount of time in meditation. These values are detailed below. Time entries measured in days assume eight hours of effort each day.

IMBUED STONE CREATION TABLE

Caster Level	Maximum Spell Level	Required Gem Value	Time Required
3rd	Cantrip	10gp	30 minutes
6th	1st	50gp	1 hour
9th	2nd	100gp	3 hours
12th	3rd	500gp	8 hours
15th	4th	1,000gp	2 days
18th	5th	5,000gp	5 days

IMBUED STONE

Wondrous Item, Varies

This gemstone contains the energy of a spell, to be released later when called upon. These items are created through methods contained within *Krenlan crystal spellbooks*, above.

As an action, a creature holding an imbued stone may activate it, releasing the stored spell as if it had cast it itself without needing verbal, somatic, or material components. The creature does not need a spellcasting ability to do so, but it must know what spell is contained within the stone to activate it. A creature holding an *imbued stone* may spend one minute of focus in order to attempt a DC 12 Intelligence (Arcana) check to recognize the imbued spell.

When the spell is cast, the stone is rendered nonmagical, but is not destroyed. The level of the spell within the *imbued stone* determines the spell's saving throw DC and attack bonus, as well as the *imbued stone's* rarity, as shown on the Imbued Stone Table.

IMBUED STONE

Spell Level	Rarity	Save DC	Attack Bonus
Cantrip	Common	13	+5
1st	Common	13	+5
2nd	Uncommon	13	+5
3rd	Uncommon	15	+7
4th	Rare	15	+7
5th	Rare	17	+9