

The Incomplete
Book of
Books & Tomes
III

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An MNOPQRS of Books,

**Being The Third Excerpt from The Book of Books, A Worthy
and Valiant Attempt at Cataloguing & Describing Various
Fictional Books Published for the AD&D Game,
Undertaken by Sages Most August & Perseverant.**

**“In the room are toppled bookshelves and masses of rotting paper
and leather covers—hundreds of books, all absolutely ruined. Not
one is in good enough shape to recover.”
—Aaron Allston, Treasure Hunt (TSR, 1986)**

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Introduction

Forward

This is the third installment in a series that began with an attempt to make a list of all fictional books mentioned in various publications for the AD&D game and ended up being a collection of about a thousand books, many with added descriptions, contents, and history. Some of these can be found in the following pages.

The summary description of some of these books, most notably where their history is concerned, is largely the result of the omission of information specific to the campaign worlds of the various DMs who contributed to this publication. However, inevitably, many of the books still lean heavily on these campaigns and worlds, which may require some effort on the part of a DM who would want to use them for his own purposes – nothing new here. Therefore, this publication is perhaps best treated as a source of inspiration, a basis to build and expand upon rather than a collection of ready-to-use books.

The editors wish it be known that they are not native speakers – a condition for which they humbly beg forgiveness – and that they welcome all critiques, corrections, suggestions, and additions that would lead to improving this work.

Acknowledgment

Once again, the editors wish to express their undying gratitude to the many people whose work is described and used in this publication, perhaps most notably Bruce Heard, for *Spells between the Covers*, in: *Dragon 82* (TSR, 1984); Steve Kurtz, for *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991); Randy Maxwell, for *Ex Libris*, in: *Dungeon 29* (TSR, 1991); Tom Moldvay, for *The Seven Magical Planets*, in: *The Dragon 38* (TSR, 1980); and, of course, to Messrs Gary Gygax, Dave Arneson, Robert Kuntz, Lenard Lakofka, James Ward, and Ed Greenwood, without whom none of this would have been possible at all.

Where applicable, an attempt has been made to mention the sources and origins of the books contained herein, both in the entries themselves and in the **Bibliography**, and the editors offer their sincerest apologies to anyone they may have forgotten or otherwise offended, emphasizing that they intended the use of the works of others as a tribute to their authors rather than anything else.

A Short Note on How to Use This Book

Although it shouldn't be too hard to make sense of the entries, a few explanatory notes might be in order. Under the heading "**Lore**", some summary information is given as to what a semi-informed individual could be expected to know of a book or written work (e.g., a Wizard in case of a spell book, libram, or a book about magic; a Priest for a work on religion; a Druid or an individual with the NWP *Herbalism* for a book on herbs and herbal lore; a Bard for a book of songs; an individual with the NWP *Ancient History* for a book on the history of his world; and so on). This assumes that such an individual can get a good look at a book for at least a round, usually without touching it.

The heading "**NWPs**" is meant to provide an indication as to of what use a book will be for individuals with specific Non-Weapon Proficiencies or to those wishing to acquire one. Unfortunately, the information given here tends to be a bit of a mishmash, not only because of the general messiness of the NWP system but also because the different people who came up with the books each used their own set of NWPs. Again, the DM may have to do some work here.

As noted earlier, many of the books still lean heavily on the worlds they come from. As an indication, the "magical world of Yxx" is a world that conveniently exists in multiple dimensions at the same time, allowing for easy use of adventures written for other settings. The world of Ardha is an old world of lost empires, ruins, and sunken cities, a world of legends, magic, and wonder. The world of Eshed is a often said to be a world in decline, a mysterious realm where magic is said to be largely unknown and where evil often turns out to be not quite what it seems. Among some of the other settings mentioned are Aldanor, a realm of Vikings and Celts, and Mithos, an empire ruled by amazons.

Finally, this publication assumes that many of the most powerful of mages of a world have abilities to cross the borders of space and time, allowing them to get their hands on books and tomes not of their world.

Magnificent Manual of Manumissive Mageries

(*Bigby's Magnifical*)

Setting: World of Greyhawk

Requirements: NWP *Reading/Writing (The Common Tongue)*; *Read Magic* for spell

Author: Unknown.

Size: 41.1 cm tall, 27.7 cm wide, 10.1 cm thick; 215 pages.

Description: A large book with covers made of the finest leather, with a lengthy text stamped into it and inlaid with silver.

Within are stained and curling parchment papers with a somewhat faded polychrome manuscript interspersed with mystical runes, symbols, and the occasional diagram.

Lore: A relatively well-known book that contains information on some of the better known spells of the famous Bigby of Oerth.

DM: Original. Copies rare. Average condition. Title on the front cover.

Reading the title and the manuscript requires the NWP *Reading/Writing (The Common Tongue)*. The spell is written in an arcane language and a Wizard must cast *Read Magic* if he wants to read it for the first time.

NWPs: The book can be of use to an individual who wants to improve his NWP *Research*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Magnificent Manual of Manumissive Mageries* contains many notes on the author's research into various spells devised by Bigby, most notably *Bigby's Silencing Hand*, *Bigby's Battering Gauntlet*, *Bigby's Grasping Hand*, and *Bigby's Clenched Fist*. It describes the curious spell inks required to transcribe these spells but it does not give their formulae. It continues with some research into the workings of the human hand and how it affects the casting of spells.

Spells: The book contains a single spell, on 11 pages: **VI: Bigby's Besieging Bolt**.

Research: The book is also mockingly referred to as *Bigby's Magnifical*.

Although most sages classify the book as being by an unknown author, albeit from Oerth, there are some rumors that claim that it is from the hand of Bigby himself or that it is, at the very least, a copy of such a work.

History: Although this is not likely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

Some specialized sages might know that the book was part of a large number of writings by various authors, gathered by the king into a unique, extensive collection of works that dealt with the spells, life, works, and deeds of the famous Bigby of Oerth. Some of these scholars might know of a rumor that suggests that studying the entire collection would allow a Wizard to transcribe all spells devised by Bigby.

Source/Origins: DM, *Bigby*, by Bigby (all spells by Bigby), for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon* 30 (TSR, 1991)

Mâjib Darasa

Setting: Ardha, Yxx

Requirements: NWP *Ancient Languages (Hazrat Sihrsha)*

Author: Boris Mael and Bejarano (See below).

Size: 77 cm tall, 49.5 cm wide, 22 cm thick; 777 pages.

Description: An ancient, voluminous, truly splendid book of exceptional quality, with covers of what seems to be a beautiful golden velvet. Both covers feature extremely elaborate designs inlaid with various expensive woods and minerals, with those on the front cover incorporating sequences of numerous intricate symbols, perhaps a text and the title of the book, as well as a hand-painted medallion of a splendid mage and a *jinniyeh* in a lush palace garden. When the book is laid open, the left page always contains a spectacularly ornate and elaborate painting, while the right contains a magnificent manuscript, in a unique calligraphic script starting with a breathtaking ligature.

Lore: An unbelievably valuable work that contains paintings by Boris Mael and poems attributed to Bejarano.

DM: Original. Unique. Excellent condition. Title on the front cover.

Reading the title and manuscript requires the NWP *Ancient Languages (Hazrat Sihrsha)*¹. The title of the book translates roughly as "[Contains or guards] a treasure [to read or study]."

Magic: The ivory medallion on the front cover radiates "Faint" auras of Alteration and Divination magic, which is due its nature rather than any special abilities.

NWPs: The book can be of use to an individual who wants to improve his NWP *Sage Knowledge (Art, Painting)* and/or *Sage Knowledge (Art, Poetry)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Resistant: The book makes its saving throws as “Leather”, with a +6 bonus because of the exceptional quality of the materials and craftsmanship used in its creation (v. **DMG**, p. 58: “Item Saving Throws”).

Contents: *Mâjib Darasa* contains original works by the legendary painter Boris Mael and what are believed to be poems by the famous poet Bejarano. Each poem and painting represents one of the so-called “777 Stories of Azulzair”, myths that are associated with the legendary, mysterious mage of the same name.

Research: The ivory medallion on the front cover radiates “Faint” auras of magic (Alteration, Divination).

The covers were woven from the magical webs of the fata morgana spider²⁾ and stretched over panels of dark wood. The medallion is of a particular, lustrous sheen with a barely discernible pink hue and it is part of the horn of a t’uen-rin, freely given.

The value of the book cannot be expressed with any certainty, except that it must be worth an astronomical amount of money.

The book was created by Master Hetman Tsurin, the legendary master bookmaker who was renowned for his high-quality work and the manufacture of numerous spell books for the legendary mages of his time. Notoriously, Tsurin was addicted to Hyperborean beetle snuff and legend has it that his books are always recognizable by a faint residue of this drug on their pages.

Some sources indicate that the book was created for a djinn vizier, which seems to be corroborated by the fact that the manuscripts are in Hazrat Sihrrsha. However, several indices and catalogues mention it as being part of the fabled Ja’far Collection at one point, which was named after the caliph Ja’far Maslama bin ‘Abd-Allâh. The collection contained what remained of the many fabled items the caliph had made for his palaces, most of which are said to be of incomprehensible worth. So utterly rich was this caliph that the stories of his decadent financial escapades are as manifold as they are improbable.

History: The book was once part of the fabled Ja’far Collection, which only adds to its value – if such a thing is possible. After this, although this is not likely to be common knowledge, the book was part of the extensive library of Thiondar, King of the Ch’tar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹⁾ Hazrat Sihrrsha is an ancient language of the djinn.

²⁾ The fata morgana spider is a strange and extremely rare creature from the misty shores of the legendary dreamscape Mirouane, which weaves fata morganas with the golden strands of its webs on the rare occasions that it is found in the Prime Material Plane.

Source/Origins: DM, *History of Hypnosis*, for: Steven Kurtz, *Thiondar’s Legacy*, in: *Dungeon* 30 (TSR, 1991)

Maladrum of Luthic

Setting: Yxx (World of Greyhawk)

Requirements: NWP *Ancient Languages (Old Orcish)*

Author: Malay Malefactor, Dark Slave of Luthic, Initiate of the Circle of the Rune.

Size: 33 cm tall, 25.5 cm wide, 9.9 cm thick; 330 pages.

Description (Bag): A rough bag that closed with a clasp fashioned from a ring of gold and the claws of a large predator.

Description (Book): In the bag is a book with covers of a blemished, black and brown, vellum-like material, with the front cover featuring a runic text in a thick, dark red or scarlet paint or ink, perhaps the title of the work.

Within are pages of *vulgate*, a low-quality vellum. Manuscript in the same red substance as used on the cover.

Lore: A unique, incomplete work on certain very secret shamanistic orc rites.

DM: Original. Unique (No known copies). Title on the front cover.

Reading the title and manuscript requires the NWP *Ancient Languages (Old Orcish)*.

Magic: The book radiates a “Strong” aura of Necromancy magic, which is due to the magically poisonous nature of the book.

Touching the Book: Any living creature handling the book without being adequately protected from poison will contract a virulent rotting disease (save vs. Poison to avoid). Even if this saving throw is successful, the handler still has a 1% cumulative chance per turn of uninterrupted study of contracting the disease.

NWPs: The book can be of use to an individual who wants to improve his NWP *Religion*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Maladrum of Luthic* contains a short but thorough description of certain exceptionally secret unholy rituals as they were used by a number of orcish tribes of days long gone and which included the rhythmic beating of drums, *sotto voce* singing and bewitching dances, initiation rites, and imbibing terrible potions and concoctions. According to the author, these rituals were based on very old prayers that first and foremost served to pacify certain elemental forces (elementals, spirits) and primordial gods. Later, they became part of different shamanistic adjurations and *cantraps* as they were used by the shamans of a number of High Secret Orders.

The rituals described mostly comprise some lesser rituals, with effects that copy (parts of) such Priest spells as *Bless*, *Protection from Hunger and Thirst*, *Endure Cold*, and *Endure Heat*. Among the more powerful rituals described as those that copy some High Secret Order spells, such as as *Geas*. Unfortunately, the latter are not described in full, likely due to the premature death of the author.

Furthermore, the author has included a number of interesting addenda on the composition of numerous vile potions and brews used to increase the fighting prowess of orcs (+1 to hit, -1 AC for orcs), which the orc shamans of old prepared in huge dinosaur skulls and handed out to their most favored warriors before major battles. In most cases, the formulae for these brews are found after passages describing harrowing and agitating rituals involving beating large drums with bones of the undead, the sacrifice of large amounts of treasure, and the desecration of water, all of which presumably part of the processes.

Another passage describes unholy rituals, music, brews, and potions that were used in ceremonies associated with orcs impregnating female human slaves, which seem to have been of special interest to the author, possibly because of his own heritage but also because of Luthic's association with fertility.

Research: The book radiates a "Strong" aura of magic (Necromancy).

The bag is made of cave bear skin, the clasp from gold and cave bear claws. The covers were made of the skin of a human leper and framed in gangrenous bone. The pages were wrought from the skins of stillborn babes infused with a pestilent disease. Both the title and manuscript have been written in the poisonous blood of the author. Interestingly, the enchantress Zamara Khurrem (*Virago*) mentions a work with the same name as the underlying volume, which she suggests may have been part of the library of the witch Baba Yaga centuries ago. Although Zamara Khurrem, maybe understandably, does not provide the reader with a description of this work, she does mention that it was written by Malay Malefactor and that it comprised 1,111 pages. It is unknown how and if both works may relate to each other.

Author: Malay Malefactor is known to have been an extremely ugly and unpleasant half-orc who suffered from an especially weak constitution (Dexterity, Constitution). Cast out by the inhabitants of the human village he grew up in, he became obsessed with the other half of his parentage. After numerous wanderings, he eventually reached an old orc stronghold, where the shamans of the tribe eventually, after many difficulties, accepted him as a priest and poison monger. He is believed to have perished at the Second Battle of Blackbridge.

History: The book was found on midwinter's day by plunderers after the Second Battle of Blackbridge. In more recent times, it was part of the collections of the library of Bard Keep, a temple dedicated to Oghma, God of Knowledge, Invention, Patron of Bards. This temple was a center of knowledge and learning in the mountains north of Silvermoon (Forgotten Realms) until it was destroyed a century ago in a rebellious uprising of a powerful priest of Oghma named Khossack, who became enamored of some dark magic. Some sages say Khossack's mind was warped by illithids, others claim he was magically corrupted by an evil mage, and there is even speculation that his mind was defiled by reading a *book of vile darkness*.

Source/Origins: *Orcish Percussion Technique*: Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991)

Maltador's Dispensaria

Dispensarium of Ulaa; Dispensarium of Thostanag; Dispensarium of Holangar; Dispensarium of Hyperborean Thaumaturgic; Dispensarium of High-Borogravian; Dispensarium of High-Marsemblan

Setting: Ardha

Requirements: Intelligence 17 and NWP *Arcane Languages (High-Numendhirian Thaumaturgical)*

Author: Maltador the Seventh Orator.

Size: Each volume 43 cm tall, 37 cm wide; varying thickness and numbers of pages (See below).

Description (Boxes): A collection of six plain but beautifully made wooden boxes.

Description (Books): In each box is a book with thick, black leather covers of excellent quality and with elegant corner pieces of beaten copper. On the front cover of each book is a rectangular plaque of beaten copper, into which a text has been hammered, perhaps the title of the volume.

Within are pages of thin, polished sheets of white parchment, featuring a polychrome manuscript in a small, steady, and calligraphic script and executed in inks of obvious quality.

Lore: A number of studies of the greatest arcane languages of Ardha, most of which are believed lost.

DM: Duplicates. Copies very to extremely rare. Good condition. The title of each volume is on its front cover.

Reading the titles and manuscripts requires the reader to have Intelligence 17 and the NWP *Arcane Languages (High-Numendhirian Thaumaturgical)*¹⁾.

NWPs: Because of the scarceness of information on ancient arcane languages in general and these ones in particular, the books will be instrumental to individuals wishing to acquire some sort of proficiency in them: *Volume I* will be of use to an individual wishing to acquire the NWP *Arcane Languages (Ulaa)*; *Volume II* for the NWP *Arcane Languages (Thostanag)*; *Volume III* for the NWP *Arcane Languages (Holangar)*; *Volume IV* for the NWP *Arcane Languages (Hyperborean Thaumaturgic)*; *Volume V* for the NWP *Arcane Languages (High-Borogravian)*; and *Volume VI* for the NWP *Arcane Languages (High-Marsemblan)*. However, despite the extensive nature of the studies, studying the books alone will not be enough to become fluent in any of these languages unless the student has some other source of information. Still, a reader would join a very select group of living mages and scholars with any knowledge of the languages described in the books. Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Contents: These volumes of *Maltador's Dispensaria* contain valuable studies of some of the greatest arcane languages of Ardha, most of which are believed lost today.

Dispensarium of Ulaa

43 cm tall, 37 cm wide, 25.6 cm thick; 3,560 pages. One of eight surviving originals. Copies very rare. Good condition.

This volume studies the arcane language Ulaa, which is of unknown origin and bears no resemblance to any other arcane language. Nevertheless, many of the most sought-after magical works are written in this language.

Dispensarium of Thostanag

43 cm tall, 37 cm wide, 20.7 cm thick; 3,010 pages. One of three surviving originals. Copies extremely rare. Excellent condition. This volume studies the ancient arcane language Thostanag, which was used in many magical works. Today, no one knows how to pronounce it.

Dispensarium of Holangar

43 cm tall, 37 cm wide, 27.8 cm thick; 3,810 pages. One of 18 surviving originals. No known copies. Average condition. This volume studies the arcane script Holangar, which was extensively used by the early Elementalists.

Dispensarium of Hyperborean Thaumaturgic

43 cm tall, 37 cm wide, 24.8 cm thick; 3,405 pages. One of 23 surviving originals. No known copies. Average condition. This volume studies the arcane language Hyperborean Thaumaturgic, which was used by many mages during the Second Era of Ardha.

Dispensarium of High-Borogravian

43 cm tall, 37 cm wide, 25.1 cm thick; 3,500 pages. One of two surviving originals. Copies extremely rare. Average condition. This volume studies the ancient arcane language High-Borogravian, which was used by the Arch-Mages of old.

Dispensarium of High-Marsemblan

43 cm tall, 37 cm wide, 29.7 cm thick; 4,200 pages. The only surviving original. Copies extremely rare. Good condition. This volume studies the old, noble, arcane language High-Marsemblan, valued for its subtlety and mostly used by a group of prominent mage's circles, orders, and societies of the Second Era of Ardha.

Research: The boxes are of rosewood and they protect the books from bookworms, light, and both moisture and dehydration. The covers are thick mountain goat skin dyed black. The pages are manufactured of the skins of young mountain goats and dyed white. The inks consist of the best pigments.

Most scholars believe that the collection originally comprised 27 volumes, all from the hand of Maltador and that, of these, only three volumes survive today. The *Dispensaria* constitute the only works written by Maltador himself, who is mostly known for his translations of many other works, all highly desired because of their excellence and meticulous, even perfect translations.

History: The books were once part of the famous *Carnbrook Collection*, a collection of unique and strange dictionaries, lexicons, and vocabularies that was kept in an abbey in the inlands of Carnbrook (Bytopia) and which is said to have been among the largest of its kind to have ever existed. The entire collection was stolen from the abbey on a night when a howling horde of demons was let loose on the building and the tower that housed the collection collapsed in an inferno of green, syrupy flames.

¹⁾ High-Numendhirian Thaumaturgical is an arcane, written language of Ardha, the thaumaturgical version of High-Numendhirian and known mostly as the arcane script of the powerful Rhône Mages of Nimrath, who use it to write their magical formulae and thaumaturgical essays. The script is complex and extremely difficult to learn and understanding any formula or essay written in it requires a reader to have Intelligence 17 or more. This is also true for Wizards using *Read Magic* to decipher the script.

Source/Origins: A misinterpretation of "27 volumes that comprise a set of primitive encyclopedias": Randy Maxwell, *Ex Libris*, in: *Dungeon* 29 (TSR, 1991)

Maltractate of Scabrous Salves and Venoms

Setting: Yxx (Isle of the Necromancer Kings)

Requirements: NWP *Ancient Languages (Malafuromet)*; see below

Author: Kafartalib of Nycopolis.

Size: 50.5 cm tall, 40.5 cm wide, 6.5 cm thick; 166 pages.

Description (Bag; See below): A worn, black leather bag obviously containing a book of some sort.

Description (Book): The bag contains an ancient, worn tome with covers of black wood. Set into the front cover is a text in a tarnished, blackish but un-corroded iron, perhaps the title of the book.

Within, the pages are of a strange, thick, deathly pale vellum. The manuscript comprises a collection of bizarre inscriptions and illustrations in a faded black ink, enriched with illustrations in faded colors.

Lore: An ancient grimoire with recipes for a number of vile poisons and salves.

DM: Copy. Very rare. Average condition. Title on the front cover.

Reading the title and manuscript requires the NWP *Ancient Languages (Malafuromet)*¹⁾.

Touching the Pages: The ink contains an ancient, alchemical variety of *powder of the black veil* (v. **ToM**, p. 127), which causes blindness for 1d4+1 days when touched (e.g., when tracing a line with a finger, when turning a page carelessly; saving throw vs. Poison to avoid; blinded creatures have great difficulty casting most spells; they suffer a -4 penalty to their Surprise checks unless their other senses are unusually keen, a +2 penalty to their Initiative checks and a -4 or +4 penalty, as appropriate, to all other die rolls; any opponents make their attacks at a +4 bonus to hit).

Recipes: Understanding the recipes in the book requires the NWP *Alchemy* and passing an Intelligence check for each of them. In order to create any of the concoctions, an individual must be a Necromancer of 12th level or

higher and he must have the NWP *Alchemy* or use the services of an unscrupulous alchemist (v. **DMG**, p. 120-122: "Creating Other Magical Items" for the chance of success).

NWPs: The book can be of use to individuals who want to improve their NWPs *Alchemy*, *Religion* and/or *Sage Knowledge (School of Magic, Necromancy)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Maltractate of Scabrous Salves and Venoms* is an ancient grimoire, the first part of which comprises short, highly detailed, often partial descriptions of a number of primordial, exceptionally obscene rituals used by the priests of Thasmudyan, King of the Undead, the Ghoul God, the least offensive of which deal with necrophilia and cannibalism of the dead. Throughout this section, the texts end and start rather abruptly.

The remainder of the book contains recipes of a number of exotic, long-forgotten necromantic salves, brews, concoctions, and poisons, among which *curdled death* (v. **ToM**, p. 125), *elixir of madness*, *ghast salve*, *ju-ju wine*, and *lesser ju-ju wine*.

Ghast Salve

Ghast salve is a pale, sickly green ointment that activates one round after being spread upon the body of a living creature. The recipient gains immunity to paralysis and to the stench of ghosts. However, the recipient also exudes the same stench, causes retching and nausea in living creatures and imposing a -2 to hit penalty (save vs. Poison to negate). Furthermore, regular ghouls and ghosts will regard the recipient in an extremely favorable light – he will have the equivalent of Charisma 18 for these creatures and he gains a +7 bonus on his Reaction checks when dealing with them. *Ghast salve* reacts strongly with *holy water* and an individual covered in it and struck by such a liquid will suffer damage as though he were undead (1d6+1 points of damage for a direct hit; 2 points of damage for a splash). Typically, a single batch created will fill some 1d3 jars, each containing up to three applications each lasting for an hour. Only a few powerful necromancers know the secret of creating this ointment.

Suggested XP Value: Creating the ointment for the first time earns the creator 500 xp.

Ju-ju Wine

Ju-ju wine is a fragrant liquid that appears to be a dark red wine but which, in fact, is an insidious potion of poison. If even a sip is tasted by a living human, demi-human, or humanoid, the wine brings instant death (save vs. Death Magic to negate) and transformation into a ju-ju zombie, which automatically obeys the commands of the first human, demi-human, or humanoid, alive or dead, who speaks to him. The zombie can be *turned* and affected by magical items that influence undead but the victim cannot be restored except with *Raise Dead* or a *wish*.

Suggested XP Value: Creating the wine for the first time earns the creator 500 xp.

Lesser Ju-ju Wine

Lesser ju-ju wine is a less toxic, milder, white variety of *ju-ju wine* that turns the victim into a 'living' ju-ju zombie for 1d4+1 days, which forces him to mindlessly obey the first human, demi-human, or humanoid, alive or dead, who speaks to him. However, since he is not truly dead, the victim cannot be *turned* by a Priest. Until the effects of wine expire, the victim temporarily loses all racial, class-related, and professional abilities.

Suggested XP Value: Creating the wine for the first time earns the creator 150 xp.

Research: The covers are fashioned of dead ebony wood. The iron used for the inlays on the front cover is of infernal origin.

Sages believe that the book is an incomplete copy of a dreadful work wrought by Zoserabet of Ereshkigal, a priestess of Thasmudyan²⁾ of primordial times, of whom little else is known than that she may still haunt the iron towers of ruined Ereshkigal³⁾ on the legendary Isle of the Necromancer Kings⁴⁾ today.

The fact that the texts in the section on the rituals start and end so abruptly could lead to the conclusion that either the texts comprise only parts of some other text and that the copyist had but little knowledge of Malafuomet – *i.e.*, they just started and stopped copying at some point – or that the copyist only had access to certain sections of the original.

History: Although this is unlikely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹⁾ Malafuomet is an ancient, howling language of the dead. It is known only from its script, an assortment of bizarre inscriptions and fell runes, and it is known to only a handful of the most powerful Necromancers today. Some sages believe it to be of some infernal origin.

²⁾ Thasmudyan, King of the Undead, the Ghoul God, is an ancient, infernal god of the undead worshiped on the Isle of the Necromancer Kings long before their arrival. Today, the Thasmudyan is only publicly worshiped in a few Nubian cities isolated from mainstream civilization by tall mountains, the forbidding desert, or the trackless sea. In these backward locales, the main temple of the god serves literally as a charnel house where the bodies of the dead are deposited by the citizens as an offering. There, the cadavers rot and decay until they are consumed by the King's avatar and his fanatical clergy. These cities always have a dark and sinister reputation, one that is quite well-deserved for what should be obvious reasons. Worship of Thasmudyan is strictly forbidden in most civilized nations, forcing the religion to operate there like a secret society.

³⁾ Ereshkigal, usually referred to as the Iron Spires of Ereshkigal in indices of today, is a largely deserted city of hundreds of ruined metal towers and spires on the Isle of the Necromancer Kings. The ruins are quite extensive, spreading out over a few square miles. It is rumored that the spires in the center of the city are filled with bizarre inscriptions in an unknown language and that there lie treasures unguarded. A central spire is said to be a lofty, primordial cathedral to Thasmudyan, where a powerful mummy priest still roams, blowing an ancient *horn of the exalted dead*. Legend has it that a convoluted maze-work of tunnels, caverns, and subterranean corridors extends below the cathedral, stinking of ghost breath and ultimately leading to the Garden of Eternity. Roving packs of armored undead soldiers, deadly *glyphs of warding*, and ravening beasts are said to be the least of the unspeakable dangers that await in the complex.

⁴⁾ Today, the Isle of the Necromancer Kings is known as the Isle of Serenity or Sahu, though the actual meaning of the latter is rooted in deep antiquity⁵⁾. It is an exotic and ancient place, the home of two destroyed civilizations: the New Dynasty of the Necromancer Kings and the Old Empire of Thasmudyan that preceded it. It is an island of ruined cities, magical pools, and cursed lakes. Its forgotten palaces are littered with the treasures of bygone epochs and scattered with the bones of foolhardy explorers.

⁵⁾ In the ancient language of Kadari, spoken by the Necromancer Kings, Sahu means something like "Serene Eternity", an old euphemism for Death. The island's name is another example of the contrast between conventional popular belief and a deeper, more sinister reality.

Source/Origins: Books about necromancy; books about poison: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon* 30 (TSR, 1991); Steve Kurtz, *The Complete Book of Necromancers* (TSR, 1995)

Malvin and Carina

Setting: Ardha

Requirements: NWP *Arcane Languages* (Zezere)

Author: See below.

Size: 44.742 cm tall, 29.793 cm wide, 1.712 cm thick; 285 pages.

Description: A largish book bound in dark brown leather featuring some ornaments in gold. On the front cover is a text, also in gold, perhaps the title of the book.

Within are yellowed pages of paper featuring a manuscript in black ink.

Lore: A mysterious book that has been the subject of much research and which is believed by many to be from the hand of the legendary Arch-Mage Phassarph and to contain a great secret.

DM: Original. Unique (No known copies). Title on the front cover.

Reading the title and manuscript requires the NWP *Arcane Languages* (Zezere)¹⁾.

Contents: *Malvin and Carina* appears to be little more than a strange and very poorly written love story to all but the especially well-informed observer.

Research: Many of the greatest mages are known to have owned the underlying book at one time in their life and to have spent a considerable time to try and discover the secret it must contain, especially since the work is often believed to be from the hand of the legendary Arch-Mage Phassarph²⁾. Extensive research into the various aspects and properties of the book may reveal that it was, indeed, very likely written by Phassarph.

Researching the inks may lead to the unmistakable conclusion that they were created from the sap of the tetragonal pearl lotus, wholly in accordance with *Compositum of Temporal-Dynamic Codes in Perpendicular Tables*, which will be corroborated when its fluxes would be determined as described in the section on Octagen-Excessives 7A-nIV in *Grand Codex of Malfedar's Principals of Alchemy*. In addition, Phassarph is known to have cultivated the tetragonal pearl lotus in his magical orangerie.

A study of the various transcriptive qualifications of the text, as per *Section III of Index of Basic Defictionalisations in Chalthese Evocative Phrases*, may confirm that they exactly resemble certain famous works of Phassarph.

Specialized research into the nature of the covers (e.g., a knowledgeable sage, an individual with the NWPs *Bookbinding* and/or *Scribe*) will normally lead to the conclusion that they are not the original covers.

The book will be of particular interest to arcanologists and cryptographers.

History: The infamous High-Cabalist Axengrad of the Red Dunes of Praxa spent several years researching the work, making extensive use of his copy of *Almanac of Luttern Particular Sequences*, but without finding any clues even as to the nature of the secret.

After this, the work came in the possession of the legendary Rhône Mage Nalgamir, who initially attempted to classify using the tables in his copies of *Vademecum of Thaumaturgical Affinities of Alloys, Isotopes, Metals, Minerals, and the Sub-, Semi-, Para-, Demi-, and Quasi-Elements and Extra-Temporal Materials*. It is said that he subsequently consulted 42 magical librams from Phassarph's hand and that he eventually concluded that *Malvin and Carina* was, indeed, written by Phassarph. His further research into the contents of the work and its meaning, for which he used copies of the incomparable *Lexicon of Paradoxes*, did not lead to further revelations.

The book resurfaced in possession of the Praeceptorium of Urga – known for its complete set of the *Pandectae of Catalogues* – but its members did not succeed in discovering the secret.

After this, even the mind of The Grand-Spectradigitator Tontazyl, the Sun-Enlightened, Grande Magister of the Light, currently living on the magical island Eviellan and in possession of the *Enchiridion of Thaumathemurgal Divisions*, did not prove to be sufficient to find any clues as to what secrets the book might hold.

Next, rumor has it that the Supreme Chaobolist Zemloth tried to unravel the secret of the book and that he lost his life when he subjected the Demiurge Jaldabaoth, Son of Chaos to the ancient spell *Implementations of a Mana-Kinetic Construct of Magical-Innovational Fields* in Kalu to this end. He is said to have used *Alamanther's Return* to cast this lost spell.

After this, the book seems to have ended up in the hands of the Charmathurgist Ymris of Far Reach, who spent 14 years on his calculations in an attempt to classify the book in dysprosiulary sequences as per the *Conspectus of Formulae*. A note in his almanac reads that he, out of pure frustration, eventually sold the book to Thiondar, King of the Ch'thar³⁾ for a bowl of Arvandorian wild strawberries copiously dabbed with four droplets of a honey-sweet Luishluighe love tonicum, a single carafe of first-quality perfumed Hydrangean creeping oil of Fendragish dragon eye berries, and the *true name* of the flower nymph Lizazy.

¹⁾ Zezere is an ancient, lyrical, arcane language of unknown origin, possibly from a world that has vanished. Today, only a handful of the most powerful Arch-Mages know of its existence and, of these, only some know how to read it.

²⁾ Phassarph is an Arch-Mage of legend of whom it is said that he knew all spells and that he had never been asked a question to which he did not know the answer. He was tall, long of limb and possessed an enchanted *vivarium*, a *homoncularium*, and a magical orangerie on his estate Tantazil. His talents included knowledge of sailing vessels, canonical hymns, auguries, and orthodox doctrines; he was a specialized in the kings of the 13th Dynasty of Gollancz and had expert knowledge of their heraldic banners; he was a gifted singer and he is said to have owned a library of 1,111 magical books. He lived for 518 years and is said that he developed more than a hundred spells, both during and after his time.

³⁾ A knowledgeable sage or historian may be able to inform researchers that Thiondar, King of the Ch'thar, was a legendary elven king of Anaiath who led his people on an epic journey across their world after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

Source/Origins: DM, *Malvin & Carina*, for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991); Jack Vance, *The Eyes of the Overworld* (Ace Books, 1966)

Manifest of Majuur Maledictions

(The Book of Mummies)

Setting: Anaiath

Requirements: NWP *Ancient Languages (Semnuwian)*

Author: Thebesotar the Episcopt.

Size: 45 cm tall, 30 cm wide, 3 cm thick; 77 pages.

Description: An ancient book with covers fashioned of what strips of cloth or bandages featuring sequence upon sequence of pictoglyphs in faded black ink. The front cover features a painted, polychrome depiction of a scarab underneath a number of symbols reminiscent of hieroglyphic writing, perhaps the title of the work.

Within are brittle, dark brown to black pages not unlike vellum in structure and with a manuscript of symbols in faded polychrome inks and paints.

Lore: A collection of ancient curses associated with mummified corpses.

DM: Original. Unique (No known copies). Average condition. Title on the front cover.

Reading the title and the manuscript requires the NWP *Ancient Languages (Semnuwian)*¹⁾. The faded hieroglyphs on the strips of cloth that make up the covers are the names of the ancient kings of the House of the Night Winds, each accompanied by its own hymn of praise to one of their ancient gods.

NWPs: The book can be of use to an individual who wants to improve his NWP *Sage Knowledge (School of Magic, Necromancy)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Manifest of Majuur Maledictions* is a collection of ancient and unholy curses and chants that aim to animate and command the mummified corpses of the kings of the House of the Night Winds, the rulers of the Majuur Desert in ancient times. These curses involve calling upon the aid of various dark, heinous entities of the lower outer planes such as Set, Anubis, Zadaphiel, Mazatan, Maal-Bechiel, Nabaril, and Arat-Astrel. The curses and chants were used both for animation and controlling purposes and it can be gleaned from them that many of them were chanted in occult rituals performed after the initial animation of the corpses, perhaps by the members of a dedicated cult who would repetitively chant the names of the animated kings, evidently to ensure their continued control and existence in undeath. Since these curses and chants seem to have a distinct feel of abjuration and invocation about them, it seems that they were also necessary to prevent the mummified kings from turning on their creators and exact a terrible revenge.

Research: The covers consist of sheets of a reed-like material covered with the cursed windings of mummies, which have been soaked in a preserving solution of elixir of dead larvae, ichors of scorpions, black hellebore root, asafetida, carbonate of soda, and numerous spices and resins. The pages are of human skin preserved in a similar substance. The paints and inks used in the manuscript were concocted from such exotic ingredients as ichors of scarabs, powdered obsidian, the blood of jackals, and venom of cobras.

Although some indices refer to the book as *The Book of Mummies* (not to be confused with *Obloquy of Occult Obsequies*), this is believed to be based on an inaccurate translation of a list describing items retrieved from a pyramid in the Majuur Desert some centuries ago.

Several indices and catalogues written over the ages refer to the supposed, numerous curses associated with the book, ranging from readers contracting diseases not dissimilar to *mummy rot* and gangrene, to insect plagues and droughts laying waste to towns where the book was kept. However, there is no evidence to suggest that the book is subject to any such curses today.

Curiously, many of the names of the extra-planar entities mentioned in the book (Zadaphiel, Mazatan, Maal-Bechiel, Nabaril, Arat-Astrel) do not occur in the known references to the denizens of the lower outer planes or, indeed, any of the planes of existence.

History: Although this is not likely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, the legendary elven king who led his people on an epic journey across the world after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹⁾ Semnuwian is an ancient language of Anaiath, the royal language spoken in the ancient kingdoms that comprised much of what is now known as the Majuur Desert. It is written using hieroglyphic and semnoglyphic symbols, each standing for a particular sound or group of sounds. It is known mostly from ancient inscriptions and epigraphs.

Source/Origins: Books about necromancy: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Manual of Flesh Golems

Setting: Any

Requirements: Wizard

Author: Unknown.

Size: 46.4 cm tall, 46.4 cm wide, 4.64 cm thick; 46 pages.

Description (See below): A large, untitled book in excellent condition and bound in smooth, pliable, pale leather. Within seem to be pages of heavy, high-quality parchment.

Opening the Book: A *manual of flesh golems* can only be perused safely by a Wizard, with a Priest losing 1d6×10,000 xp when he attempts to read the contents and all other classes suffering 6d6 points of damage when they open it. Opening the book will reveal numerous pages of snow-white vellum featuring a polychrome manuscript of occult and mystical symbols and runes.

Magical Item: A *manual of flesh golems* is a magical item that allows a Wizard to construct and animate a flesh golem after certain conditions have been met, as detailed below.

Identification: Although it is a magical item, the book cannot be recognized as such by visual examination of its outer parts or by detection for the magic aura (e.g., *Detect Magic*). Any such perusal will lead to the conclusion that the book is a regular, non-magical work of arcane lore. If it should be read before it is properly identified, the book will appear to have been written in a language unknown to the reader.

A *manual of flesh golems* can only be identified for what it is by a Bard (5% chance per level to determine its general purpose and function) or by a Wizard using *Identify* (q.v.) or a *wish*. A *wish* will only reveal the general contents of the book, informing the caster that it will affect (not necessarily benefit) any one individual. It requires a second *wish* to determine exact contents. All other spells, including *Alter Reality*, *Commune*, *Contact Other Plane*, *Legend Lore*, *Limited Wish*, *True Seeing*, and *True Sight*, are useless.

Use: A *manual of flesh golems* can only be used after it has been identified for what it is, which will reveal its full potential. A Wizard wishing to use the book must announce his intention to do so and start the process of creating the golem.

The book provides the Wizard with instructions to construct and animate a flesh golem (v. **CMM**, *Flesh Golem*) without the need to have knowledge of the spells normally required for such an endeavor. Constructing the golem takes two months and costs at least 50,000 gp in materials and the services of craftsmen and alchemists.

The Wizard must study the book throughout the processes of construction and animation and he must not be interrupted, never stopping for any appreciable amount of time, except when eating and sleeping. Studying the book demands the Wizard's full concentration and he cannot copy or otherwise convey the knowledge contained in it during that period.

Once the golem is fully constructed and the proper rituals have been performed, the writing fades and the book is consumed in flames. Now, the ashes of the book must be sprinkled on the golem, upon which it becomes fully animated. However, the chance that it remains so depends on the Wizard's level, being 100% for a 10th-level Wizard and with each level he has less than this resulting in a cumulative 10% chance of the golem falling to pieces within one turn of completion of the ritual.

When the project has thus reached its end, the Wizard will immediately forget all knowledge of the words contained in the book, thereafter never able to articulate or record the knowledge contained therein.

Suggested XP/GP Value: 3,000 xp/30,000 gp.

Source/Origins: *Manual of golems*: Gary Gygax, *Dungeon Masters Guide* (TSR, 1979)

Manual of Iron Golems

Setting: Any

Requirements: Wizard

Author: Unknown.

Size: 46.4 cm tall, 46.4 cm wide, 4.64 cm thick; 46 pages.

Description (See below): A large, untitled book in excellent condition, bound in heavy, smooth leather with a distinct metallic sheen and featuring ornate decorations and furniture. Within seem to be pages of some heavy, high-quality, snow-white material.

Opening the Book: A *manual of iron golems* can only be perused safely by a Wizard, with a Priest losing 1d6×10,000 xp when he attempts to read the contents and all other classes suffering 6d6 points of damage when they open it. Opening the book will reveal numerous pages of snow-white vellum featuring a polychrome manuscript of occult and mystical symbols and runes.

Magical Item: A *manual of iron golems* is a magical item that allows a Wizard to construct and animate an iron golem after certain conditions have been met, as detailed below.

Identification: Although it is a magical item, the book cannot be recognized as such by visual examination of its outer parts or by detection for the magic aura (e.g., *Detect Magic*). Any such perusal will lead to the conclusion that the book is a regular, non-magical work of arcane lore. If it should be read before it is properly identified, the book will appear to have been written in a language unknown to the reader.

A *manual of iron golems* can only be identified for what it is by a Bard (5% chance per level to determine its general purpose and function) or by a Wizard using *Identify* (q.v.) or a *wish*. A *wish* will only reveal the general contents of the book, informing the caster that it will affect (not necessarily benefit) any one individual. It requires a second *wish* to determine exact contents. All other spells, including *Alter Reality*, *Commune*, *Contact Other Plane*, *Legend Lore*, *Limited Wish*, *True Seeing*, and *True Sight*, are useless.

Use: A *manual of iron golems* can only be used after it has been identified for what it is, which will reveal its full potential. A Wizard wishing to use the book must announce his intention to do so and start the process of creating the golem.

The book provides the Wizard with instructions to construct and animate an iron golem (v. **CMM**, *Iron Golem*) without the need to have knowledge of the spells normally required for such an endeavor. Constructing the golem takes two months and costs at least 100,000 gp in materials and the services of craftsmen and alchemists.

The Wizard must study the book throughout the processes of construction and animation and he must not be interrupted, never stopping for any appreciable amount of time, except when eating and sleeping. Studying the book demands the Wizard's full concentration and he cannot copy or otherwise convey the knowledge contained in it during that period.

Once the golem is fully constructed and the proper rituals have been performed, the writing fades and the book is consumed in flames. Now, the ashes of the book must be sprinkled on the golem, upon which it becomes fully animated. However, the chance that it remains so depends on the Wizard's level, being 100% for a 10th-level Wizard and with each level he has less than this resulting in a cumulative 10% chance of the golem falling to pieces within one turn of completion of the ritual.

When the project has thus reached its end, the Wizard will immediately forget all knowledge of the words contained in the book, thereafter never able to articulate or record the knowledge contained therein.

Research: The covers were fashioned from the metallic hide of a gorgon. The pages are first-quality, snow-white vellum.

Suggested XP/GP Value: 3,000 xp/30,000 gp.

Source/Origins: *Manual of golems*: Gary Gygax, *Dungeon Masters Guide* (TSR, 1979)

Manual of Kani Dolls

Setting: Krynn

Requirements: NWP *Reading/Writing (Wemitowuk)*; see below

Author: Pavicopah of Angat.

Size: 35 cm tall, 25 cm wide, 3.5 cm thick; 23 pages.

Description: A large book with paper-mâché covers, featuring many rather primitive symbols and designs in pale red and green inks. A colorful strip of woven fabric is tied around the book to hold it together.

Within are pages of a strange, rather crudely made vellum, most of which are sewn to the spine with what seem to be woven threads of organic origin. In places, the thread has become so brittle that some pages are now loose from the spine. The pages feature a polychrome manuscript in a primitive script, enriched with many pictographs and animistic symbols and runes, all in fading inks.

DM: Original. Unique. Average condition. Untitled.

Reading the manuscript requires the NWP *Reading/Writing (Wemitowuk)*¹.

Magical Item: A *manual of kani dolls* is a magical item that allows a skilled member of the Wemitowuk or a Wizard of at least 6th level with the NWPs *Reading/Writing (Wemitowuk)*, *Weaving*, *Seamstress*, and *Basket-Weaving* to construct and animate a kani doll, as detailed below.

Identification: Although it is a magical item, the book cannot be recognized as such by visual examination of its outer parts or by detection for the magic aura (e.g., *Detect Magic*). Any such perusal will lead to the conclusion that the book is a regular, non-magical work of arcane lore. If it should be read before it is properly identified, the book will appear to be a treatise of the creation of voodoo-like dolls that have no function but to serve in the superstitious rituals of the Wemitowuk, a primitive people of Schallsea Island.

A *manual of kani dolls* can only be identified for what it is by a Bard (5% chance per level to determine its general purpose and function) or by a Wizard using *Identify* (q.v.; treat the book as a magical item radiating a "Strong" aura of Alteration magic) or a *wish*. A *wish* will only reveal the general contents of the book, informing the caster that it will affect (not necessarily benefit) any one individual. It requires a second *wish* to determine exact contents. All other spells, including *Alter Reality*, *Commune*, *Contact Other Plane*, *Legend Lore*, *Limited Wish*, *True Seeing*, and *True Sight*, are useless.

Use: A *manual of kani dolls* can only be used after it has been identified for what it is, which will reveal its full potential. An individual wishing to use the book must announce his intention to do so and start the process of creating the doll.

The book provides the reader with instructions to construct and animate a kani doll (v. **CMM**, *Kani Doll*) without the need to have knowledge of the spells normally required for such an endeavor. Constructing the doll takes one week, while the actual process to animate the figure takes another week. Creating the doll requires the use of specific woods, reeds, grasses, and animal parts and substances. Among the ingredients required in the animation process are ground emre feathers; special grasses and reeds; a special powder of maize, red peppers, tobacco leaves, chopped *redweed*, and melon, pumpkin, and grape seeds; and a variety of magical powders and incenses. All animal parts must be taken from animals that died of natural causes².

The reader must study the book throughout the processes of construction and animation, never stopping for any appreciable amount of time, except when eating and sleeping. He must not be interrupted in the final week: any interruptions during this week will ruin the preparations and require the reader to start all over again. Studying the book demands the reader's full concentration and he cannot copy or otherwise convey the knowledge contained in it during that period.

Once the doll is fully constructed and the proper rituals have been performed, the writing in the book fades and the book is consumed in flames fueled by emre droppings and special reeds. The remaining ashes must be sprinkled on the doll, which then becomes fully animated, ready to perform its duties as instructed by its creator³. However, in the case of a Wizard, the chance of the doll remaining animated depends on his level, being 100% for a 6th-level Wizard and with each level he has less than this resulting in a cumulative 10% chance of the doll falling to pieces within one turn of completion of the ritual.

When the project has thus reached its end, the reader will immediately forget all knowledge of the words contained in the book, thereafter never able to articulate or record the knowledge contained therein.

Contents: The book is a treatise of the creation of voodoo-like dolls that have no function but to serve in the superstitious rituals of the Wemitowuk, a primitive people of Schallsea Island.

Research: The covers are fashioned of *paper-mâché* strengthened with mashed emre feathers and stretched over flexible sheets of reeds interwoven with grasses. The pages are specially prepared emre skin and attached to the spine with specially prepared emre intestines. All emre components were taken from an animal that died of natural causes.

Although similar books are known from various indices and catalogues, each of them is unique.

¹⁾ Wemitowuk, for want of a better word, is the language of the Wemitowuk, a primitive people from Schallsea Island.

²⁾ While the material costs involved in the creation of a kani doll are negligible for a skilled Wemitowuk, this may not necessarily be the case for a Wizard who is not a member of such a tribe.

³⁾ A kani doll's instructions must be simple and the dolls are typically used to protect a particular area from intruders or to attack the first person or creature they see, pursuing if necessary.

Manual Powers Beyond the Life

Setting: Any (World of Greyhawk)

Requirements: NWP *Reading/Writing* (Common)

Author: Unknown.

Size: 28 cm tall, 10 cm wide, 7 cm cm thick; 377 pages

Description: A slightly sinister-looking book bound in scuffed and faded black leather. On the front cover is a somewhat naive depiction of a skull above two large hands held crossed, in effect somewhat resembling a pirate flag. The hands and skull are inlaid with small chips of mother-of-pearl, some of which are missing.

Within are thin pages of paper, stained and with some showing signs of repair. Manuscript enriched with many mystical symbols, diagrams, and illustrations in black, brown, and dark blue inks, faded in places.

Lore: A copy of a relatively well-known book that deals with the supposed 'hand of death'.

DM: Copy. Uncommon. Poor condition (Damage, missing pages). Title on the title page.

Reading the title and the manuscript requires the NWP *Reading/Writing* (Common).

Spell Research: The book is 1d20×5% likely to contain an important clue to one of the spells listed below. If this is the case, a Wizard studying this book while researching that spell¹⁾ receives a +1d10% bonus to his Chance to Learn Spell check. Note that acquiring this book may count towards the costs required to research the spell²⁾.

The book may contain an important clue to one of the following spells, as determined by the DM or by random die-roll: **I:** *Burning Hands*; **V:** *Bigby's Interposing Hand*; **VI:** *Bigby's Forceful Hand*; **VII:** *Bigby's Grasping Hand*; **IX:** *Bigby's Crushing Hand*; **VIII:** *Bigby's Clenched Fist*.

Contents: *Manual Powers Beyond the Life* is a well-known thesis on the supposed all-pervasive presence of the 'hand of death'. It goes to some lengths to explain that this phenomenon governs all life in the Prime Material Plane and beyond and proceeds to research the possibility of catching this 'hand' in a magical symbol that can influence the casting of magical spells, often referring to the somatic components of spells and attempts to compare them to the rituals and gesticulations executed by priests of a number of known and lesser-known religions and cults revering death and the afterlife. It goes into some detail when it shortly tries to retrace some divination spells to their necromantic origins in the strictest sense of the word – *i.e.*, spells that attempt to predict the future by calling forth the dead.

Perhaps of most value to students of magic are the sections that deal with a number of spells that actually use the hand as a source, symbol, or expression of magical prowess, connecting them to the Negative Material Plane, the Positive Material Plane, and an unknown plane it refers to as the Plane of Force – a phenomenon that is unrecognized today. There are no descriptions of these spells.

Research: At least 23 pages have been carefully cut out from the book.

This book and most other copies like it are based on an original that is sometimes ascribed to Bigby himself, which was famously stolen from the Royal Libraries by an infamous thief known as Nine-Fingers.

¹⁾ For example, when attempting to copy it into his spell book from another spell book; when attempting to do so from a scroll; when studying under a mentor; v. **DMG**, p. 61: "Acquisition of Spells Beyond 1st Level" and p. 65: "Determining Research Time" and "The Cost of Spell Research".

²⁾ The suggested apparent value of the book is 1d10×200 gp.

Source/Origins: *Manual Powers Beyond the Life*: Bruce Heard, *Spells between the Covers*, in: *Dragon 82* (TSR, 1984); Spellbook, *Manual of Powers Beyond the Life*: Dale Henson et al., *Encyclopedia Magica. Volume Three* (TSR, 1995)

Manumancy

Setting: Any (World of Greyhawk)

Requirements: NWP *Reading/Writing* (Common); *Read Magic* for spells

Author: Unknown.

Size: 74.2 cm tall, 36 cm wide, 8 cm thick; 320 pages

Description: A large, impressive, albeit oddly rectangular and relatively thin libram, well-used and with covers of thick, supple, yellow leather. On the front cover is a prominent depiction of a stylized hand with its fingers spread and inlaid with a dark, chestnut colored wood. Surrounding the symbol is a circle inlaid with mother-of-pearl and a black mineral and containing a text inlaid with silver, perhaps the title of the book.

Within are pages of thin white vellum, each linked to the others and the spine with a fine but tough, tan colored thread. Polychrome manuscript enriched with illustrations, diagrams, and glyphs.

Lore: A study of the importance of hands in the casting and creation of spells.

DM: Original. Copies rare. Good condition. Title on the front cover.

Reading the title and the manuscript requires the NWP *Reading/Writing (Common)*. The spells are written in an arcane language and a Wizard must cast *Read Magic* if he wants to read them for the first time.

NWPs: The book can be of use to an individual who wants to improve his NWP *Thaumaturgy*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Manumancy* is a thesis on the importance of the hand in the casting of spells, on the somatic components of spells, and on how the hand can be used as a framework, as a basis for designing spells that generate all manner of effects and those that would require a hand or hands in particular.

Spells: The book contains the following spells, on six pages: I: *Bigby's Feeling Fingers*; II: *Bigby's Dextrous Digits*.

History: Although this is not likely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

Some specialized sages might know that the book was part of a large number of writings by various authors, gathered by the king into a unique, extensive collection of works that dealt with the spells, life, works, and deeds of the famous Bigby of Oerth. Some of these scholars might know of a rumor that suggests that studying the entire collection would allow a Wizard to transcribe all spells devised by Bigby.

Source/Origins: DM, *Bigby*, by Bigby (all spells by Bigby), for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Manuscripts of Mordenkainen

Being An Extensive Examination of the Works of Mordenkainen

Setting: Anaiath (World of Greyhawk)

Requirements: See below; *Read Magic* for spell

Author: Various, with annotations by Thiondar, King of the Ch'thar.

Size: 76 cm tall, 56 cm wide, 16 cm thick; 1,141 pages.

Description: A folio of polished dark wood lined in gold and with an elaborate, gold-inlaid text on the front cover, perhaps the title of the work. An intricate system of golden locks keeps the folio closed, a set of small keys on a woven cord dangling from the cover.

Within are pages of many sizes and materials (vellum, parchment, paper, papyrus), some sewn together with gold thread.

Lore: An extensive collection of notes concerning the life and work of the legendary Mordenkainen of Oerth.

DM: Original. Unique. Excellent condition. Title on the front cover.

Reading the title requires the NWP *Reading/Writing (The Common Tongue)*. Reading the manuscripts requires knowledge of many ancient, modern, and arcane languages of Oerth (e.g., NWPs *Reading/Writing (The Common Tongue)* and *Reading/Writing (Keolandish)*). Reading the annotations requires the NWP *Ancient Languages (Ancient Elvish)*. The spell is written in an arcane language and a Wizard must cast *Read Magic* if he wants to read it for the first time.

NWPs: The folio can be of use to an individual who would want to improve his NWP *Arcanology*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Manuscripts of Mordenkainen* comprises a collection of notes on the life, deeds, and works of Mordenkainen, among which his legendary sojourn to the fabled City of the Gods. The notes also mention the existence of several interesting books and librams, among which an unknown incunabulum it refers to as *Mordenkainen's Magnificent Magnum Opus*, supposedly from the mage's hand.

Spells: Among the notes is the description of a single spell, on nine pages: V: *Mordenkainen's Private Sanctum*.

Research: The wood used for the covers is ebony.

Interestingly, there are no other known records, catalogues, or indices that mention *Mordenkainen's Magnificent Magnum Opus*.

History: Although this is not likely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

Some specialized sages might know that the book was part of a large number of librams, draughts, loose sheets, tomes, books, booklets, and folios by various authors, gathered by the king into a unique, extensive collection of works that dealt with the spells, life, works, and deeds of Mordenkainen of Oerth. Some of these scholars might know of a rumor that suggests that studying the entire collection would allow a Wizard to transcribe all spells devised by that legendary wizard.

Source/Origins: DM, *Mordenkainen*, by Mordenkainen (all spells by Mordenkainen), for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991); Robert J. Kuntz, *Tales from the Green Dragon Inn*, in: *The Oerth Journal, Vol. 1, No. 6* (www, 1997)

Marvelous Motifs of Mordenkainen

Setting: World of Greyhawk

Requirements: NWP *Reading/Writing (The Common Tongue)*

Author: Unknown.

Size: 100 cm tall, 80 cm wide, 10 cm thick; 400 pages.

Description: A book with covers fashioned of a strange, opaque or translucent, mineral-like substance with a distinct golden orange hue, each connected to a spine of bands of gold and electrum. On the front cover is a text, inlaid with electrum and perhaps the title of the book.

Within are pages crafted from sheets of polished electrum, into which the texts have been etched and inlaid with gold, ivory, and various exotic varieties of wood and coral.

Lore: A valuable collection of notes on research into various spells of the legendary Mordenkainen of Oerth.

DM: Original. Unique. Excellent condition. Title on the front cover.

Reading the title and contents requires the NWP *Reading/Writing (The Common Tongue)*.

NWPs: The book would be of use to individuals who would want to improve their NWPs *Arcanology* and/or *Research*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Marvelous Motifs of Mordenkainen* is a libram that contains many notes on the author's research into several of Mordenkainen's spells from the schools of Conjuration and Summoning, notably *Mordenkainen's Faithful Phantom Defenders*, *Mordenkainen's Faithful Phantom Guardian*, and *Mordenkainen's Faithful Phantom Shield-Maidens*, as well as notes on two unknown and unfinished spells, which are a 7th-level spell referred to as *Mordenkainen's Marvelous Mousquetaires*, which seems to summon a band of men equipped with fire-arms, and an 8th-level spell called *Mordenkainen's Shattering Semasiology*, which supposedly gives the caster the power to shatter any magical item within range with a single word. There are no descriptions of any of these spells.

Research: The covers consist of two sheets of rich amber.

The spells *Mordenkainen's Marvelous Mousquetaires* and *Mordenkainen's Shattering Semasiology* are not mentioned in any other known index. Indeed, most knowledgeable sages doubt that they exist at all.

History: Although this is not likely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

Some specialized sages might know that the book was part of a large number of librums, draughts, loose sheets, tomes, books, booklets, and folios by various authors, gathered by the king into a unique, extensive collection of works that dealt with the spells, life, works, and deeds of Mordenkainen of Oerth. Some of these scholars might know of a rumor that suggests that studying the entire collection would allow a Wizard to transcribe all spells devised by that legendary wizard.

Source/Origins: DM, *Mordenkainen*, by Mordenkainen (all spells by Mordenkainen), for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon* 30 (TSR, 1991)

Mayestri Book of Waves

Setting: Planescape (Ardha)

Requirements: NWP *Secret Languages (Sacumnua)*

Author: Various members of the Mayestri.

Size: 48 cm tall, 85 cm wide, 45 cm thick; 345 pages.

Description (See below): A large, oblong book entirely composed of clam shells strung together with fish gut. It features an engraved text, likely the title of the work.

Lore: A secret book of the Mayestri, containing information on their rituals and portals, as well as the *true names* of various *suisseen*.

DM: Original. Unique. Good condition. Untitled.

Reading the text requires the NWP *Secret Languages (Sacumnua)*¹⁾.

Water: The book must be kept submerged in water for preservation reasons. Leaving it out of water for 1d2+1 days causes irreparable damage until it disintegrates some 1d3 days later, leaving only shards and dust.

Repercussions: Versions of the book are rarely found and, when faced with the loss of one, Mayestri cultists immediately engage in a frantic search-and-destroy action against the thief.

NWPs: The book can be of use to an individual who wants to improve his NWP *Religion*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: The *Mayestri Book of Waves* is a 'holy book', a relic of the cult known as the Mayestri. It mainly contains prayers, hymns, verses, songs, and ululations to creatures known as *suisseen*; utterances that speak of the history of the 'clergy'; and legends of the *suisseen* and the Elemental Plane of Water. The prayers and songs are quite specific and they reveal quite a lot about the Mayestri: secret names of members, secret codes used by cultists, secret Mayestri rituals, the names of 'priests' and leaders, the names and locations of temples and shrines, the locations of various *gates* and *portals* from several worlds to the Elemental Plane of Water, rituals to summon *suisseen* and even the *true names* of some of them.

Excerpt:

"Water within water: element within, element without. This is our creed. Our link to the source and medium of life. Great *suisseen*, water and not water, provides the door and the way to this great source. *Suisseen* is our salvation and our path to life. If we give life, it gives back ten thousand fold."

Research: The book is one of many examples believed to exist, with each cultist cell having its own version. This example is written in a secret language of the *sahuagin*, which means that it is the property of a *sahuagin* Mayestri

cult. Since the Mayestri are notoriously possessive of their relics and known to go to great lengths to retrieve them when lost or stolen, this does not seem to bode well for any non-Mayestri who would come to own this book. Traditionally, the Mayestri are seen as a cult of mostly humans, sahuagin, and mermen who revere the creatures known as *suisseen* as a link to the true water elementals they worship. However, it seems that, today, the focus of their worship has shifted from these elementals to the *suisseen*, which the cultists call “the door and the way”.

Furthermore, it seems that some cultists have taken to sacrificing victims to the *suisseen*, believing that water (as an element) can multiply life force and so hoping to increase their power and lengthen their lives. These Mayestri use a special summoning spell to call a *suisseen* and then offer it living sacrifices, which it gladly accepts as food.

History: Although this is unlikely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹⁾ *Sacumnua* is an extremely secret tongue of the sahuagin of the planes, used only by the most eclectic of their priests. As a secret language, it can be compared to the secret languages of alchemists, Druids, and Assassins and it can only be taught by sahuagin priest, none of which will teach it to individuals not associated with their religion without good reason.

Source/Origins: *Suisseen* (The Mayestri Book of Waves): Monte Cook et al., *Planescape Monstrous Compendium Appendix III* (TSR, 1998); Books about brainwashing; true names: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Memorandum of Memory

(Mordenkainen's Memorandum of Memory)

Setting: Yxx (World of Greyhawk, Kalibruhn)

Requirements: NWP *Reading/Writing* (High-Common); *Read Magic* for spells

Author: Unknown.

Size: 45 cm tall, 32 cm wide, 9.5 cm thick; 450 pages

Description: A large book bound in inky black, scaly leather, its corners protected by corner pieces of an untarnished metal with a dull gray sheen. On the front cover is a text inlaid with the same metal, perhaps the title of the book. Several holes just below this text seem to suggest that something used to be attached to the front cover. Within are tan colored parchment pages with a distinct, grayish tinge. Mostly monochrome manuscript in slightly fading, midnight-blue inks, with polychrome illustrations in bright inks.

Lore: A study of the memory and its capacity to store spells, containing a number of powerful spells from the legendary Mordenkainen of Oerth.

DM: Original. Copies very rare. Average condition. Title on the front cover.

Reading the title and manuscript requires the NWP *Reading/Writing* (High-Common)¹⁾. The spells are written in an arcane language and a Wizard must cast *Read Magic* if he wants to read them for the first time.

NWPs: The book can be of use to individuals who want to improve their NWPs *Arcanology* and/or *Concentration*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Resistant: The book is highly resistant to damage. It is impervious to non-magical fire and heat and it makes its item saving throws as “Leather”, with a +4 bonus when saving against Magical Fire and with +2 bonus in all other cases (v. **DMG**, p. 58: “Item Saving Throws”).

Contents: *Memorandum of Memory* is an important thesis on human memory, with emphasis on memorizing magical energies and spells.

Spells: The book contains the following spells, on 29 pages: **V:** *Mordenkainen's Involuntary Wizardry*; **VI:** *Mordenkainen's Lucubration*; **VII:** *Mordenkainen's Penultimate Cogitation*.

Research: The metal on the covers is an unusual iron that is as hard as adamantine and possibly of Abyssal origin. Although various indices classify the book as *Mordenkainen's Memorandum of Memory*, most sages of today agree that it is not from the hand of Mordenkainen. However, a relatively recent study of the book has revealed that the covers are made of the hide of a colchiln, a very rare demonic creature that may have roamed the dungeons beneath the legendary “Ruins of El Raja Key”, the remains of a Castle that existed on a world known as Kalibruhn and which was visited by both Mordenkainen and Bigby at an early stage in their careers.

History: Although this is not likely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

Some specialized sages might know that the book was part of a large number of librams, draughts, loose sheets, tomes, books, booklets, and folios by various authors, gathered by the king into a unique, extensive collection of works that dealt with the spells, life, works, and deeds of Mordenkainen of Oerth. Some of these scholars might know of a rumor that suggests that studying the entire collection would allow a Wizard to transcribe all spells devised by that legendary wizard.

¹⁾ High-Common is the written form of the common tongue of the magical world of Yxx, used mostly in official documents, much like French and Latin were used in the history of Earth.

Source/Origins: DM, *Mordenkainen*, by Mordenkainen (all spells by Mordenkainen), for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Mental Impressions of the Retina

Setting: World of Greyhawk

Requirements: NWP *Reading/Writing* (Keolandish)

Author: Yahdee Eregerne.

Size: 22 cm tall, 16 cm wide, 4.5 cm thick; 251 pages.

Description: A smallish, slender book with covers of supple, grayish leather with ample signs of wear and tear. Stamped into the front cover is a text, perhaps the title of the book, which is repeated on the spine, where it features traces of gilding. Below this text is a depiction of a stylized eye, stamped into the leather and showing traces of old paint.

Within are worn, thin parchment pages sewn to a waxed cord binding glued to the spine. Monochrome manuscript in a fastidious hand and featuring numerous tables and diagrams.

Lore: The original of a little known but nevertheless important thesis on the perception of reality.

DM: Original. Copies rare. Good condition. Title on the front cover and spine.

Reading the title and manuscript requires the NWP *Reading/Writing (Keolandish)*.

Spell Research: The book is 1d20×5% likely to contain an important clue to one of the spells listed below. If this is the case, a Wizard studying this book while researching that spell¹⁾ receives a +1d10% bonus to his Chance to Learn Spell check. Note that acquiring this book may count towards the costs required to research the spell²⁾.

The book may contain an important clue to one of the following spells, as determined by the DM or by random die-roll: **I:** *Phantasmal Force*; **II:** *Improved Phantasmal Force*; **VI:** *Permanent Illusion*; **VI:** *Programmed Illusion*.

NWPs: The book can be of use to individuals who want to improve their NWP *Sage Knowledge (School of Magic, Illusion/Phantasm)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Mental Impressions of the Retina* is an important thesis on the difference between reality as it is and how it is perceived by the eyes and brains of humans. It suggests that there is a 'universal truth' and a 'perceived truth', with the first being imperceptible by living creatures and the latter being different for each individual creature, marred as it is by intrinsic and extraneous circumstances – among the first being such things as memories and functionality of eyes and brains and examples of the latter being the effects of light and darkness, magical *radices*, and the will of the gods. It goes into great detail when it is discussing these circumstances and starts focusing on the notion that all perceptions leave impressions on the retina and establish a permanent 'path' between them and the brain, which will be used again and again whenever an individual perceives similar events. Of special interest to spell users is an extensive section on how mages can make use of these 'paths' by having their spells of illusion generate effects that 'most people would have seen before'.

Research: The covers are thin, wood panels covered in cow hide of some obvious age.

Although some rare sources attribute the book to the legendary priestess Johydee, most knowledgeable sages agree that this is not the case. Indeed, the name of the actual author regularly appears in indices, all of which ascribe the book to her.

¹⁾ For example, when attempting to copy it into his spell book from another spell book; when attempting to do so from a scroll; when studying under a mentor; v. **DMG**, p. 61: "Acquisition of Spells Beyond 1st Level" and p. 65: "Determining Research Time" and "The Cost of Spell Research".

²⁾ The suggested value of the book is 1d10×200 gp.

Source/Origins: *Mental Impressions of the Retina*: Bruce Heard, *Spells between the Covers*, in: *Dragon 82* (TSR, 1984); *Spellbook, Mental Impressions of the Retina*: Dale Henson et al., *Encyclopedia Magica. Volume Three* (TSR, 1995)

Monologue of Ethereal Worlds in the Omniverse

Setting: Yxx (Elemental Planes) (Player's Option Rules)

Requirements: NWP *Ancient Languages (Arxixtoxse)*; see below

Author: Vysyl Thaa.

Size: 34.1 cm tall, 22.4 cm wide, 16.6 cm thick; 664 pages.

Description: A book with covers of a gleaming, glossy, anthracite colored metal. Above an elaborate symbol on the front cover is a text, perhaps the title of the book. Both are inlaid with a lustrous red metal.

Within are pages of a lustrous red metal featuring a text of mystical symbols and runes inlaid with a glossy black metal.

Lore: A relatively unknown, extremely complicated study of the elemental planes and the Elemental Plane of Fire more in particular.

DM: Original. Unique (No known copies). Excellent condition. Title on the front cover.

Reading the title and the contents requires the NWP *Ancient Languages (Arxixtoxse)*¹⁾. The symbol on the front cover is the author's *sigil*.

Specialist Content: Understanding the first pages of the book requires the reader to be an Elementalist of at least 6th level or to have the NWP *Sage Knowledge (Alchemy)* 9. To understand the rest of the book, the reader must be a Fire Elementalist of at least 9th level or an individual with the NWP *Sage Knowledge (Inner Planes, Elemental Plane of Fire)* 12.

Fire Elementalist: The book is of exceptional importance to Fire Elementalists, who, after studying it, will improve their knowledge of the Elemental Plane of Fire, elemental fire in general, fire-based entities, and fire-based spells and everything associated with it. This will result in them being able to more effectively practice their art, which leads to an increase and decrease of the saving throw bonuses and penalties associated with fire-based spells cast by Fire Elementalists where the caster and his targets are concerned, respectively.

At the DM's option, the reader may be allowed to cast spells more effectively, perhaps reducing their casting time by one segment (down to a minimum of Casting Time 1) or perhaps allowing him to use certain highly specialized alternative spell components that would increase the damage of fire-based spells cast in the Prime Material Plane

by +1 per die (e.g., burning berries from the trees in the Blazing Forest of Fire, which must be collected first), and so on.

In addition, a Fire Elementalist who studies the book will gain 15,000 xp. At the DM's option, this may be because he learns of the locations of several unique *gates* and *portals* to the Elemental Plane of Fire; because he has learned of the existence of previously unknown fire-based creatures (e.g. burning pegasi); and/or because he has learned of certain special *fluxes* in flames that allow him to understand the element better; and so on.

NWPs: The book can be of use to individuals who want to acquire the NWP *Sage Knowledge* (*Alchemy, Elemental Essences*) and/or improve their NWP *Sage Knowledge* (*Inner Planes, Elemental Plane of Fire*). Note that acquiring or improving an NWP requires the necessary number of free character points or NWP slots.

Resistant: The book cannot be damaged by fire of any kind. Indeed, any fire-based spells cast at it will have some of their effects (about 11%) absorbed into the *magmir* alloy parts of the book.

Contents: The first 113 pages of *Monologue of Ethereal Worlds in the Omniverse* contain a synopsis of the essential theories pertaining to the study of the four basic elements of the magical universe – Earth, Air, Fire and Water. It describes, in short, some historical attempts to discover the four fabled essences of each of these elements, most notably those of such illustrious figures as the Grand-Magister Astarchas of Troy and Telemachos of Mytilene. However, this complicated subject is treated in a summary way and the texts can only be understood by informed readers (See above).

The rest of the book comprises an extremely complicated study of the Elemental Plane of Fire, dealing with such subjects as spell keys, *true names* (none given), the summoning of fire elementals and harginn grues, and, most notably, numerous theories on the mythical 'Heart of the Elemental Plane Fire'. One of these theories suggests that this 'heart' would consist of *phlogiston* (the 'material' essence of fire as opposed to other definitions) and that it is so hot that it is shunned even by inhabitants of the plane. It is said that anyone or anything ending up in this place is instantly and irrevocably incinerated, regardless of any protections whatsoever, including resistance to magical fire. The author describes several journeys to locations close to this 'heart', noting that these locations cannot be reached physically, which seems to suggest that he may have been working on a theory that they may have links to the Astral Plane – a notion that is virtually unheard of. It remains unclear whether the author put his theory to the test and, indeed, whether he ever actually visited these locations.

Research: The covers are fashioned of an alloy of adamant and a number of unknown but equally exotic metals, among which may be steel. The lustrous red metal inlays are alloys of *magmir* and several unknown exotic metals. The pages are of *magmir*, inlaid with pure adamant.

Knowledgeable scholars and mages may realize that the book must have been wrought by a team of master smiths, among whom may have been a gnome and, perhaps, an azer. Some sages have proposed that the book was likely wrought in the Elemental Plane of Fire.

Sages have suggested that the book's immunity to fire may be linked to the *magmir* used in its creation, which actually absorbs and stores some of the heat of any flames it touches. Although no way has been found to release the heat thus stored, it has been suggested taking the book into the mythical 'Heart of Elemental Plane of Fire' will cause it to erupt in singularly hot flames, which does not harm the book. Some scholars believe this may lead to the revelation of even more secrets contained within its pages.

It has been proven beyond doubt that the *magmir* used for the pages cannot release any stored heat to heal the owner of the book, contrary to what is often suggested by works on the properties of special metals.

History: Although this is not likely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹⁾ Arxixtoxse is a primordial, arcane language of the magical world of Yxx that is considered by some to predate the birth of the elemental planes. Today, it can be read by only a handful of specialists and it can be learned only by individuals who also have the NWP *Sage Knowledge* (*Arcane Languages*).

Source/Origins: Numerous logs and travel guides for the plane of elemental Fire: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Morbus Infectus

Setting: Yxx (Zohubel)

Requirements: NWP *Ancient Languages* (*Ugrad*)

Author: Jehurul, Speaker of Death, High Morbidus of Zohubel.

Size: 93.3 cm tall, 59 cm wide, 90 cm thick; 1,154 pages.

Description: A large, very old book that exudes a strange, melancholy odor. It has covers of sheets of old copper. On the front cover is a text, perhaps the title of the book, circling a simple circular symbol in bold-relief.

Within are parchment pages that show their age, having become yellowed and brittle over time. Manuscript in black ink and featuring many occult symbols and signs in inks of various dark colors, mainly umber, dark red, blue, and gray, sometimes with touches of old gold.

Lore: A relatively unknown, complicated, and extensive work on certain terrible diseases.

DM: Original. Unique. Good condition. Title on the cover.

Reading the title and manuscript requires the NWP *Ancient Languages* (*Ugrad*)¹⁾. The spell is written in a unique arcane language and a Necromancer must research a specialized version of *Read Magic* if he wants to read it for the first time. The symbol on the front cover is the author's *sigil*.

NWPs: The book can be of use to individuals who want to improve any of their NWPs associated with healing and medicine (e.g., NWPs *Diagnostics, Healing, Sage Knowledge (Medicine)*), as well as to those who want to improve their NWP *Sage Knowledge (School of Magic, Necromancy)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Morbus Infectus* is a dark necromantic work on the nature of various, usually lethal, sometimes magical diseases, such as *mummy rot*, leprosy, gangrene, necrosis, the plague, *wound rot*, *helcomic melanosis* (black sores), yellow fever, and *morbific morosis*. A chapter titled “Rituals of Mortification” describes various ways of transferring these diseases: through rats, virulent poisons, or infested vapors; by spreading of rancid fluids; by mixing specially prepared human flesh into meals; by lacing certain vintages of wine; by leaving dead dogs in cellars; by prolonging droughts; by calling swarms of insects and fleas.

Spells: The book contains a single, unique spell, on 11 pages: **VII: Namile’s Festering Necrosis**.

Namile’s Festering Necrosis – Restricted: Necromancer (Necromancy)

Level: Wiz 7

Range: Touch

Area of Effect: One creature

Duration: See below

Casting Time: 7

Components: V S M

Saving Throw: Neg.

Namile’s Festering Necrosis allows to caster to turn any wounds present on one living creature touched by him when he casts the spell into festering sores. Note that touching an unwilling creature, or one engaged in combat, may require a to hit roll. The sores take a full day to manifest and will spread across the victim’s body in 1d6+2 days. After this, the victim will start losing Constitution and hit points at a rate of 1d3 points per day, until both scores reach 1. By this time the victim will be in constant agony, unable to perform any actions and subject to high fever, wracking pain, and nightmarish hallucinations. The victim will lose the will to eat and he will sleep irregularly, always accompanied by fitful dreams. Although the affliction and ensuing emaciation are real, the victim will not die from the effects of the disease.

Before casting the spell, the caster must have prepared a special *necromantic symbol*, which may be any item he desires (e.g., a mirror, a candle, or even a simple device such as a rock or a coin). This item is linked to the spell when it is cast and radiates a “Strong” aura of Necromancy magic, which can be detected.

The caster can use this *necromantic symbol* to exert a certain amount of control over the progress of the disease and its effects. Although he cannot stop the process of deterioration he can, if he should so desire, slow it down or alleviate the pain momentarily. As long as the *necromantic symbol* is in existence, the victim cannot die from the effects of the spell, not even if the caster wills it.

The only means to stop the effects of the spell – short of a carefully worded *wish* – is to destroy the *necromantic symbol* to which it is linked. This can be done by any means capable of destroying the item before it was enchanted.

If the *necromantic symbol* is destroyed, the victim must pass a System Shock Survival check or die. If he survives, the effects of the spell will reverse within one week, although the sores will leave him scarred. At the DM’s option, this may affect the victim’s Charisma score and Reaction Adjustment checks. The scars can be removed with *Heal*.

The material components of *Namile’s Festering Necrosis* are the *necromantic symbol*, any part of a diseased animal (preferably a diseased rat), and some sulphur.

Notes: *Namile’s Festering Necrosis* is a very rare spell restricted to Necromancers.

At the DM’s option, the spell may be adapted for use by other Wizards, which will require thorough research and possibly the casting of additional magic (v. **DMG**, p. 64: “Spell Research”). Note that an adapted version of the spell will differ from the description given above in many ways, especially where its level is concerned (v. **WSC1**, p. 8: “Restricted Spell”).

Using *Namile’s Festering Necrosis* is not considered a good act, which means that good- and neutral-aligned casters imperil their moral standing unless there are divine commands or other circumstances mitigating the spell’s use (e.g., a willing recipient, a willing worshiper of an appropriate faith, a loved one desiring to make the sacrifice for the spell caster). The DM must adjudicate such situations.

As an unofficial spell, *Namile’s Festering Necrosis* will only work as described at the DM’s discretion.

Research: The covers are sheets of old copper over thick plates of a strange variety of dark ivory or bone. The necromantic symbol on the front cover is believed by some to be the *sigil* of the author and by others to be an incantation in a forgotten language. It is known that the inks are based on corpse tallow and strange ichors, which lend the book its odor.

Author: The author inhabited a bizarre palace close to the dying, polluted city of Zohubel, whose inhabitants suffered from morbid lethargy. The identity of Namile has never been conclusively revealed, although it has been suggested that she was a princess of Zohubel. Why and how her name is associated with the spell in the book is unknown. However, extensive research by a knowledgeable individual (e.g., NWP *Sage Knowledge (Ancient History, Zohubel)*), perhaps a high-level Bard) may lead to the discovery of a story of Jehurul’s undying love for Namile, Princess of Zohubel. When his love remained unrequited, Jehurul all but succumbed to terrible pining and craving, roaming the empty halls of his palace until he eventually turned to his dark art and developed the dreadful spell described above so that he could be close to her as she lay stricken. There is no doubt that Jehurul’s attempts to try to commit his beloved princess to him in such a terrible way must have been an unbearable ordeal.

History: Although this is not very likely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch’tar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹⁾ Ugrad is an ancient, lost language of the Necromancers of Zohubel. It is thought that only a handful of the most powerful necromancers of today still know how to read it.

Source/Origins: Books about necromancy: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991); Clark Ashton Smith, *The Death of Malygris*, in: *Weird Tales, April 1934* (Popular Fiction Publishing Co., 1934)

Mottomo chimei-tekina kōsui (The Deadliest Perfume)

(One scroll)

Setting: Kara-Tur

Requirements: NWP *Reading/Writing* (Kozakura-go)

Author: Morito Hashimoto, Tai-kotaigo Kuroda no Kachinonai Sukuraibu (See below).

Size: Case 72 cm long, 10 cm diameter; scroll 180 cm long when fully rolled out.

Description (Case): A long, black, lacquered case with an embossed gold cap at each end and exquisitely inlaid with a variety of exotic materials (rare woods, mother-of-pearl) so that a large part of its surface is covered with depictions of what must be exotic flowers. A series of symbols or runes in gold inlay runs along the length of the case, perhaps the title of the work. Also running along the length of the case is a narrow, rod-like strip of light wood, inlaid with darker woods and gold and with an elegant, flower-like protrusion in the middle. Pulling the flower-like protrusion will unroll the scroll itself.

Description (Scroll): The scroll is made of an unusually white, paper-like material and features many symbols and runes, much like on the case but now in black and, rarely, red and and gold paint. Judging by the consistency of the writing, it would appear that the writer was a master in his art.

Lore: A copy of a paper of Oriental origin detailing the various lotus flowers.

DM: Copy. Unique. Good condition. Title on the case and first part of the scroll.

Reading the title and manuscript requires the NWP *Reading/Writing* (Kozakura-go)¹⁾.

Lotus-Based Effects: The effects of the lotus fragrances and dusts may be countered in a number of ways, as explained below. Generally speaking, spells and items that protect from, neutralize, or restore health from poisoning (e.g., *Neutralize Poison*, *scroll of protection from poison*, *potion of sweet water*) will negate the effects of most fragrances and dusts (e.g., save for those of the black lotus). Victims will heal and recover from effects as usual unless stated otherwise.

NWPs: The book can be of use to individuals who want to improve any of their NWPs associated with the growing of plants (e.g., NWP *Sage Knowledge (Botany)*) as well those that deal with the manufacture of poisons (e.g., NWPs *Herbalism*, *Toxicology*, *Sage Knowledge (Toxicology)* and/or *Sage Knowledge (Botany)*). Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Mottomo chimei-tekina kōsui*, which roughly translates as “The Deadliest Perfume”, is a paper of Oriental origin describing the various lotus flowers and the workings of brews and dusts created from them.

The title of the work and the name of the author are the first words on the scroll when it is pulled out of its case.

Excerpt: “The enlightened sages and alchemists of today know only a fraction of the lore that was known in ancient times across Kara-Tur. One such field of lore involves the study of the lotus plant. In this time, when many seek to rediscover those forgotten lores, knowledge of the lotus is most eagerly sought after. In my position as a courtly scribe, I have recovered much of this lost knowledge. Due to my advanced years and the imminence of my death, I feel obliged to make this knowledge available to all who may find it of interest. Of this knowledge I now write.

“Through extensive experiments and research, I have recovered much knowledge regarding the six major lotus flowers. Of the legendary blue lotus and the mysterious gray lotus, I have discovered nothing but vague rumors; this information makes up the appendix of this paper. The paper has been divided into two sections: the first deals with the proper method of obtaining the flower and preparing the dust, and the second with the properties of the various lotus dusts. Much of the information in these sections has been collected from various tomes. Although these sources have been generally reliable, there has been no opportunity to fully test the methods described. It is unknown whether any of the six major forms of the lotus still exist in the lands of Kara-Tur. If they do, they will most likely be found in hot, swampy places, such as tropical swamps, marshes, and coastal jungles.

“The Flower and its Fragrance.

“The lotus grows in thick, leafy bushes that carry anywhere from a single (the black lotus) to a dozen blossoms (the green lotus). Each flower is borne on a single stalk which grows up to 3 feet in length. It should be noted that, even as a flower, the lotus can be most dangerous. The blossoms generate a fragrance that acts either as an aphrodisiac (the brown, red, and yellow lotus)²⁾ or as a powerful sedative (the black, green, and purple lotus)³⁾. The fragrance of the gray lotus is rumored to cause a state of catalepsy, whereas that of the blue lotus is believed to cause pleasant hallucinations. The effects of the lotus’s fragrance last as long as the victim remains within 10 feet of the plant. These effects wear off after the victim has left the area, dissipating within an hour’s time⁴⁾. A damp cloth held over the nose and mouth can provide sufficient protection against the flower’s alluring fragrance.

“As an aphrodisiac, the lotus affects any person inhaling its sweet aroma. Failure to cover one’s nose or escape from the aroma causes the victim to become enamored with the first person of the opposite sex he or she sees. As a result, the target of this contrived affection becomes irresistible to the victim, the effect lasting as long as the victim is within olfactory range of the lotus. In rare instances, the aphrodisiac effects of the lotus may continue for an exceptionally long period of time, giving the unfortunate victim an unwanted form of everlasting love. It is a small mercy of the Celestial Bureaucracy that this instance is quite rare⁵⁾. In either event, as a result of this continued affection, the victim will often perform any request the loved one makes – perhaps leading even to loss of honor⁶⁾.

“As a sedative, the lotus affects any creature inhaling its heavy fragrance. This aroma slows a victim’s actions and causes a noticeable loss of motivation³⁾.

“Harvesting and Preparation of Lotus Dust.

"In all cases, lotus flowers are difficult to locate and harvest, as their fragrances are enjoyed by a variety of beasts that feed upon humankind in preference to all other creatures. Reptiles seem to be unaffected by the fragrances, though they are still said to enjoy the odors; thus, snakes and biting lizards are a special hazard, while dragons are said to be equally immune to the effects of the lotus. Two days after being harvested, the lotus flower begins its inevitable degenerative process. Any attempt to prepare *lotus dust* from a flower after this point is destined to fail. The lotus flower must be prepared within this two-day period. To prepare the *dust* to its full potency, one must adhere to the following procedure.

"First, wash the flower in water from a hot spring; this starts a unique chemical reaction within the flower's substance. Place the washed flower in a bowl of pure silver (any other metal causes an adverse chemical reaction which destroys the potency of the *dust*, making it useless); store it uncovered in an area of total darkness. After one day has elapsed, the flower will have degenerated into an unwholesome paste-like matter. At this point, one must spread the lotus paste around the inside of the bowl and place it in an oven of moderate heat (approximately 100 degrees Fahrenheit) for two days. This produces a dust with a color similar to that of the petals of the original flower, which should be stored in an airtight glass vial until used. One flower produces one dose of *lotus dust*.

"The most common method of using *lotus dust* is to hurl it at an opponent. In some cases, a blowgun is used to provide the impetus for the vial. When the vial breaks, it produces a cloud of hemispherical shape, 10 feet in diameter. Because of its fine consistency, the dispersed *dust* remains suspended in the air for one to four minutes. Of course, this period of suspension is dependent upon prevailing wind conditions and upon spells that affect the flow of air. Note that this method of dispersion does not work with *purple lotus dust*, which must be administered in food or drink to be effective (See the notes below). In all cases, one full dose of *dust* must be used to produce the effects listed in this paper.

"Properties of Lotus Dust.

"**Black Lotus.** This is the most dangerous of the lotus types. Its orchid-like flower is dull black, while the center and pistils are of a similar, shinier color. The wisdom of Heaven has seen that the black lotus is of the rarest sort, seldom seen even by the beasts of the wilderness.

"Anyone who inhales *black lotus dust* falls unconscious at once and is at grave risk of dying within one to four minutes. Even if Heaven smiles upon the victim, he is unconscious for one to six hours. No known antidote, not even sorcerous and holy means, can help a doomed victim⁷.

"**Brown Lotus.** This lotus is nearly as dangerous as the black lotus. The flower of the brown lotus has light brown petals, a dark brown center, and gray pistils. This lotus is quite rare, too.

"When *brown lotus dust* is inhaled, the victim is afflicted with a long-lasting mental lethargy unless fortune and swift action save him. If the Lords of Heaven are indifferent, the *dust* reduces the victim's mental capacity and judgment to childlike levels. Even if the victim's reason survives, mental capacity is affected for a short period afterward. This loss is recoverable over a period of a few weeks, and the *shukenja's* power to neutralize poisons and venoms will speed the process. Normal healing is only possible if the victim rests in quiet and peace during this time. Failure to do so delays the healing process by one week per day of strenuous mental activity⁸.

"**Green Lotus.** This is the most common of the lotus types. The flower has deep green petals, a light green center, and bright yellow pistils.

"*Green lotus dust* affects its victim through inhalation. It produces a temporary paralysis, which usually lasts for seven to twelve hours. If fortune smiles upon the victim, the paralysis lasts four hours or less⁹.

"**Purple Lotus.** The flower of the purple lotus has red-violet petals, a deep purple-black center, and bright yellow pistils.

"Unlike other *lotus dusts*, *purple lotus dust* must be ingested in order for it to be effective. Within one to twelve hours of ingestion, the victim becomes afflicted with a debilitating sickness that lasts for one to four days¹⁰. If the victim's fate is unfortunate, he will die from the toxins built up in the system⁷.

"**Red Lotus.** This flower closely resembles the purple lotus, save that its fragrant petals have a reddish-orange hue.

"When *red lotus dust* is inhaled, it causes the victim to experience intense hallucinations for five to eight hours. These hallucinations overpower the victim and may cause permanent insanity if the victim has been incautious or is unlucky¹¹.

"**Yellow Lotus.** This flower has wide, yellow petals, yellow pistils, and a glossy brown center.

"If *yellow lotus dust* is inhaled, the victim usually suffers a lethargy similar to that caused by the brown lotus. The difference is that the victim is afflicted with a physical lethargy, which weakens him and impairs his motor coordination. Even if the victim is fortunate, he will lose a degree of strength and coordination for an hour's time. Seriously affected individuals return to normality in a period of several weeks if they are given rest and freedom from the need for movement. Failure to do so delays the healing process by one week per day of strenuous activity¹².

"Appendix.

"**Gray Lotus.** It is doubtful that this type of lotus ever truly existed, and it is very likely merely the result of overworked imaginations. In any event, all references to the gray lotus are affiliated with the necromantic arts and, more specifically, the plane of negative matter. The fragrance of the gray lotus is believed to cause a state of catalepsy. This state lasts for as long as the victim is near enough to the blossom to sense its odor. Once the victim is removed from the area, the effects wear off within one to four hours. Permanent effects from this lotus are undocumented, although prolonged effects lasting for up to four weeks have been mentioned in various tomes¹³.

"According to various sources, *gray lotus dust* is used by honorless necromancers to create mindless servants. When the *dust* is inhaled, the victim becomes as a zombie, acting upon the commands of the first person who gives them and no one thereafter. References state that these effects last for up to nine days. It is assumed that the *dust* is made in the same manner as prescribed for the other types of lotus flowers, though some unknown substance is added to the flower as a reactant.

"**Blue Lotus.** This is undoubtedly the most powerful of the lotus types. It is an orchid-like flower with sky-blue petals, a dark purple center, and deep blue-black pistils. As a flower, the blue lotus produces an odor that causes mildly pleasant hallucinations.

"According to legends, inhalation of *blue lotus dust* increases one's sensory perceptions (producing abilities similar to the magical properties of *Clairvoyance* and *Clairaudience*, it is said). It is further believed that the *dust* has the ability to double the range or duration of a spell (these effects last for no longer than one day). There are, however, unfortunate side effects to the

prolonged use of this *dust*. If a person uses *blue lotus dust* more than once in the same week, a chance exists that he will perish with each subsequent use, as if he had inhaled the dust of the black lotus¹⁴⁾.”

Research: Most varieties of lotus flower are extremely rare and highly sought after. Clans of ninjas, sages, and the like may have knowledge of where the lotus may be found – but the knowledge itself is of great price and may not even be for sale (much less meant for anyone else to know).

Although the author identifies himself as “Morito Hashimoto, unworthy scribe of the Dowager-Empress Kuroda”, sages versed in Oriental lore will quickly realize that this is probably untrue, pointing out numerous grammatical errors in this sentence alone. Hence, it is believed that the underlying work is a copy of one of three original duplicates that were, indeed, written by Morito Hashimoto for the dowager-empress Kuroda, two of which are still kept in the Imperial Libraries. Interestingly, sages and linguists have pointed out that these duplicates may be based on an older work that may have its origins in an Arabian rather than an Oriental setting.

Why the author of the underlying work went through so much trouble to create the copy and then botch up the name of the author remains a mystery.

¹⁾ Kozakura-go is the language of Kozakura, a warring state in Kara-Tur.

²⁾ Save vs. Poison at a +1 bonus to avoid.

³⁾ Save vs. Poison at a +1 bonus to avoid the sedative effect. Failure results in the temporary reduction of both a victim's MV rate and Dexterity by half. This reduction remains in effect as long as the victim is within smelling range of the lotus. Once away from the area, the effects fade as described earlier. In some instances, the sedative effects of the lotus may continue long after initial exposure (occurring 5% of the time). These effects are not permanent (as the effects listed above may be) but they can last for a prolonged period of 1d4 weeks.

⁴⁾ The effects last 10d6 turns.

⁵⁾ Save vs. Poison at a +1 bonus to be affected as per *philter of love*; *Neutralize Poison*, rather than *Dispel Magic*, cures the affliction. There is a 10% chance that the effects last 1d4+1 weeks.

⁶⁾ Any reasonable request, that is. The victim is allowed a Charisma check against the beloved's Charisma score to see if the action is performed. An enamored victim will never perform an action that endangers himself. If the loved one's life is endangered, though, the enamored character may attempt to render all possible aid. Note that it is possible for two characters of the opposite sex to be affected simultaneously. However, this does not mean that their affections will be toward each other (although the chance does exist). Actions that cause a loss of honor immediately allows for a second saving throw vs. Poison, this time with a +4 bonus. The affliction lasts 1d4 weeks.

⁷⁾ Save vs. Poison at a -2 penalty to survive. Even if one survives, a trance-like lethargy affects the victim upon awakening from the drugged sleep, giving him a -2 penalty to all to hit rolls and saving throws for 2d6 hours more. *Neutralize Poison* has a 5% chance per level of the caster of being successful in aiding any victim.

⁸⁾ Save vs. Poison or be *feeble-minded* for 1d4+1 weeks. A successful saving throw reduces the victim's Intelligence by 1d4 points, each point being recovered after one hour's rest. *Neutralize Poison* removes the effects at once.

⁹⁾ Save vs. Poison at a -1 penalty to avoid the former effects. The latter effects result from a successful saving throw.

¹⁰⁾ Save vs. Poison at a -2 penalty at the end of the 1d4 days. Failure indicates death. During the time of the illness, the victim's hit points are reduced by 90% (round fractions up) and cannot be recovered save by magical cures such as *Neutralize Poison*.

¹¹⁾ Save vs. Poison to escape these effects. The hallucinations are invariably bizarre, accompanied by auditory and other sensory input, and extremely unpleasant and frightening; the DM must administer the effects of this flower as desired. Permanent insanity can be acquired if a second saving throw vs. Poison at a +2 bonus (made only if the first saving throw fails) is failed; this saving throw is made at the end of the 1d4+4 hours of hallucinations. The nature of the insanity inflicted is randomly determined (v. **DMG** 1st Edition, p. 83-84: “Insanity”).

¹²⁾ Save vs. Poison or lose half of Strength and Dexterity scores (round fractions up) for 1d4+1 weeks. If the saving throw is passed, the loss lasts for only 2d4 turns, and only one point from each score is lost.

¹³⁾ Save vs. Poison at a -2 penalty to escape the gray lotus's effects. The trance-like state that results from a failed saving throw has a 5% chance of lasting 5d6 days instead of merely 1d4 hours, and (as usual) results in the victim being paralyzed and mentally fogged (as if *stunned*; *stunned* creatures are unable to think or act coherently, rendering them incapable of engaging in any meaningful actions for the duration of the effect; they cannot communicate, cast spells, employ spell-like abilities or magic items, or use psionic powers; they can move at one-third of their MV rate or at MV 3 only, whichever is less; they suffer a -4 penalty to their saving throws and attacks against them are made at a +4 bonus to hit). The unusual use of the gray lotus as a means for producing “zombie” servants has a more profound effect, resembling *Charm Person* in nature but being more deep-seated, although self-destructive orders will still not be executed. The DM should arbitrate the details on the creation and effects of this drug, supposing that such is allowed within the campaign. It is suggested that the bones of undead be used in the preparation of this substance, and that it have a duration of 1d8+1 days (save vs. Poison to avoid).

¹⁴⁾ Save vs. Poison upon breathing the fumes, with success meaning that nothing happens. If it is failed (and failure can be automatically allowed if a person is actually trying to breathe the aroma), the victim feels as if his spirit is leaving his body, and he may travel about for a short time and peer into nearby areas as a spirit-being. This has all the effects of a combination of the psionic disciplines *Clairaudience* and *Clairvoyance*, lasting for 2d10 rounds. The victim's body remains motionless and limp during this time. Afterward, the user's ‘spirit’ returns to his body, and he may act normally, though he will feel sleepy and tired for a short time. However, if used more often than once every five days, the user must pass a System Shock Survival check or die 1d4 rounds after inhaling the dust.

In addition, if mixed with at least 5,000 gp worth of diamond dust, the blue lotus can extend the range and duration of any spell from the School of Divination by twice the listed amounts. No other spells are so altered.

Source/Origins: John P. Brown, *The Deadliest Perfume*, in: *Dragon 121* (TSR, 1987)

Murlynd's Early Adventures & Subsequent Ventures

Setting: World of Greyhawk

Requirements: NWP *Reading/Writing (The Common Tongue)*

Author: Unknown (See below).

Size: 28 cm tall, 21 cm wide, 4 cm thick; 80 pages.

Description: A leather-bound book with a text on the front cover, perhaps the title of the book.

Within are numerous pages of somewhat thick, coarse paper, yellowed and stained with age and featuring a monochrome manuscript in black ink, spread over two columns per page.

Lore: A book that is seems to relate the adventures of the mythical Murlynd.

DM: Original. Unique (No known copies). Good condition. Title on the front cover.

Reading the title and manuscript requires the NWP *Reading/Writing (The Common Tongue)*.

Magic: The book radiates a “Strong” aura of Alteration magic, which is due to its experience-point imbuing and luck-enhancing qualities.

XP and Luck: The lucky individual who actually takes time to read through the book – about eight hours' reading time – will immediately gain 10,000 xp. In addition, he will enjoy benefits as if he possessed a *stone of good luck* for the next eight days.

Murlynd's Spells: At the DM's option, the unknown spells mentioned below may be adapted for use by Wizards, which would require thorough research and possibly the casting of additional magic (v. **DMG**, p. 64: "Spell Research"). With regard to this, it should be noted that Gary Gygax stated that, "when casting spells, Murlynd was prone to intermix technological terminology with his incantations, sometimes with surprising results" (v. **Dragon 71**, p. 21: "Murlynd"). Note that adapted versions of existing spells will differ from their originals in a multitude of ways, particularly where their level is concerned.

NWPs: The book can be of use to individuals who want to improve any of their NWPs *Arcanology* and/or *Research*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Murlynd's Early Adventures & Subsequent Ventures* is the story of the adventures of Murlynd, a mythical hero of "Greyhawk's World"¹⁾ who is described as having a "bold and handsome face, his eyes deep and penetrating" and a tall, "broad, muscular frame and typically clad in garments of another time and world". At times, he seems to have been a man of little words, if not ruggedly taciturn and even aloof, while, at others, he is described as "gregarious, loquacious, even gentle". What seems certain is that he was a man who should not be crossed or angered, in which case he would quickly turn aggressive.

Uniquely, Murlynd seems to have had the combined abilities of a Paladin and a Wizard and, bizarrely, the book repeatedly mentions him casting multiple spells in a single round²⁾. Perhaps equally strange would be the tales that suggest that Murlynd was both psionically capable and immune to psionics.

The book speaks of Murlynd traveling far and beyond, most notably to such strange dimensions as the "Old West" or even "Boot Hill" and "The Land Beyond the Magic Mirror", gathering experience and strange items along the way. Of note would be the numerous strange and powerful weapons Murlynd seems to have carried, among which a highly magical *dancing broad sword* and items variously called "45s", "six shooters", and "hog legs", which he acquired in the "Old West" and which he would employ in both his left and right hands. The weapons would project dangerous missiles in quick succession and to devastating effect. Of some considerable interest would be a section that notes that these devices function "even on Oerth", which has led some sages to suggest that, at one time, there may have been some sort of magical law of nature in effect on Oerth that prevented the use of weapons not endemic to that world.

Of special interest to mages are the descriptions of the effects of the various spells Murlynd used, among which *Murlynd's Ogre* and *Murlynd's Void* but also, perhaps most notably, spells that seem to have been unknown versions of (or variations on) of *Stinking Cloud*, *Wall of Fog*, and *Burning Hands*, which would involve the appearance of strange apparatuses or engines that would generate effects similar to those associated with these spells. Another section speaks of Murlynd conjuring a "fireball of paper which burst harmlessly".

Research: The book radiates a "Strong" aura of magic (Alteration).

Murlynd is mentioned only in the rarest of sources, one of which describes him as "an individual of quasi-divine" status who dabbles in questionable areas, which makes him generally unpopular with those of his sort". It seems that Murlynd was (or is) shunned by most, perhaps with the legendary Keoghtom being a notable exception. He seems to have lived in various several special dwellings "on various planes or extra-dimensional areas", moving about from place to place on a whim, staying for days or years as suited his mood. Murlynd has been seen in the company of such legendary individuals as Heironeous, Heward, Keoghtom, Mordenkainen, and Zagyg.

Interestingly, some sages have suggested that "Murlynd" is a later interpretation of the mage's actual name, which may have been written as "Merlynd".

Murlynd's Spells: Several attempts have been made to classify some of the unknown spells mentioned in the book and these spells have become known under a variety of names, even though details of their workings remain unknown today. For example, one index, which does not refer the book described here, qualifies Murlynd's versions of *Stinking Cloud* and *Wall of Fog* as *Murlynd's Steam Engine* and *Murlynd's Fog Generator*, respectively, mentioning that they would call forth constructs that would emulate the effects of these spells, with the latter lasting considerably longer than the currently known version.

Murlynd's "fireball of paper" is mentioned in another index, one that does mention the book described here and which qualifies it as *Murlynd's Paper Ball* without going into any details.

Murlynd's version of *Burning Hands* is either classified as *Murlynd's Liquid Fire* or *Murlynd's Pyromancer*, depending on the source, most of which describe it as "a casting of *Burning Hands* in such a way that it makes a device that spews forth liquid fire".

Author: One questionable source mentions a certain Daryk of Aerdy as the possible author of the book but this name does not occur anywhere else.

Furthermore, some sources speak of a little-known, lost *onomanonicon*³⁾ known as the *Index Draconis*, which may have mentioned a sage called Froideval, or perhaps Froincois or France, as the author of the underlying book. This is contested by most informed scholars, who have pointed out that this mysterious sage is usually associated with Kelanen rather than Murlynd, although this would still help to explain the notion.

¹⁾ A rare index remarks on the use of the name "Greyhawk's World" for Oerth in this instance, wondering whether "Greyhawk" may have been an individual rather than the name of the legendary castle.

²⁾ Gary Gygax states that: "Because he is insensitive to differences in hue, Murlynd's spells which are color-based or color-employing in nature are often quite bizarre in effect, and are known to be linked with technological devices which send forth the hues. Because of this technological admixture, it is sometimes possible for Murlynd to cast more than one spell in a round, since the initial dweomer is provided, in part, by the art of science!" (v. **Dragon 71**, p. 21: "Murlynd"). Note that the ability to cast multiple spells per round should be unique to Murlynd.

³⁾ An *onomanonicon* is an index or catalogue of known mages, usually mentioning (parts of their) lives and (some of their) deeds and spells.

Source/Origins: *Murlynd's Early Adventures & Subsequent Ventures*: Gary Gygax, *The Land Beyond the Magic Mirror* (TSR, 1983); Gary Gygax, *Greyhawk's World – Murlynd*, in: *Dragon 71* (TSR, 1983)

Mysterium of Muspelhymns

Setting: Vikings (Muspelheim)

Requirements: NWP's Reading/Writing (Nyrsk) and/or NWP Ancient Languages (Eldpursar)

Author: Unknown.

Size: 55 cm tall, 42 cm wide, 8.5 cm thick; 262 pages.

Description (See below): A heavy tome with covers of a dull, silvery metal that look like they were made of molten lead. On the front cover is a text, likely the title of the book and inlaid with dark stone. Below it is a symbol of a flaming sword inlaid with a fiery red metal that seems to glow with an internal flame.

Within are pages made of a strange, thick, somewhat coarse, papyrus-like material, stained, curling at the edges, and dyed different colors. The first page is bright purple in color and it features a text in a golden ink that shimmers with a bright red glow when seen from various angles. The next pages have a pastel yellow tint, with manuscript in copper inks. The next section has flat orange pages, with silvery inks. The final section of the book has dull red pages and golden inks. The manuscripts are in two different runic scripts.

Lore: A study of *Eldpursar* with a dictionary that translates that language to Nyrsk.

DM: Copy. Very rare. Incomplete copies rare. Excellent condition. Title on the front cover.

Reading the title requires the NWP Reading/Writing (Nyrsk)¹. Reading much of the manuscript requires the NWP Ancient Languages (Eldpursar)², although a reader willing to learn could also make do with the NWP Reading/Writing (Nyrsk). Understanding the dictionary and the translated sections requires the NWP Reading/Writing (Nyrsk).

Magic: The symbol on the front cover radiates a "Faint" aura of Invocation/Evocation magic, which is due to the ability of the symbol on the front cover to heat up when it is touched.

Touching the Book: Touching the symbol on the front cover with exposed flesh will cause it to heat up instantly and to an incredible temperature, inflicting 1d10 points of fire damage per round of exposure. This does not affect the book and the symbol instantly cools down when it is no longer touched.

NWPs: The book can be of use to individuals who would want to acquire the NWP Ancient Languages (Eldpursar) as well as, perhaps, the NWP Modern Languages (Nyrsk), albeit to a much lesser extent. In addition, the book can be useful to individuals who would want to add some poems and songs to their repertoire (e.g., a Bard, individuals with the NWPs Poetry and/or Singing). Note that acquiring and/or improving an NWP requires the necessary number of free character points or NWP slots.

Resistant: The book is impervious to effects based on elemental fire and elemental earth. It otherwise makes its items saving throws as "Metal", with a +1 bonus when saving against Acid, Disintegration, and Lightning (v. DMG, p. 58: "Item Saving Throws").

Contents: *Mysterium of Muspelhymns* is a study of the songs of the fire giant smiths of Muspelheim, with a valuable index and dictionary that translates *Eldpursar* to Nyrsk.

On the first, purple, page of the book is a poem (in *Eldpursar*), which roughly translates as:

Excerpt (Translation): "In the midst of this clash and din the heavens are rent in twain, and the sons of Muspell come riding through the opening.

"Surtr rides first, and before him and after him flames burning fire.

"He has a very good sword, which shines brighter than the sun.

"As they ride over Bifrost it breaks to pieces, as has before been stated.

"The sons of Muspel direct their course to the plain which is called Vigrid...

"The sons of Muspel have there effulgent bands alone by themselves."

The next pages (pastel yellow) contain a highly acclaimed index and dictionary, which comprises a list of words in *Eldpursar* and their translations into Nyrsk.

The next part of the book (flat orange pages) contains a studious account of an investigation into what it calls *muspelhymns*, the songs of the fire giant smiths of *Múspellshéimr* that can be heard in the rocks and mountains of Norveg. It suggests that these songs change over time; that they change in strength, tone, and melody; that they determine and affect the appearance of landscapes and mountains (rock falls, landslides, erosion, abrasion); and that they will eventually rise to a crescendo of earthquakes that will herald the beginning end of time, when the universe will be destroyed by fire (Ragnarok).

The final section of the book (dull red pages) contains a collection of songs and poems (all in *Eldpursar*) and their translations into Nyrsk. These songs are those sung by the *Múspellssynir* (fire giant smiths) of *Múspellshéimr* (Muspelheim). It also contains a detailed description of *Múspellshéimr*, as it is given in the songs and poems of numerous famous skalds.

Research: The symbol on the front cover radiates a "Faint" aura of magic (Invocation/Evocation).

The book is a copy of an original that is known to be in the libraries of the Mamluk of Byzantium. Interestingly, it is much more dramatic in appearance than this original, which, although expertly made from leather and gold, looks like a fairly standard book of quality. Furthermore, this original presents the texts in a different order (songs, study, index) and it does not include the poem on the purple page.

Several copies of the index and dictionary alone are known to exist, which are greatly valued as tools to translate sagas and songs written in *Eldpursar*.

The author of the original, Svalling of Hymninborg, was a well-known sage and adviser who spent most of the early part of his life in the mountains of his native Norveg, right up to the point when he became an adviser to a traveling nobleman and sailed the seas of the world. He did not return to his homeland until he retired and took up residence in the capital, where he spent some years finishing his account of his travels. He finally returned to his beloved mountains at a venerable age, where he was eventually killed by a rumbling rockfall on an afternoon stroll in the mountains of his youth.

History: The book was once part of the famous *Carnbrook Collection*, a collection of unique and strange dictionaries, lexicons, and vocabularies that was kept in an abbey in the inlands of Carnbrook (Bytopia) and which is said to have been among the largest of its kind to have ever existed. The entire collection was stolen from the abbey on a night when a howling horde of demons was let loose on the building and the tower that housed the collection collapsed in an inferno of green, syrupy flames.

¹⁾ Nyrsk is a Nordic language of Fantastic Earth.

²⁾ *Eldþursar* is an ancient language spoken by the fire giant smiths of *Múspellsheimr*. The written form employs a Futhark-like runic script.

Source/Origins: A misinterpretation of “27 volumes that comprise a set of primitive encyclopedias”: Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991)

Nanais na'Ch'thar (Songs of the Ch'thar)

Setting: Anaiath

Requirements: NWP *Ancient Languages (Ancient Elvish)***Author:** Anachrin Anias, Last of the Ch'thar.**Size:** 60 cm tall, 37 cm wide, 11 cm thick; 222 pages.**Description:** A large folio with covers of a rich, dark green vegetable material contained in elaborate gold and silver frames and with what appears to be a complex text cut into the front cover and inlaid with a rich, velvet-like, yellow material with striations of gold and silver, perhaps the title of the work. The folio exudes a faint, perfumed smell perhaps most reminiscent of blooms in a sun-drenched field.

Within are loose, thin pages consisting of elaborate golden frames containing sheets of what appear to be the petals of various, large flower in many, usually pastel, colors (lilac, light yellow, light blue, violet, broken white, pink). Exceedingly intricate manuscript in faded inks of golden, brown, and silver paints.

Lore: A collection of ancient elven songs that speak of the history of the Ch'thar.**DM:** Original. Unique (See below). Good condition. Title on the front cover.Reading the title and manuscript requires the NWP *Ancient Languages (Ancient Elvish)*.**NWPs:** The book can be of use to individuals who want to improve any of their NWPs *Ancient History (Elves)*, *Sage Knowledge (Art, Music)*, and/or *Singing*. Note that improving an NWP requires the necessary number of free character points or NWP slots.**Contents:** *Nanais na'Ch'thar* is a collection of elven songs that speak of the Ch'thar reaching a "Magical Valley", of their wonder and amazement, of a terrible dispute, of betrayal, of primordial forces, and of a melancholy king. It starts with the arrival of the Ch'thar in "The Magical Valley" and their first weeks there and leads up to a terrible dispute between King Thiondar and his subjects, to nearly a thousand Ch'thar leaving the valley again after this, leaving their king and a few hundred of their kin in the magical valley. It does not speak much of this "terrible dispute", although it seems to have involved the death of a noble elven hero through betrayal of some kind. After this, there are only three more songs, one that speaks of betrayal in the general sense of the word, another of primordial forces, and the third of a melancholy king who ruled the valley for millennia.**Research:** The covers and pages were made from plants and flowers found in the "The Magical Valley". Inks expertly crafted from flowers, honey, and minerals found in the same valley.

Many scholars have suggested that the work is no longer complete. Furthermore, some sages at the University of Beryl believe that parts of what is described by the songs in this book may have been told by the author to the Elves of Gray thousands of years ago. However, the records of this event have not been seen since.

From the book, it can be gleaned that Thiondar, King of the Ch'thar, was an elven king who led his people on an epic journey across the world after most of it had been destroyed in the great wars of the elves.

A knowledgeable sage or historian may be able to inform researchers that both Thiondar and his elves eventually seem to have disappeared without a trace.

Source/Origins: Complete histories, legends, and myths of the continent: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon* 30 (TSR, 1991)**Nerlazra's Grimoire****(Aphronoistrodaimonioneiros)**

Setting: Ardha

Requirements: NWP *Secret Languages (Melaxot)***Author:** Nerlazra, The Cackling Shrew of Glen Dragnmyrr.**Size:** 51 cm tall, 33 cm wide, 7 cm thick; 369 pages.**Description:** A large, well-used book with tooled, matte violet leather covers worked into a repeating, embossed, glossy violet, hallucinatory pattern of what seem to be hundreds of strange creatures intertwined. The pattern extends across most of the front, back, and spine of the book, leaving only a small border about the edges, which have been strengthened with an untarnished metal with a dull green-gray hue. In the center of the front cover are a series of raised concentric circles, inlaid with various metals – silver, gold, electrum, copper, brass. A text, perhaps the title of the book, is stamped into the metal edges strengthening the front cover, apparently repeating the same words over and over again. A clasp of the same dull green-gray metal holds the book shut. It features a small lock but there is no key.Within are sheets of thick, silky *purpervellum*¹ sewn to a strip of supple leather attached to the leather spine. Splendidly illuminated polychrome manuscript in sparkling and ever-shifting inks, making the text virtually impossible to read.

Lore: A study of psychosomatics and hallucinogens.

DM: Original. Unique. Excellent condition. Untitled (See below).

Reading the manuscript requires the NWP *Secret Languages (Melaxot)*². The text on the metal edges reads “Aphronoistrodaimonioneiros”, which some scholars believe to be a contraction of several words and should be considered to mean something along the lines of “a bizarre, unhinged, and wonderful dream”.

Lock: The lock is open.

Reading the Book: The inks only stop sparkling and shifting when the lines are touched by exposed, living flesh in an utterly dark room, when the effect is reduced to a pleasant, soft glow. Therefore, the text can only be read if the reader traces the lines with his finger in a room where no light penetrates. Unfortunately, the inks are composed of a variety of ingredients that emulate the effects of phencyclidine, so that studying the book continuously for 1d2 hours (e.g., when researching a spell in it) will lead to the effects described below. Note that this is not a magical effect.

Phencyclidine: The reader must pass a Wisdom check or experience a sensation of tense euphoria for 1d2 hours, followed by palpitations, disorientation, convulsions, and seriously emotional hallucinations that last for another 1d2+2 hours. Recovery from this is not seldom (75% chance minus 1% for each point of Wisdom) followed by an acute delirium that will last for 1d6+1 days.

Delirium: The victim wanders aimlessly and mumbles to himself or rants and raves for the duration of the effect. He does not recognize friends and is incapable of any rational action; he is easily frightened and flees most encounters; he cannot cast spells and, if he is restrained or threatened by combat, he becomes catatonic for 1d6 hours. The victim returns to normal when the effect ends.

Catatonia: The victim completely withdraws from reality, ignoring all forms of external stimulus. He cannot move, speak, or act in any way, and may even ignore food placed in his mouth and such things as painful injuries. Continuously annoying or pestering the victim for 1d6 turns has a 75% of provoking him into a temporary rage lasting 1d6 rounds before he becomes catatonic again.

NWPs: The book can be of use to individuals who want to improve any of their NWPs associated with the manufacture of poisons (e.g., NWPs *Herbalism*, *Sage Knowledge (Toxicology)*, and/or *Sage Knowledge (Mycology)*). Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Nerlazra's Grimoire* is a book on psychosomatics, hallucinogens, various molds, psychoactive mushrooms and barks, witch apples. In particular, the author researches and discusses the use of the various drugs and concoctions to increase the susceptibility of men to *charms*, enchantments, and mind-affecting spells. The pages contains recipes for the creation of concoctions and fumes of various herbs with hallucinogenic qualities (e.g., black henbane, *chaylana*³, dream anemone⁴, fly agaric, foxglove, mace, poppy, *solnipha*⁵, wormwood, and the mythical blue lotus).

Research: The covers are dyed hellcat skin glued to bone plates carved from the bony, shield-like frill of a single triceratops. The green-gray metal on the covers is *viridigris*⁶.

Nerlazra's conclusions are whimsical to say the least and most sages agree that they are of little use to any but the most esoteric of mages.

History: Although this is not likely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaith) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹ *Byzantium*, also known as *purple vellum*, *purpervellum*, or *purpurium*, is a sumptuous form of vellum dyed purple and usually lettered in silver and gold.

² Melaxot is a dead, ancient secret language of Ardha, used by Necropes and Necromancers in ancient times. As a secret language, it can be compared to the secret languages of alchemists, Druids, and Assassins and, today, it can only be taught by a handful of the most powerful Necropes and Necromancers, none of whom will teach it to individuals not associated with their art without good reason.

³ See **BAS1007 A Poisoner's Handbook**.

⁴ See **DL10 Otherlands**.

⁵ See **Dragon 108**, p. 42-46: “The Plants of Biurndon”.

⁶ *Viridigris* is a metal found exclusively in the Nine Hells, where it occurs in its pure form – and even then only rarely. It requires a specialist to forge and the finished product has a dull green-gray hue that intensifies to a pale green shine in the presence of magical radiations and *radices*. Items made of *viridigris* weigh 10% less than their steel equivalents and they permanently retain their dull sheen, resisting corrosion, tarnish, and similar conditions (item saving throws at a +2 bonus). Weapons made of *viridigris* can hit creatures that can only be struck by weapons of +2 or better enchantment. In its alloyed form (usually with *arjale* or fine steel), *viridigris* can be annealed until quite pliable and it is rumored that the metal whips of some of the most powerful devils are made from it. All items made of *viridigris* or *viridigris* alloys command hefty prices.

Source/Origins: DM, *How to Extend the Influence of Hypnosis by Using Drugs*, for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991); Eric W. Pass, *The Plants of Biurndon*, in: *Dragon 108* (TSR, 1986); Scott Haring *et al.*, *Otherlands* (TSR, 1990); Steven Creech and Kevin Ruesch, *A Poisoner's Handbook* (Pale Designs, 2002)

Ninomicon of Negativity

Setting: Any (World of Greyhawk)

Requirements: NWP *Reading/Writing (Common)*; *Read Magic* for spells

Author: Orvahana the Exalted, High Nabar of Nankush.

Size: 33 cm tall, 33 cm wide, 3 cm thick; 45 pages.

Description: A square, splendid book bound between sheets of some precious mineral set into black metal frames and inlaid with numerous black pearls. On the front cover is a series of characters in a flat gray to anthracite colored mineral inlaid with precious anthracite-gray and black stones, perhaps the title of the book.

Within are pages of black parchment featuring a manuscript, diagrams, and illustrations in a glittering anthracite colored ink.

Lore: A noteworthy study of the influence of the Negative Material Plane on nine themes, known to contain a duo of rare spells.

DM: Original. Unique (No known copies). Excellent condition. Title on the front cover.

Reading the title and manuscript requires the NWP *Reading/Writing (Common)*. The spells are written in an arcane language and a Wizard must cast *Read Magic* if he wants to read them for the first time.

NWPs: The book can be of use to individuals who want to improve any of their NWPs *Sage Knowledge (Philosophy)* and/or *Sage Knowledge (Inner Planes, Negative Material Plane)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Ninomicon of Negativity* is a collection of contemplations on the relation of the Negative Material Plane to nine, seemingly arbitrary themes: hatred, death, disaster, darkness, undead, dust, salt, ash, and vacuum. Perhaps of most interest to mages are three sections: one that speaks of the connection between the number “9” and the moon, vacuum, and darkness; one that deals with a rather unique perception of the Negative Material Plane itself (See below); and one that deals with the supposed relation between darkness and the Negative Material Plane, the latter exploring the question of whether one is the result of the other or the other way round and suggesting various theories on their supposed connection, more in particular one that proposes that calling negative material energy into the Prime Material Plane leads to darkness and the possible reasons for this.

Negative Material Plane: The book describes the plane as dark but with reasonable visibility. Dull reds, blues, violets, and purples color the sky and blend in swirls of color that change and shift constantly. The plane abounds in black polished crystals, such as coal and obsidian, while marble-like rock as well as some forms of quartz are also common. Veins of gold can sometimes be found and cities and castles of pure evil exist in the plane.

A section on undead suggests that undead can access the plane easily, though they still remain primarily tied to the Prime Material Plane; that they are immune to silver weapons in the Negative Material Plane but magic weapons can still hit them; that some can cross over fully to the Negative Material Plane without penalty (ghosts and liches) while others that have crossed over (vampires, spectres, shadows, wraiths, but not wights) will be seeking a way back to dual identity, the way back being to touch a living creature in this case; that undead cannot drain anything from a living creature in the Negative Material Plane but that they can still employ spells and spell-like abilities if they have access to them, as limited by the plane itself; that all undead fully in the Negative Material Plane regenerate just as a vampire does (at a rate of 3 hit points per round).

Another section speaks of creatures of the Negative Material Plane, some being rock-like, similar to the crystalline forms of the Positive Material Plane. It also suggests that, sometimes, demons and devils can be found in the Negative Material Plane, serving some powerful vampire or lich.

Spells: The book contains two spells, on 11 pages: **II:** *Nystul's Blackmote*; **III:** *Nystul's Blacklight Burst*.

Research: The covers are of black iron with sheets of polished obsidian and inlaid with black pearls. The letters on the front cover are lead and inlaid with hematite and onyx.

Some sages have suggested that the section on the supposed relation between darkness and the Negative Material Plane may be based on a libram that some believe was written by the legendary Nystul of Oerth.

History: Although this is not likely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiaeth) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

Some specialized sages might know that the book was part of a large number of writings, folios, librums, and tomes by various authors, gathered by the king into a unique, extensive collection of works that dealt with the spells, life, works, and deeds of the famous Nystul. A few of these scholars might know of a rumor that suggests that studying the entire collection would allow a Wizard to transcribe all spells devised by that legendary mage.

Source/Origins: DM, *Magnificent Magic*, by Nystul (all spells by Nystul), for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon* 30 (TSR, 1991); Lenard Lakofka, *Leomund's Tiny Hut. The Inner Planes*, in: *Dragon* 42 (TSR, 1980)

Nolde's Diary

Setting: Aldanor, Yxx

Requirements: NWP *Reading/Writing (Common)*

Author: Unknown.

Size: 16 cm tall, 11 cm wide, 3 cm thick; 117 pages.

Description: A small, well-worn, leather-bound book with unmarked covers.

Within are wrinkled, dog-eared sheets of low-quality vellum sewn in place and featuring a monochrome manuscript of scribbled notes and thoughts rather than a formal composition, all in an atrocious hand.

Lore: An account of a bizarre journey north, usually dismissed as a rather poor literary exercise at best and as a hoax at worst but also thought by some to contain a cryptic message.

DM: Copy. Very rare (Thought to be the only copy). Good condition. Untitled.

Reading the manuscript requires the NWP *Reading/Writing (Common)*.

NWPs: The book can be of use to individuals who want to improve their NWP *Folklore*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Nolde's Diary* contains the strange story of a journey through the Northern regions of the land Aldanor by a group of adventurers led by one Nolde, a man who seems to have acted on behalf of a clerical order of the

Nehwon demi-god Votishal. The goal of the expedition seems to have been a famous Viking hall referred to as Tyr Valkonen, the supposed lair of a mythical frost giant. The expedition suffered unending and serious adversity (sinking ships, torrential snowfall, unusually dark coniferous forests, horrible curses, and attacks by Nordic trolls and winter kobolds). Eventually, after weeks of aimless wandering in an especially scary wood, the group seems to have reached the hall, at which point the manuscript ends.

The manuscript is executed in a strange scrawling style and contains a staggering amount of spelling errors, contradictory statements, haphazard corrections, flagrant lies, and seemingly pointless episodes.

Research: The covers are moose hide over birchwood. The pages are *vulgatum*¹⁾.

Several sources (Jaesinkar, *Conspectus of Studies*; the first version of *Ordinal Theses*; the incomparable *marginalia* in Yagrax's copy of *Gogol's Absolutes*) mention extensive research into the nature of the *Diary*, under the assumption that the book would contain an important – as yet undiscovered – cryptic message. Although inconclusive, some of these sources suggest that this 'message' may lead to a description of the route to the magical location the book refers to as "Tyr Valkonen" but which may very well have a totally different name. Of further note is an altercation between Ecive of Ces and Delordeul Imber that followed the delivery of their respective lecture concerning the diary, on the same day, in the hallowed halls of the Lyceum Arcanum of illustrious Laynque, with each mage having expressed his own opinion on the subject. A detailed account of the event is noted in Mesive's *Accounts*, famous for a section in which the mage Jezonce describes the affair as "a fracas between two aging, toothless, dare I say decrepit gentleman, screeching like a shrew each and waving staves not unlike carpet-beaters, clawing at eyes and pulling hair in involuntary imitation of two rowing matrons battling at the market of trollops in the naughty *quartiers* of Modava".

Author: Because the author seems to have had but a poor grasp of the written language, it is commonly believed that the work was not written by Nolde himself.

History: Although this is unlikely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹⁾ *Vulgatum*, also known as *vulgate*, *vulgate vellum*, or *vulgum*, is a low-quality vellum.

Source/Origins: Numerous logs and travel guides: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon* 30 (TSR, 1991)

Notebooks of Ctan Fau

Setting: Planescape (Elemental Plane of Water)

Requirements: See below

Author: Ctan Fau, the Traveling Sage.

Size: 17.5 cm tall, 11 cm wide, 2 cm thick; 319 pages.

Description: A small, obviously old book bound in a tough grayish material with a simple rune on each cover, inlaid with what appears to be a pitted, rock-like, ivory colored material.

Within are pages of a tough, faintly green, paper-like material featuring minuscule lettering in fading inks.

Lore: A book that is considered by some to be among the most detailed works about the creatures of the Elemental Plane of Water.

DM: Copy. Very rare. Good condition. Title on the title page.

The book is written in a forgotten language, albeit one with some ties to Planar Common¹⁾. As such it can only be read today with the help of spells like *Comprehend Languages*, the lesser known *Nerlazra's Infallible Paraphrase*, or the Thief skill Read Languages. In addition, an individual with the NWP *Reading/Writing (Planar Common)* who studies the book for 2d3 days will be able to understand some 80% of its contents.

Magic: The runes on the covers each radiate a "Dim" aura of Abjuration magic.

Minor Runes of Protection: The runes on the front and back covers are *minor runes of protection* that protect the book from getting wet and suffering damage from magical water-based spells and effects (item saving throws as "Leather" with a +2 bonus against water-based spells and effects; v. **DMG**, p. 58: "Item Saving Throws").

NWPs: The book can be of use to individuals who would want to acquire any of the NWPs *Sage Knowledge (Zoology, Aquatic Monsters)* and/or *Monster Lore (Elemental Lore, Water)*. Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Alternatively, the DM may allow individuals who have read the book to be able to remember important bits of information on creatures from the Elemental Plane of Water when such would be appropriate (e.g., when they run into a bzastra), perhaps after passing an Intelligence check. Note that an individual who has only partially understood the book's contents (See above) may have some trouble coming up with accurate information, perhaps suffering a penalty to his Intelligence check, perhaps being able to remember information only 80% of the time, perhaps even coming up with inaccurate information.

Contents: *Notebooks of Ctan Fau* contains detailed descriptions of numerous of the more rare and odd creatures of the Elemental Plane of Water, giving in-depth information about their habitat, history, ecology, and so on. The book consists of eight numbered sections, suggesting that it is an amalgam of multiple originals.

Excerpt: "No *basher* with a brain'll be surprised to learn that the Elemental Plane of Water is full of fish."

Excerpt (Bzastra): "What strange life is spawned on the endless planes. where all things are surely possible, given enough time? Indeed, infinite time and infinite space means infinite potential, and the proof is all around us, on each plane of our multiverse.

“Take, for example, the case of the bzastra. Most folks don't know of this creature of the Elemental Plane of Water, for it is both rare and reclusive. Nonetheless, it's the product of strange chance and random possibility.

“As near as anyone can determine, there were once small creatures on Water that appeared to be rings of coral but were actually beasts of scaly flesh. These unintelligent, unobtrusive animals fed on the rich kelp beds of the plane.”

Excerpt (Ungulosin): “This is a spirit of water that takes its shape from the natural creatures of the sea – that is, it forms a body from controlling a number of fish, eels, octopi, or the like and forcing them to act in concert.”

Excerpt (Water Mephits): “... thin, finny humanoids covered with sea-green scales, and webs of skin connect the spines of their ears, toes, and wings. They have fishy, staring eyes and fish lips. An odor of brine accompanies them, and they drip salt water. Manifesting an irritating joviality, water mephits attach themselves to adventuring parties (unasked) out of an appetite for novelty and they are renowned for their habit of making remarkably tactless comments on their companions' actions and situations.”

Excerpt (Varrdig): “The *Fluid Brute* is a grue from the Elemental Plane of Water, and it can appear as a pool of water, a fountain, or as part of a greater body of water, although in the latter case its greenish tinge makes it visible with careful observation. Its natural form is a globular, translucent, jelly-like blob with a fringe of small, clawed legs and pipe-like tubes radiating from its middle. These flexible hoses provide propulsion by jetting water when the creature is in its element.”

Excerpt (Archomentials): “On the four Elemental Planes, and even one of the Paraelementals, there are those elemental beings that rise above their fellows, subjugating the rest under their own rule. Chant is these leaders – bloods known as archomentials – twist away from the true nature of the Inner Planes that spawned them and take on the outlooks of those beyond. In other words, they adopt the mantle of good and evil. Fact is, some folks refer to the archomentials as the Princes of Elemental Evil (or Good) or similar derivations of that name. But the elemental high-ups resent the idea that they're anything but unique, and rarely refer to themselves as a group at all. Thus, the 'correct' term is unknown.”

Excerpt (Olhydra): “As Princess of Evil Water Creatures, Olhydra is revered not only by elementals, but also by prime-material monsters such as sahuagin, vodyanoi, sea wolves, and eyes of the deep (among many others). Chant has it that she's even built working relationships with a good many hezrou. Fact is, whispers abound that Olhydra, of all the archomentials, is the closest to becoming a true power, for she has the greatest number of worshippers.”

Excerpt (Ben-hadar): “Deep within a hidden recess in the Coral Reef of Ssesurgass, Ben-hadar rules over good-aligned water elementals. The blood's an arrogant, selfish boor, but he fights against evil at every turn and promotes the general welfare of those under him, so he's earned the title of Prince of Good Water Creatures. He has little to do with his malicious counterpart, Olhydra, but he's had feuds with both Chan and Zaaman Rul, who find him personally repugnant and unwilling to look beyond the concerns of the Elemental Plane of Water.”

Research: Each of the runes on the covers radiates a “Dim” aura of magic (Abjuration).

The book is bound in covers of chagrin (sharkskin). The pages were manufactured from a paste obtained from algae, reeds, and aquatic weeds.

The underlying book is one of perhaps a handful of very rare copies of a series of notebooks from the hand of Ctan Fau, a traveling sage who is (or was), according to one source, “famous for having written works that are among the most detailed works about the creatures of the Elemental Plane of Water”.

It should be noted that numerous august sages have expressed their doubts about the accuracy of the information contained in the book, with some of them even going as far as suggesting that the book is a “work of folklore rather than science”.

¹⁾ Planar Common, also referred to as Planar Trade and Planespeak, is the trade language used by creatures of the outer planes (Planescape). It is a strange language of malapropisms that speaks much of “darks”, “berks”, and “graybeards” and which doesn't seem to be able to make up its mind on what it wants to be. It was reportedly devised by traders who frequented a planar city called Sigil.

Source/Origins: Bzastra (The notebooks of Ctan Fau): Monte Cook *et al.*, *Monstrous Compendium Planescape Appendix III* (TSR, 1998); Allen Varney (ed.), *Planescape Monstrous Compendium Appendix* (TSR, 1994)

Notebooks of Fallendor the Mage

Setting: Planescape (Forgotten Realms)

Requirements: See below

Author: Fallendor the Mage, with *marginalia* by Lach-Verger, Magistrate to the Court of Azoun IV, King of Cormyr.

Size: 30 cm tall, 20 cm wide, 2 cm thick; 151 pages.

Description: A slender book of obvious quality, with covers of a light wood decorated with carvings of many flowers intertwined, on occasion picked out in silver and gold.

Within, in stark contrast with the covers, is a collection of pages of varying sizes and made of parchment-, paper-, and papyrus-like materials, soiled, foxed, and weathered and at times repaired. They contain manuscripts in inks of varying colors and mostly in the same wavering, unsteady hand. There are also numerous pages of paper containing texts in a different hand and a rich ink, which seem to comprise notes and comments obviously added at a much later date.

Lore: A collection of dreams or visions of various infamous subjects associated with the outer planes.

DM: Original collection. Unique. Varying condition. Untitled.

Reading the manuscript requires the NWP *Reading/Writing (Espruar)* and *Reading/Wiring (Planar Common)*¹⁾.

Reading the *marginalia* and annotations requires the NWP *Reading/Writing (Espruar)*.

NWPs: The book can be of use to individuals who are in the process of acquiring an NWP associated with the religion of Oghma and/or the lore of the planes (e.g., NWPs *Folklore*, *Sage Knowledge (Outer Planes)*). Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Contents: The *Notebooks of Fallendor the Mage* comprises a collection of incoherent notes penned down in a confused jumble of two different languages, which speak of a place called Sigil and its supposed inhabitants, the *Codex of the Infinite Planes*, a creature referred to as the Aleax of Sigil, and a strange game.

The paper pages contain notes and comments on the text on the other pages, obviously from the hand of a second individual.

Excerpt (Fallendor): "It has happened again. No peace this night or for a fortnight past. I have been cursed, robbed of my rest by a maddening vision – the *Codex of Infinite Planes*! [sic] It has been lost since before my time, the time of my father, the time of all my known ancestors. Yet every night in my dreams, I see the cursed book. It hovers beyond the veil of reality, a dream that has more substance than reality. I try to touch the pages, but every motion forward propels the book away. Frustration fills me and I begin to run. Every night I run faster toward it, but every night I am no nearer to my goal. In the morning, I awaken with new visions filling my mind.

"I began recording these visions in my notebook as I remember them. They are not the random scenes of dreams but messages, encrypted in a code of images. I am certain they are passages from the *Codex of Infinite Planes* [sic]."

Excerpt (Fallendor): "I have a theory about the *Codex*. I do not think it exists yet, at least not as a material thing. It exists only in the world of sleep. There it reveals itself, a page each night, and every morning I dutifully transcribe its pages into the world of flesh. I am no more than another of the great book's scribes, like the Archmage Tzunk before me.

"At first the passages seemed random and meaningless, but now I sense a pattern. The *Codex's* magic is the magic of words. As the dreamer reads the entries in the book, he creates the destination where the *Codex* will send him. When the image is complete, the traveler arrives. Perhaps if someone could find all the fragments recorded by the book's scribes, the *Codex* would become real in this world.

"If there is a link in all the messages I record, it is a city called Sigil, the Heart and the Cage. This city exists, I know, at the very center of the Outer Planes. It is the place through which all things pass. For now, my image of it is only fragmentary. Perhaps if I review the entries relating to Sigil, tonight I will dream of the city itself."

Excerpt (Fallendor): "The Aleax of Sigil: An engine of discipline, the aleax is the formless spawn of divinity. The creature has no thought or no will, only the raw clay of its shell and the spark of life. The creature becomes whole only by an act of mortal denial to the gods. Then the aleax wakes each morning in a new land, its hands and feet clumsy strangers. Its face is the face of one who rejects it. With each day, its memories are new; the smile of a grandchild, the taste of sweat, the cold slash of winter wind, and the shrill of the teakettle in the morning. Perhaps wanting to cling to its borrowed memories, the aleax seeks out and kills its mortal father. This seems like the sting of an ungrateful child, but the aleax has no choice. Its family is a ring of traps. The mortal parent gives it form but denies the child; the divine parent accepts the child but refuses its form. Unable to accept this, the aleax chooses to return itself each day to oblivion."

Excerpt (Fallendor): "In the great city of Sigil, there is an aleax cut off from its god. It is an idiot and a great threat to the *Faction* of the Athar. Helplessly the creature wanders the streets searching for a form. It hears the denials and renunciations of all gods and cannot choose one from the lot. Its hand is one man's, its face another. In this block it remembers the taste of oranges from Elysium, in the next the scouring fires of Gehenna. It talks in all voices, it speaks all words. In its ramblings are concealed the great secrets and hidden thoughts of all it has become. Driven mad by its too-full existence, the aleax seeks only oblivion. The inhabitants of Sigil are as singular as the city itself."

Excerpt (Fallendor): "Just as there is an entry in the *Codex* for the *Dictionaries of Pain*, there is an entry in the *Dictionaries of Pain* for this book, the *Codex of the Infinite Planes*. In the alphabet of nerves, the entry for the *Codex* can be found between the sharp sting of discovery and the salted wounds of failure."

Excerpt (Lach-Verger): "Dictionaries of Pain: Perhaps a strange collection of dictionaries, many of which seem to classify more than words (cf. Daud Fakhr: 'Some explain smells where a scent evokes the memories of other scents'; cf. *Tbron's Dictionary of Memory*, 'whose pages hold nothing beyond what the reader brings'). One of the *Dictionaries of Pain* is held by the devil Ganeesh in Sigil. In its pages are listed all the shadings of anguish, categorized by the play of the nerves under the skin, and defined by the music of their cries. Ganeesh composes poems from the entries therein. Some of the poems are meant to be read, since reading them is enough to cause anguish. Others are performed in secret conclaves of Sigil's Lower Ward."

Excerpt (Fallendor): "The Doomguard actively recruit and expand, swelling their ranks while striving to destroy all else. It is said that entropy comes when everything is reduced to a single state, so perhaps this applies to the community of Sigil, too."

Excerpt (Lach-Verger): "The 'Doomguard' is one of the 'factions' of Sigil. It exists only to bring the end, the oblivion that overwhelms everything. Their goal of destruction also applies to themselves, 'for the entropy of the multiverse that they desire must include themselves' (cf. Sulherren). The 'Doomguard' knows of the 'aleax of Sigil' and are frustrated by it. (cf.

Memmengalba: 'They would dearly grant it oblivion, but its life force is sheltered by the gods. All the Doomguard can do is stalk it helplessly, hurling themselves at it like the goat that charges the tiger.'"

Excerpt (Fallendor): "Life without belonging is not life. Every being must have a position to compare itself to all other beings. In the core city of Sigil, to be is to belong to a *faction*. In a lesser city, these *factions* would squabble for the control of water, light, or gold, but Sigil is the heart of all cities. It cannot strive for commodities, its *factions* struggle for the only real property – belief. What is believed is what creates the reality of the planes. There are many realities in Sigil for there are many *factions*."

Excerpt (Lach-Verger): "The 'Athar' over whom the aleax have no power and who forswear the might of the gods. The 'Godsmen' hold that all beings could become divine, build their proofs in the Great Foundry. Using similar words, the 'Fated' take their reality from others, wearing the dreams of their enemies as their own. The 'Sensates' shape reality in eye and hand, fashioning the world according to their experiences. The 'Bleak Cabal' denies its philosophy has any meaning, for cause and meaning are pointless to them. The 'Doomguard' constantly 'tears down the houses of its own thought' (searching for path to entropy). The 'Mercykillers', 'whose justice is like ice to fire' (cf. Memmengalba). The 'Xaositects' and the 'Revolutionary League' in the 'Hive', who live their lives in content disorder. On the far side of Sigil's ring, the 'Harmonium' hunts the realities that are not its own ('In its wake are splintered worlds, never to be whole again'). The 'Guvners' probe the '*machineries*' of reality. The 'Ciphers' watch them without comment ('Their truth is hidden in the deep mines of the soul'). The 'Dustmen' merge the reality of life and death. They have abandoned belief in the line between these two things. The 'Free League' cf. Emer-Idel: 'They are the saddest in their claims. They delude themselves with the vision of independence, never accepting that they are bound to each other in their belief of free will'..."

Excerpt (Fallendor): "Come to learn about the planes, *berk*? Well, if that's true, then this is the right place. There ain't nobody who knows more about the planes than the folks who live here. So it might be wise to sit down and listen to what a *blood's* got to say."

"First off, welcome to the real world – more real than most know. It pays to have a geography lesson before getting to far into this, so pay attention. The *dark* of it's simple – there's three realms in all the multiverse: the Prime Material Plane, the Inner Planes, and the Outer Planes. The Prime Material's got a lot of little worlds floating in it, bubbled inside their crystal spheres. The Inner's a place of raw surging elements and no place for most *cutters* to live. It's here – the Outer Planes – where the real secret of the planes is going to be found. Only the Lady of Pain stands free of the *factions*, bound in by cages of her own."

Excerpt (Fallendor): "These were the dreams of the Guvners' *factol*: Of course, for a *clueless sod*, the Great Roads an overwhelming place. There's too much of the planes for a *berk* to absorb. That's why it's best to learn the way to Sigil, the City of Doors.

"Sigil floats over the great spike at the center of the Outlands, the plane that itself is the center of the ring of Outer Planes. A *basher* can't get to it by walking. There ain't no roads or gates to her, at least not in the sense most *primes* understand. Sigil's doors are *portals* that can lead from anywhere to the Cage's streets and maybe back again. Even beyond that, Sigil's no ordinary place. It curves and arches, round itself 'til the sky is filled with roofed houses on other streets. Devas and demons build side by side, each according to its taste.

"So let a *clueless basher* take some advice from a planar – get to Sigil and get a *kip* there. Sigil's the heart of it all!"

Excerpt (Fallendor): "In another reality, there exists a game and for that game there are imagined worlds. One of these is the *Planescape* campaign set. In it are three books that describe worlds that never were. Some of the players of this game imagine themselves as people who never were – humans, dwarves, half-elves, goat-centaur bariaur, githzerai, and tieflings, the smoke-tinged children of corrupted creatures. They pretend strange philosophies and invest their creations with powers beyond in [sic] their own prosaic lives. They explore their imaginary worlds with the maps that come with the box, maps that chart landscapes created for their pleasure. In this game world there is a city called Sigil, impossible in their own reality. The city is a ring that floats over a spire whose height is beyond measuring. Sigil is the home for their imaginary people, their heroes. From it, their characters travel by magical doorways to distant towns and strange lands. Back to Sigil their heroes return to celebrate their imagined victories. In their journeys they meet other creatures no less fantastic than themselves. They create races to fill the spaces they have imagined – modrons, servants of Set, marraenodaemons, and vortexes – and write descriptions of them into the box. The easy question would be, of course, who dreams who? Is this world the creation of those who imagine it in play, or are they mere fictions of this realm? But the hard question is this: Of the two worlds, one is truthful, while the other one lies, so who created the honest world?"

Excerpt (Fallendor): "I, Prespos, citizen of Iriaebor the Overland City, explorer-mage, occasional ambassador from the court of Bron, son of the former alderman Teramgot and his legal wife Elysa – may the gods guard their souls – have journeyed to planes beyond our own; all true are my words, from my departure from this plane to my journeys into the other dimensions of the planes and my return again. May Oghma curse me if my words are untrue!

"I have always been a scholarly wizard, though I admit to an uncontrollable wanderlust that lures me to far reaches of our globe. Although some consider my scholarly journeys reckless, I am not a foolish man. On my explorations I have every desire to return to Iriaebor alive and not as ashes in some jar.

"On the day of departure I prepared for the worst. My will was complete and the servants paid through the end of the year. A scroll gave the means for departure – I had invested a small fortune to make the sheet. I uttered the words and sure enough, a shimmering gate appeared. Bravely, wand in hand, I stepped through.

"Straight into the center of an open market! There I stood, like a gaping farm boy, in a doorway between the mounded fruits of a melon-dealer and the battered brass of a tinker. I first thought the spell erred, *teleporting* me to a market fair somewhere in Calimshan. A quick glance to the sky corrected that belief. There was no sky. Overhead I looked at the jagged tops of buildings. The city was both above and below us and strung out like an arc from north to south and east to west.

"I have since learned this city was Sigil, the city of doors. And well named it is. Where I had spent my fortune and time preparing a single scroll, the citizens here can travel throughout the planes simply by stepping through a door. If the right item is held, even the most harmless-seeming arch crackles with the flame of magical power to reveal the vista of a distant land. The citizens call these *portals* and make regular use of them. In my time there I did too, passing through to other planes. But I will leave those stories for another day."

Excerpt (Fallendor and Lach-Verger): "She (The Lady of Pain) is the guardian of Sigil surrounded by her silent staff, the dabus. One sees her as she floats above the ground, too rare a thing to touch common earth. Voiceless, she drifts past him and into the Maze of the city, dispensing her blessings on no one. All that is left in her passing is the aura of serene fear."

Excerpt (Fallendor): "This is my dream, Fallendor's dream, recorded in the pages of the *Codex*. This is the part where a mage's life intersects the life of his dreams. He falls in love with a single glimpse of the Lady of Pain but he cannot acknowledge that love. Her warmth would bring destruction. Still, he is unable to forget her. He researches the *Codex* more and more, searching for the clues to a portal that will lead him to Sigil. He records his dreams, compiles them, and draws maps of their routes. From these he searches for the final entry that will lead him to his goal. At last he dreams the magistrate standing in an empty house, reading the papers Fallendor has left behind."

Excerpt (Lach-Verger): "The document ends here. To date, no sign of Fallendor has been found.

"[signed] Magistrate Lach-Verger."

Research: Sages usually dismiss the book as the deluded ranting of an otherwise unknown mage. However, some may still value it as one of the few works that mentions the infamous *Codex of the Infinite Planes*.

Author: Nothing is known of Fallendor the Mage²). Lach-Verger was Magistrate to the Court of Azoun IV, King of Cormyr.

¹) Planar Common, also referred to as Planar Trade and Planespeak, is the trade language used by creatures of the outer planes (Planescape). It is a strange language of malapropisms that speaks much of "darks", "berks", and "graybeards" and which doesn't seem to be able to make up its mind on what it wants to be. It was reportedly devised by traders who frequented a planar city called Sigil.

²) Individuals with access to any of the NWP's *Religion*, *Sage Knowledge (Outer Planes)*, *Sage Knowledge (Art, Literature)*, and/or *Sage Knowledge (Theology)* may be aware of the existence of the *Journals of Ambran the Seeker*, a collection of journals in which a paladin describes his transformation into an entity he refers to as "Fallendor the Mage", and which also mentions the *Codex of the Infinite Planes*.

Source/Origins: Notebooks of Fallendor the Mage: David Cook, *The Plane Truth. Part I*, in: *Dragon 203* (TSR, 1994)

Nystul's Magnificent Magicks

Setting: Anaith (World of Greyhawk)

Requirements: See below; *Read Magic* for spells

Author: Various, with notes and additions by Thiondar, King of the Ch'thar.

Size: 52.8 cm tall, 52.8 cm wide, 14.5 cm thick; 731 pages.

Description: A large, square folio with covers carved out of a single sheet of mother-of-pearl. A text, perhaps the title of the work, has been carved into the front cover in a beautiful curling script and inlaid with a glossy black mineral.

Within are numerous collections of sheets of parchment, vellum, papyrus, and paper divided by many sheets of a polished, silvery-white metal. Engraved into each of these are texts.

Lore: An important, valuable collection of notes that deal with the life and works of the legendary Nystul of Oerth.

DM: Originals and copies. Collection unique. Beautiful condition. Title on the front cover.

The folio contains manuscripts in many ancient, modern, and arcane languages from various worlds. As such, reading the title requires the NWP *Reading/Writing (The Common Tongue)*; reading the texts on the platinum dividers and the annotations requires the NWP *Ancient Languages (Ancient Elvish)*; reading the manuscripts requires knowledge of many ancient, modern, and arcane languages of various worlds (e.g., NWPs *Ancient Languages (Ancient Elvish)*, *Reading/Writing (The Common Tongue)*, *Reading/Writing (Keolandish)*, and *Reading/Writing (Lendorian)*). The spells are written in an arcane language and a Wizard must cast *Read Magic* if he wants to read them for the first time. The texts on the dividers identify the contents of the pages that follow.

NWPs: The folio can be of use to individuals who want to improve any of their NWPs *Arcanology*, *Research*, and/or *Sage Knowledge (Inner Planes, Quasi-Elemental Plane of Radiance)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Nystul's Magnificent Magicks* contains notes and descriptions of the life and deeds of Nystul and notes on his spells that deal with the Quasi-Elemental Plane of Radiance, the Quasi-Elemental Plane of Mineral, and the Negative Material Plane more in particular – with those spells that deal with the Quasi-Elemental Plane of Radiance being the most numerous.

Spells: The folio contains descriptions of four of Nystul's spells, on 22 pages: **I:** *Nystul's Flash*; **III:** *Nystul's Expeditious Fire-Extinguisher*; **IV:** *Nystul's Grue Conjunction*, *Nystul's Lightburst*.

Of further interest may be a section that deals with notes of a highly speculative nature (and marked as such on the platinum divider), among which is a scroll with *Nystul's Magical Mask*. At the DM's option, this spell may be unique to this book.

Nystul's Magical Mask

(Alteration, Illusion/Phantasm)

Level: Wiz 2

Range: Touch

Area of Effect: One magic item weighing up to 5 lb/level

Duration: 1 day/level

Casting Time: 1 rd

Components: V S M

Saving Throw: None

Nystul's Magical Mask allows the caster a chance to make one magic item seem to have no magical auras. He can thus affect any magic item weighing no more 5 pounds for each of his levels. Items of an exceptionally powerful nature cannot be affected (e.g., artifacts, relics, items with intelligence or an alignment).

While the spell is in effect, the item has a 50% chance to register as non-magical to attempts to detect its magical auras (e.g., *Detect Magic*).

The material components of *Nystul's Magical Mask* are a lump of coal and a drop of sour milk.

Notes: *Nystul's Magical Mask* is a very rare spell.

Most sages agree that the spell is not from the hand of the great Nystul of Oerth (World of Greyhawk setting). Indeed, it seems to have been developed by a shifty trickster running a dubious sideshow, which may explain its unfortunate naming.

Source/Origins: *Nystul's Magical Mask*: Rogers Cadenhead, *Illusions of Grandeur*, in: *Dragon 229* (TSR, 1996)

Research: The title is inlaid with black onyx. The dividers are polished platinum sheets.

Most of the parchment and vellum sheets are either copies of works presumed to be from the hand of Nystul¹⁾ or notes on the mage and his research from other authors, among whom Thiondar, King of the Ch'thar, who also seems to have written many of the notes and pages that deal with the various quasi-elemental planes.

Nystul's Magical Mask is a strange spell that, although it bears the name of the famous mage, most sages do not believe to be from his hand.

History: Although this is not likely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaith) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

Some specialized sages might know that the book was part of a large number of writings, folios, librams, and tomes by various authors, gathered by the king into a unique, extensive collection of works that dealt with the spells, life,

works, and deeds of the famous Nystul. A few of these scholars might know of a rumor that suggests that studying the entire collection would allow a Wizard to transcribe all spells devised by that legendary mage.

¹⁾ At the DM's option, a knowledgeable sage could perhaps find some long lost notes from the hand of Nystul himself among the collection.

Source/Origins: DM, *Magnificent Magic*, by Nystul (all spells by Nystul), for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Obloquy of Occult Obsequies

(*The Book of Mummies, The Dark Obloquy*)

Setting: Any

Requirements: NWP *Secret Languages (Alarabalhazred)*; see below

Author: The Dark Qassar, Great Obfuscator of Kelim.

Size: 77 cm tall, 77 cm wide, 38.5 cm thick; 1,540 pages.

Description: A large, square book with covers fashioned of thin plates of black marble, shot through with veins of silver and white. A text, perhaps the title of the book, is engraved into the front cover, the recesses filled with a shiny, gold metal with a distinct greenish sheen.

Within are a large number of polished sheets of gold, featuring numerous, decidedly strange engravings.

Lore: A study of death and funerary rites and how these pertain to the creation of monstrous mummies.

DM: Original. Unique (No known copies). Excellent condition. Title on the front cover.

Reading the title requires the NWP *Secret Languages (Alarabalhazred)*¹⁾.

Reading the Book: Although the engraved texts on the pages can be seen by the human eye, they cannot be read or understood unless the reader has the NWP *Secret Languages (Alarabalhazred)* and he has taken some special precautions. First, the book must be read during a full moon. Second, each time it is to be read, a page must be covered with a special magical dust called *spodus obfuscatus*²⁾. After spreading the *dust* on a page, the reader must cast *Cantrip – Tarnish* on it, which will cause the *dust* to clog and sink into the etchings. Third, whenever he wishes to turn a page after he has read it in this way, the reader must subject it to *Cantrip – Shine*. This will cause the *dust* to revert to its granular form, which must then be brushed from the page with a soft brush of mummy hair. Failure to do so will cause the etchings on the page to fuse, rendering the text forever unreadable.

NWPs: The book can be of use to an individual who wants to improve his NWP *Sage Knowledge (School of Magic, Necromancy)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Obloquy of Occult Obsequies* is a pernicious necromantic study of the perception of death by different cultures, with extensive descriptions of their funerary rites and how they pertain to the creation of mummies.

Of interest to necromancers are the extensive descriptions of different methods to embalm dead bodies to prepare them for the creation of a variety of monstrous mummies. The text describes these processes in detail and contains meticulous descriptions of the recipes of all kinds of ointments, oils, *balsamums*, windings, poultices, and waxes, using such ingredients as fourfold horned lamps fueled by oil of cobras, vampire wings, and tallow of the corpses of dead cannibals. Furthermore, the book describes numerous different funerary and mourning rites as practiced by different cultures from different worlds and in different times, in extensive detail and classified after way of burial rather than culture.

Mummy Production: Among the many processes required to create a monstrous mummy is one that is called *mummy production*, which can be performed by a high-level specialist (e.g., a Death Master of at least 8th level). It requires him to prepare a corpse with a special magical embalming fluid that costs 1,400 gp and takes 3d4 hours to prepare, as well as with special wrappings and salves. Each body takes at least six hours to prepare thusly. Once this is done, the actual animation of the corpse requires a special command word, as defined by the embalmer, which must be uttered within 24 hours of the embalming. If properly prepared, the mummy will exist and usually obey its creator until destroyed³⁾.

Research: The text on the front cover is inlaid with *centaurium*⁴⁾.

The book is also known as *The Dark Obloquy* and *The Book of Mummies*, the latter not to be confused with *Manifest of Majuur Maledictions*.

History: The book was once part of the library of Bard Keep, a temple dedicated to Oghma, God of Knowledge, Invention, Patron of Bards. This temple was a center of knowledge and learning in the mountains north of Silvermoon (Forgotten Realms) until it was destroyed a century ago in a rebellious uprising of a powerful priest of Oghma named Khossack, who became enamored of some dark magic. Some sages say Khossack's mind was warped by illithids, others claim he was magically corrupted by an evil mage, and there is even speculation that his mind was defiled by reading a *book of vile darkness*.

¹⁾ Alarabalhazred is the forbidden, dead secret language of the necromancers of times long gone. As a secret language, it can be compared to the secret languages of alchemists, Druids, and Assassins. Today, there are but very few living creatures who can teach it.

²⁾ *Spodus obfuscatus* is a magical, monochrome dust composed of a variety of exotic ingredients, among which are ghoul dust, powdered black bones of night hags, dirt from the grave of a good priest who died of old age, and the boiled down ichors of a spectre that has existed for a minimum of 1,000 full moons.

³⁾ The mummy is always allowed an initial, special saving throw of 17, with success meaning that it becomes independent of its creator's control.

⁴⁾ *Centaurium* is a rare metal that is mainly used in the creation of artifacts and relics.

Source/Origins: *Dirges and Funeral Overtures*: Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991); Lenard Lakofka, *Leomund's Tiny Hut*. For NPCs only: *the death master*, in: *Dragon 76* (TSR, 1983)

Offakal's Vademecum to Extra-Planar Aides. Volume IV. Guardians: The Spectator

Setting: Yxx (World of Greyhawk, Lendore Isle)

Requirements: NWP *Ancient Languages (Suloise)*; *Read Magic* for spell

Author: Offakal of the Mirrors.

Size: 42.1 cm tall, 29.8 cm wide, 0.5 cm thick; 16 pages.

Description: A folio with gray, scaly, reptilian leather covers. On the cover is a text in silver letters, perhaps the title of the work.

Within are pages of high-quality, bleached vellum with a polychrome manuscript enriched with mystical symbols and runes.

Lore: A sought-after collection of notes concerning the summoning of a spectator.

DM: Copy. Very rare. Good condition. Title on the front cover.

Reading the title and manuscript requires the NWP *Ancient Languages (Suloise)*. The spell is written in an arcane language and a Wizard must cast *Read Magic* if he wants to read it for the first time.

Contents: The fourth volume of *Offakal's Vademecum to Extra-Planar Aides* describes the rituals required for the summoning of a spectator, being a rather useful creature from Nirvana that may be forced into service for 101 years by means of thaumaturgic incantations. The author mentions some of the magical requirements, research, and protective measures involved with summoning such a creature.

Spells: The book contains a single spell, on 11 pages: **VII: Offakal's Orbicular Thesaurian**.

At the DM's option, this spell may be unique to this book.

Offakal's Orbicular Thesaurian (Conjuration/Summoning)

Level: Wiz 7

Range: See below

Area of Effect: One spectator

Duration: Instantaneous

Casting Time: 7

Components: V S M

Saving Throw: None

Offakal's Orbicular Thesaurian allows the caster to summon one spectator from the middle outer plane of Nirvana and bind it into service. Note that there is no saving throw against this effect. The spectator appears within 70 feet of the caster and can only be commanded to guard a treasure. This command is an integral part of the spell and must be issued when the spell is cast: any attempts to otherwise command the spectator ruins the spell and sends the creature back to Nirvana immediately. Once the spectator is given a task, it will function as a guard for up to 101 years, during which period it will let no one use, borrow, or examine anything it guards. If a guarded item would be destroyed or stolen, the spectator is released from service, free to return to Nirvana. The caster may take the item at any time, which will release the spectator.

The only other way a spectator may be forced to, temporarily, relinquish its task and return to its plane of origin is by blinding it: a blinded spectator cannot defend its treasure and will instantly return to Nirvana. However, it will return to the Prime Material Plane to resume its duties exactly after one day, fully healed and in full command of its abilities and mental facilities. If it should find that the object it was guarding is now gone, it will again leave for Nirvana, never to return.

The spectator may very well allow any incidental treasure it may have gained while performing its duty to be taken freely – such valuables have no magical hold on its conscience.

The material components of *Offakal's Orbicular Thesaurian* are three eyestalks of a beholder, which are consumed in the casting.

Notes: *Offakal's Orbicular Thesaurian* is a very rare spell. The spell is sometimes erroneously referred to as *Summon Spectator*.

As an unofficial spell, *Offakal's Orbicular Thesaurian* will only work as described at the DM's discretion.

Source/Origins: *Monster summoning V* and the sacrifice of three small eyes (or more) from a beholder: Lenard Lakofka, *The Secret of Bone Hill* (TSR, 1981); *Monster Summoning V*: Gary Gygax and Rob Kuntz, *Dungeons & Dragons Supplement I. Greyhawk* (TSR, 1975); *Monster Summoning V*: Mark Middleton (comp.), *Wizard's Spell Compendium. Volume Three* (TSR, 1998)

Research: The leather of the covers is stretched over finely carved ivory plates featuring geometric symbols and runes. Although it has been suggested that the leather may come from the skin of beholder, this is questioned by many knowledgeable sages.

The folio is likely to be of some value to sages versed in monster lore and/or knowledge of the planes.

Source/Origins: Spectator: Len Lakofka, *The Secret of Bone Hill* (TSR, 1981)

On Calling Forth Demons

Setting: Yxx (The Abyss) (Forgotten Realms) (Player's Option Rules)

Requirements: NWP *Secret Languages (Byazomai)*; see below

Author: Unknown (See below).

Size: 54.6 cm tall, 37 cm wide, 13 cm thick; 411 pages (212 leather pages, 199 vellum pages), plus 9 loose parchment pages.

Description (See below): A large tome with copper covers. Most of the front cover is taken up by a ring of many occult symbols framing an intricate magical pentagram, the entire symbol apparently hammered into the copper and then inlaid with a thick, paint-like substance ranging of varying crimson and burgundy hues. Six series of the same letters, perhaps the title of the book, surround the circle with the pentagram, each letter being an iron frame inlaid with glittering red gemstones.

Within are sections of leather and vellum pages, each section featuring occult runes, inscriptions, symbols, and many depictions of magical pentagrams. Of further note are numerous pages featuring full-page illustrations of what can only be described as terrible disasters (burning cities, desolate and pestilent lands, hordes of people being herded through Abyssal gates).

Lore: An infamous and very valuable tome of demonology believed to contain all Wizard and Priest spells required for the summoning, controlling, *dispelling*, and *turning* of demons, as well as notes on which demons are most likely to appear as a result of such spells.

DM: Duplicate (One of three known originals). No known copies. Good condition. Title on the front cover.

Reading the title and manuscript requires the NWP *Secret Languages (Byazomai)*¹⁾.

Touching the Book (Tome Guardian): The tome is protected by *Tome Guardian* (See below), which will instantly transform the offender into a giant poisonous snake (v. **CMM**, *Poisonous Snake – Giant Poisonous Snake*). The spell can be neutralized by subjecting it to *Remove Curse* immediately followed by *Bless* and the lighting of three black candles. Proper execution of this ritual will cause the paint-like substance in the symbol on the front cover to assume a quicksilver-like consistency, its colors slowly pulsating, which will nonetheless stay within the confines of the symbol no matter how the book is handled.

Touching the Leather Pages: The leather pages are highly toxic and touching them causes 2d4 points of damage and forces the reader to pass a saving throw vs. Poison one round later or fall into a drugged sleep for 2d4 rounds, plagued by nightmarish visions of the Abyss and suffering 1d2 additional points of damage per round that of sleep.

Specialist Content: In order to fully understand the contents of the book, the reader must be a demonologist of at least 12th level (e.g., Demonist, Alienist or Summoner, Summoner Specialist Wizard, Warlock or Witch) or have the NWPs *Sage Knowledge (Outer Planes, The Abyss)*, *Sage Knowledge (School of Magic, Conjunction/Summoning)*, and *Thaumaturgy*.

Study: At the DM's option, whenever a question arises on the subject of summoning demons, a demonologist of at least 16th level who studies the book for 1d2+2 months may be allowed to peruse the information available in the various source books that deal with the casting of spells from the Wizard School of Conjunction/Summoning in the Abyss²⁾.

NWPs: The book can be of use to individuals who want to improve any of their NWPs *Research*, *Sage Knowledge (Outer Planes, The Abyss)*, and/or *Sage Knowledge (School of Magic, Conjunction/Summoning)*. Note that improving an NWP requires the necessary number of character points or free NWP slots.

Contents: *On Calling Forth Demons* is an account of a demonologist's extensive research into the effects generated by spells from the Wizard School of Conjunction/Summoning cast in the lower outer plane of the Abyss. It explains in scholarly terms how all spells from this school can be cast only at great risk to the caster, to say the least, especially since he will never know exactly what will show up in response to his summons.

Vellum Pages (199): The vellum pages describe the research into the effects of Conjunction/Summoning spells. It states that the chance of calling forth a demon increases with the level of the spell – the more powerful the spell, the more likely it is to attract the attention of more powerful demons³⁾, the latter being even more infuriated than the lesser variants when pulled away from their business by the summons of some meddlesome mortal. The author researches several arcane methods he believes would curtail the influence of the plane on summoning spells, providing an extensive index of spells that deal with the summoning of demons, as well as which demons are most likely to appear as a result of them. He then tries to solve the problem of the random results of summoning spells, which leads to an attempt to 'attune' these spells to the wishes of the summoner rather than those of the Abyssal rulers. Interestingly, in one instance, he suggests several alternative and additional material components for the various *monster summoning* spells, which would result in the appearance of entities he refers to as *pseudo-elementals*⁴⁾ rather than a random demon.

Another section contains a list of many spells associated with the controlling, *dispelling*, and *turning* of demons cast in the Abyss, as well as ways to influence their results in such a fashion that the summoned demons will serve the caster rather than their demonic overlords.

While most spells mentioned by the author will be (variants of) spells known to powerful Wizards, there are numerous spells that are unknown to mages today, most notably *Evoke Demon* and *Hold Spirit*, which aim to summon and *hold* demons, respectively. Note that, although the pages contain details of many spells, their actual formulae are not included. It would appear that the reader is assumed to have knowledge of such spells.

Leather Pages (212): These pages contain descriptions of viper trees (tree-like entities that are found throughout the Triple Realm), the three realms of Azzagrat, the City of Samora, the River of Salt, and Zrintor, the Viper Forest. Two of the pages feature notable, albeit naive, page-filling maps of some kind: one that seems to depict the three realms and their position relative to each other and the other a similarly naive map of Zrintor.

Azzagrat, The Triple Realm: According to the author, Azzagrat is an Abyssal realm that is qualified as the demesne of the Tripartite Lord, a demon noble with three names: Garzazat, Agarazzt, and Zazagrat.

Excerpt: “The realm comprises three infinite layers that overlap confusingly and move through one another in a pattern no human can fathom. The tripartite nature of its ruler seems to make that intruders can move about the layers in relative freedom, but there is always a price to pay, usually in the form of leaving a large portion of any gains with a monstrous goristro that guards the realm’s borders and, with the tripartite lord deciding what, exactly, constitutes ‘gains’.”

Throughout the realm, fiery *gates* between the layers will appear at random, seemingly meaningless locations as ovens or open, circular pits of green Abyssal flame that erupt from the ground like geysers. Creatures not immune to fire suffer the equivalent of 2d6 points of fire damage whenever they use one of these *gates*. Unfortunately, only about two in three of such phenomena are actually *gates* – the others are just fiery ovens or pits. Attempts to magically look through the flames of an actual *gate* only reveal the other side of the oven or pit, not its destination.

Azzagrat, the 45th Layer of the Abyss (The First Realm): In the expanse above this realm, the ‘uppermost’ layer of Azzagrat, is what appears to be a ‘sun’ that always sheds a muted light that pervades and influences the entire realm. This light makes that everything in the realm is less noticeable, appearing equally gray – things and entities just tend to go unnoticed here⁵. Indeed, it seems to subdue even the screams of the least of the demons and other helpless souls, which somehow seem to fade into the background.

Azzagrat, the 46th Layer of the Abyss (The Second Realm): Here, the ‘sunlight’ is much like that of the suns of most worlds, except that it shines upward from the ground, sending stark towers of darkness climbing into the sky from anything that can cast a shadow. The ‘sky’ itself is dark during the ‘day’ and gray at ‘night’.

Azzagrat, the 47th Layer of the Abyss (The Third Realm): The ‘bottom-most’ realm of Azzagrat is lit by a blue ‘sun’ that, like the others, has a dominant effect on most things in the realm. The blue light makes it difficult to recognize other creatures and many entities looking for a place to hide come here. All fires and flames in the realm burn blue or purple and inflict cold- rather than heat-based damage, which does not affect any of the demons of the realm. In like fashion cold-based spells (e.g., *Cone of Cold*, *Ice Storm*) inflict the equivalent of fire damage, to which the demons of the realm are somewhat susceptible (half damage). The realm is home to a vast city called either Samora or Zelatar and it is said that the only access to the realm is by way of *gates* on the 45th and 46th layers.

River of Salt: The River of Salt connects all three realms of Azzagrat and it is a sparkling crystalline mass that is somehow liquid and solid at the same time. Creatures falling into it cannot drag themselves out without aid and they have great trouble staying afloat before they are reduced to a reddish paste within rounds⁶.

Zrintor, The Viper Forest: A strangely peaceful forest in the First Realm, with large groves of what appear to be strange, white, scaly trees swaying in a breeze, reeking of ashes and sulphur. Often quiescent, albeit it for short times only, the trees’ branches appear to bear serpent-like heads upon closer examination. However, alarming as this might appear, such is the nature of the forest (or perhaps the trees) that it exudes an air of peace and quiet that will lull even nature-oriented or naturally suspicious visitors (e.g., Rangers, Druids, elves; individuals with the Trait *Alertness*) into a false sense of security. Even if, after a while, visitors will notice that the forest seems devoid of all animal life, they will not be alarmed. Indeed, some visitors have been known to see the apparent quiet of the Viper Forest as a chance to relax in the seeming stillness, which, of course, is exactly how the trees want them to feel⁷. The trees postpone their attack until visitors seem to have relaxed their guard (e.g., when preparing to make camp and before a fire has been started).

Viper Trees (*Arbor serpens abyssica*): The vile trees known as viper trees (v. **CMM**, *Viper Tree*) are common in Azzagrat. They grow in stands near many towns and palaces as protective barriers and are particularly common in Zrintor, the Viper Forest.

According to legend, viper trees are far more common in the lower plane of Hades, a fact that has led to rumors that part of the Triple Realm once belonged in that plane. Supposedly, the Tripartite Lord was able to steal the realm away and pull it into the Abyss, thus adding to Azzagrat’s size.

Loose Parchment Pages (9): Tucked into the back of the tome are nine loose, parchment pages containing a single spell: **VII: Tome Guardian**. At the DM’s option, this spell may be unique to this book.

Tome Guardian – Restricted: Lost Spell (Abjuration)

Level: Wiz 7

Range: Touch

Area of Effect: One book

Duration: Permanent (See below)

Casting Time: 7

Components: V S M

Saving Throw: None

Tome Guardian allows the caster to generate two effects, as described below. Note that there is no saving throw against any of the spell’s effects.

1) Ward Book: First, the spell lastingly imbues a single book or similar source of information with the ability to inflict a *curse*-like effect upon any creature that touches it without taking the precautions required to temporarily suspend the spell (this includes the caster himself). Such is the nature of the spell that the *curse*-like effect can only be reversed by *Limited Wish* immediately followed by another, specific spell cast by the same caster (the second spell). *Dispel Magic* and *Remove Curse* are always ineffective if cast solely for the purpose of reversing the effect, although either can still be used as a second spell, which will depending on the nature of the *curse*-like effect.

The *curse*-like effect, the precautions, and the second spell are defined by the caster when he casts the spell (v. Table 1). The *curse*-like effect must be associated in some way with the nature of the information contained in the book. Both the nature of the

precautions required to handle the book safely and the second spell are left to the caster, although the second spell must always be a Wizard spell of 6th-level or less known by him and in his spell book. If cast for this purpose, the result of the casting of the second spell will only be to reverse the *curse*-like effect of *Tome Guardian*, nothing else.

Typically, the precautions required for handling the book will involve the use of one or more spells (e.g., *Bless*, *Remove Curse*) usually as a component of some short ritual or act (e.g., a complicated passing of the hands over the book, the recital of a short poem, the burning of a rare incense). At the caster's option, this will either deactivate *Tome Guardian* until the book is closed again or for a limited period of time (e.g., 15 rounds).

2) Undetectable: Second, the spell will prevent detection or knowledge of its presence on the book by any known means short of divine intervention and a properly worded *wish*. This means that the book does not radiate a detectable aura of magic and that attempts to detect the spell's presence or otherwise be informed of it are thwarted (e.g., *Detect Magic*, *Legend Lore*; a Bard's chance to identify the general purpose and function of a magical item in case of a magical book), even preventing researchers from penning down any information about it – at best, such individuals will simply 'forget' to mention the spell's presence.

Table 1. Tome Guardian Example Effects

1d100 ¹⁾	Effect
01-25	Offender <i>polymorphed</i> into monster (HD equivalent of at least one-fifth of his level) that attacks any creatures nearby
26-30	Offender turned to liquid and drains away
31-40	Offender henceforth suffers a -4 or +4 or a -20% or +20% penalty, as appropriate, to all die-rolls
41-50	Offender has one Ability Score (always a prime requisite) lowered to 3
51-75	Offender inflicted with a disease, fatal in 2d4 turns
76-90	Offender <i>petrified</i>
91-99	Offender has one magic item he owns <i>negated</i> (rendered non-magical and defunct)

¹⁾ If he should so desire, the DM can roll 1d100 for a random effect

Once cast, the spell can only be ended by the will of the caster or by *negation* (e.g., *wand of negation*). It cannot be *dispelled* (e.g., *Dispel Magic*).

The material component of *Tome Guardian* is powdered peridot. In addition, before each casting of the spell, the caster must research the desired effect, the precautions for handling the book safely, and the nature of the spell required to reverse the effect, which takes 1d2 weeks and requires him to have access to a properly equipped laboratory and library, neither of which need necessarily be his own.

Notes: *Tome Guardian* is a lost spell.

A lost spell is a spell for which no AD&D game statistics exist or which has been withdrawn from the system. At the DM's option, a lost spell may be reintroduced into the game, which will require thorough research, time, gold, a laboratory, and possibly the casting of additional spells (v. **DMG**, p. 64: "Spell Research"). Note that a reintroduced version of the spell will likely differ from the description given above in many ways, especially where its level is concerned (v. **WSC1**, p. 8: "Restricted Spell").

As a modified version of a lost spell, *Tome Guardian* will only work as described at the DM's discretion.

Source/Origins: *Tome Guardian* Spells: Colleen Bishop, *Libraries. A sure cure for 'bookworm' players who must know everything*, in: *The Dragon 37* (TSR, 1980)

Research: The paint-like substance in the symbol on the front cover is an unholy mixture of human blood, powdered bloodstone, and numerous herbs associated with war, lust, and fire (benzoin, euphorbium, dragon's blood). The gemstones used in the lettering on the front cover are ruby, carnelian, and red sardonyx. The leather pages were created of the skin of a dark naga.

The various indices generally identify three versions of *On Calling Forth Demons*, each considered to be an original and each with slightly different contents, especially where the names of the Tripartite Lord and the description of the Triple Realm are concerned. Interestingly, one source states that the Triple Realm is ruled by the demon prince Graz'zt, a notion that is disputed by numerous reputable scholars.

Although legend has it that *On Calling Forth Demons* contains all Wizard and Priest spells dealing with the summoning of demons and their kin, no such spells are described in the pages of any of the three versions. Indeed, the contents of all three books are known from various indices and catalogues, none of which refer to the presence of such spells in any of them. Therefore, various sages have suggested that all three books may be based on a single original of the same name that did contain all of these spells or that each book once comprised many more pages that would have contained these spells. No source mentions the nine parchment pages present in the underlying book and they are not known to be in any of the other known versions. In like fashion, the illustrations on two of the leather pages are unique to this version and some scholars suggest that they may have been copied from a greater, far more ancient tome that is rumored to be kept in a demonic library in Zelatar.

Author: A notable rumor suggests that some mages attribute the compilation of the underlying book to a wizard known only as "The Oracle of Narrion". Others suggest that the book was at least partly wrought in the Abyss.

History: *On Calling Forth Demons* is of ancient and unknown origin and it has been in the possession of more than one famous mage. The last known location of book is on Toril, where it was in the possession of Sir Emlin the Gray, Court Wizard of the Barony Bloodstone. After Emlin's school of wizardry was destroyed in the war with Vaasa, the tome was not found among the detritus and it has been lost ever since.

¹⁾ Byazomai (pronounced: bee-azomai) is a secret language used by Demonists and mages belonging to orders that worship demons on the magical world of Yxx. As a secret language, it can be compared to the secret languages of alchemists, Druids, and Assassins. It can only be taught by Demonists or demon-worshipping mages, none of whom will teach it to individuals not associated with their art without good reason.

²⁾ For example, see **MotP**, p. 27: "Conjurations/Summonings"; **PWH**, p. 102-107: "Magic on the Planes"; or **For Duty & Deity**, p. 24-26: "Wizard Magic in the Abyss".

³⁾ The chance that a demon will answer the call of any summoning spells cast in the Abyss is [spell level]×10%.

⁴⁾ The entities the author refers to as '*pseudo-elementals*' are entities that resemble elementals in many ways, except that they are composed of an Abyssal variant of an element (e.g., toxic clouds; sulphurous rock; green, blue, or purple flames; vitriolic brine), that their alignment is chaotic evil, and that they are invariably hostile towards their summoner. Since the Abyss is cut off from access to the elemental planes, regular elementals cannot be summoned into the Abyss.

⁵⁾ All attempts to move stealthily and/or hide in 45th layer of the Abyss (e.g., *Move Silently*, *Hide in Shadows*) have a +10% bonus to their chance of success. All creatures suffer a -2 penalty to their Surprise checks.

⁶⁾ Creatures that end up in the river must pass a saving throw vs. Death Magic or be immediately dragged under the mass of grinding minerals and suffer 2d12 points of damage per round or until they are reduced to a reddish paste within 1d6+2 rounds. Those that pass their saving throw can stay 'afloat' long enough for any of their companions on the shore to drag them out, still suffering damage as above. However, any creature reaching into the river for whatever reason also suffers 2d12 points of damage instantly, while he must also pass a saving throw vs. Paralyzation each round or pull his hand back out of the river from the pain.

⁷⁾ Under normal circumstances, this makes that nature-oriented or naturally alert creatures are only allowed an Intelligence check (or perhaps an appropriate NWP check) after 1d2 hours in the forest to notice that, when the breeze dies down, the strange trees continue their swaying and rustling, which may seem odd, although they will still not be overly alarmed. In fact, it is only when the trees attack that they will realize that something is wrong. However, in case of an attack, only creatures that did *not* pass their check and those that have not made one at all must roll for Surprise.

Source/Origins: Demonologist's tome: Colleen A. Bishop, *Libraries. A sure cure for 'bookworm' players who must know everything*, in: *The Dragon 37* (TSR, 1980); Dale Donovan, *For Duty and Deity* (TSR, 1998)

On the Use of Physical Duress

Setting: Any

Requirements: NWP *Reading/Writing* (Common)

Author: Unknown (See below).

Size: 23 cm tall, 11 cm wide, 3 cm thick; 50 pages.

Description: A small, simple book bound in brown leather. Stamped into the front cover is a text, perhaps the title of the work.

Within are pages of high-quality vellum featuring a polychrome manuscript in rich inks and executed in a tiny, calligraphic script that covers most of the surface of each page.

Lore: A religious tractate explaining in the direst of terms the consequences of using weapons intended to shed blood.

DM: Original. Unique. Good condition. Title on the front cover.

Reading the title and manuscript requires the NWP *Reading/Writing* (Common).

Contents: *On the Use of Physical Duress* is a collection of excerpts from a series of lectures given by His Reverend Lordship, the Archmadiate Bex of Geopolis at the Seminary of Magpidar. The somewhat tedious texts argue and explain that, according to the writer, the use of edged or pointed weapons has a different theological potency than the use of non-edged ones. Gods (as differentiated from nature deified) tend to desire blood spilled by their servants only under certain highly ritualized circumstances, such as sacrifices and oath-swearing. As a result, when a Priest uses a forbidden weapon type and hits he (she) becomes ritually polluted and loses all ability to commune with the divine, in effect losing the capacity to cast spells. To be cleansed, a high-level Cleric of impeccable stature must perform a ceremony involving *holy water*, incense, costly material sacrifice, and a variety of equally important gifts of importance to the transgressor's deity.

Excerpt: "...so young clerics say to me, 'If we may righteously use mace or flail to remonstrate on our enemies, why then do we not use sword or arrow?'

"Why, 'tis as plain as the forbidden pikestaff! The purpose and nature of all edged weapons (and what is a point but a section of an edge?) is to cut, release blood and kill, both in reality and symbolically.

"The club, mace and flail are but growths of the staff, which stands for guidance and religious authority. Though the end result of the sword stroke and the well-aimed mace blow are the same, the symbolic intent differs. As the High Power judges our acts much from a viewpoint in which symbols supersede particulars, this symbolic difference in intent is of greatest importance, both to the performance of the specifically clerical functions and in the gaining of spiritual eminence."

Research: The inks are expensive but non-magical.

The book may be of passing interest to individuals with an interest in religion and theology in general.

Source/Origins: Lawrence Huss, *Clerics Take Note*, in: *The Dragon 33* (TSR, 1980)

Ordinary Necromancy

Setting: Any

Requirements: NWP *Reading/Writing* (Common)

Author: Ammon Theb-Tha.

Size: 29.2 cm tall, 18.1 cm wide, 5.5 cm thick; 75 pages.

Description: A relatively small and slender, albeit strangely weighty tome with a leather spine and covers of what appear to be strips of discolored bone. On the front cover, inlaid with gold, is a symbol of an elaborate, complex pentagram containing many mystical runes and symbols. Some of the gold inlay is missing.

Within are yellowed, stained, curling parchment pages featuring a manuscript, symbols, runes, and diagrams in black ink. The pages have obviously been exposed to moisture at some point, from which they do not seem to have fully recovered.

Lore: A tome of forbidden necromantic lore.

DM: Copy. Rare. Average condition. Title on the title page.

Reading the manuscript requires the NWP *Reading/Writing* (Common).

Cursed Tome (Book of the Dark Powers): The book is a *cursed tome*, one of a number of so called *books of the dark powers*, designed to bring harm to individuals of good alignment who study them. In this case, the book may cause insanity in a good-aligned Wizard, as explained below.

Identification: Although it is a *cursed item*, the book cannot be recognized as such by visual examination of its outer parts or by detection for the magic aura (e.g., *Detect Magic*). Any such perusal will lead to the conclusion that

the book is a regular, non-magical work of arcane lore. If it should be read before it is properly identified, the book will appear to have been written in a language unknown to the reader.

A *cursed tome* can only be identified for what it is by a Bard (5% chance per level to determine its general purpose and function) or by a Wizard using *Identify* (q.v.) or a *wish*. A *wish* will only reveal the general contents of the book, informing the caster that it will affect (not necessarily benefit) any one individual. It requires a second *wish* to determine that it is *cursed* and reveal the nature of that *curse*. All other spells, including *Alter Reality*, *Commune*, *Contact Other Plane*, *Legend Lore*, *Limited Wish*, *True Seeing*, and *True Sight*, are useless.

Effects: Any good-aligned Wizard who studies the book has a 5% chance per day, cumulative, of contracting some form of insanity (v. **DMG** 1st Edition, p. 83-84: "Insanity").

The book does not lose its contents when the *curse* is triggered and an individual may still read and use it in research just like another book, so long as he is still able to do so and feels that the benefits outweigh its liabilities. Individuals of evil or neutral alignment (with respect to good and evil) can peruse the book without suffering any ill effects.

Countering the Effect: Anyone opening the book will automatically become aware of the *curse* as soon as it takes effect and he can only be freed from it by getting rid of the book, which can only be accomplished by *Remove Curse*, *Limited Wish*, or a similar spell or effect, which will negate the book's effect upon the owner and permit it to be sold or traded like any other book, providing the owner is successful in making a deal acceptable to a purchaser. After being rid of the book, the owner will remain aware of the book's true nature, but he will no longer have any knowledge of the words contained in it, forever unable to articulate or record the knowledge contained therein until such a time that he starts reading the book again.

Spell Research: The book is 1d20×5% likely to contain an important clue to one of the spells listed below. If this is the case, a Wizard studying this book while researching that spell¹⁾ receives a +1d10% bonus to his Chance to Learn Spell check. Note that acquiring this book may count towards the costs required to research the spell (See below).

The book may contain an important clue to one of the following spells, as determined by the DM or by random die-roll: **V:** *Animate Dead*; **VI:** *Death Spell*; **VI:** *Reincarnation*; **VIII:** *Clone*.

NWPs: The book can be of use to individuals who want to improve any of their NWPs *Religion* and/or *Sage Knowledge* (*School of Magic*, *Necromancy*). Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Ordinary Necromancy* is dark necromantic tome of terrible, forbidden knowledge that deals with numerous aspects of raising the dead, a treatise on the mystical rituals of black sorcerers and necromancers, on *cursed* tombs and the ancient diseases that will come to haunt those that defile them, on cults revering long-gone gods of the Dead, and of their influence on the ruling classes of an unknown, unnamed world.

Research: Covers of sheets of lead to which have been glued strips of bone taken from corpses found in ancient tombs believed lost today; spine of thick crocodilian leather.

Most indices classify the book as one of several rare, partial copies of a much older book that is believed to have its origins in another plane of existence, likely an Alternate Material Plane.

Author: The name of the author is known only from rare indices – it is nowhere in or in the book. However, since no other known copy of the work mentions the name "Ammon Theb-Tha", or, in deed, any author at all, it has been suggested that this individual is actually the author of the unknown original mentioned above. At least one source suggests that the underlying book was written by the legendary lich Vecna, a notion that is disputed by most sages of today and which has prompted Marazan, perhaps better known to some as "The Drunken Sage", to proclaim the august author of this source "just another old sage, and one who has got it wrong at that". At least one other sage has suggested that this source may refer to a different work altogether, possibly even a spell book²⁾, adding that, "it seems unlikely that such a work, if it should exist at all, would have survived in light of the many curses, zealous quests, and divine interventions such works commonly attract".

Suggested XP/GP Value³⁾: 750 xp/1d10×200 gp or 1,000 xp/+600 gp.

¹⁾ For example, when attempting to copy it into his spell book from another spell book; when attempting to do so from a scroll; when studying under a mentor; v. **DMG**, p. 61: "Acquisition of Spells Beyond 1st Level" and p. 65: "Determining Research Time" and "The Cost of Spell Research".

²⁾ See **EM3**, p. 1211: "Ordinary Necromancy".

³⁾ The first set of figures is for when nothing of the book's adverse effects are known. The second set is for when they are known, with the total gold piece value being calculated by adding the figure after the plus sign to the gp value given in the first set.

Source/Origins: *Ordinary Necromancy* and *Books of the Dark Powers*: Bruce Heard, *Spells between the Covers*, in: *Dragon 82* (TSR, 1984); *Spellbook*, *Ordinary Necromancy*: Dale Henson et al., *Encyclopedia Magica. Volume Three* (TSR, 1995)

Origins of Planar Species

Setting: Planescape (Ardha)

Requirements: NWP *Reading/Writing* (Planar Common)

Author: Gorad Drummerhaven.

Size: 355 cm tall, 285 cm wide, 65 cm thick; 13,000 pages.

Description: An immense book of grand appearance, with covers of polished shells featuring intricate patterns and a text, likely the title of the work, engraved and inlaid with gleaming black and glossy, grayish white materials. Within is an astonishing number of paper-thin, mother-of-pearl sheets with lettering in what appear to be many colorful pieces of different minerals seemingly somehow stuck to the pages.

Lore: A long-winded dictate of many bewildering theories on many creatures that are supposed to live the various outer planes of existence.

DM: Original. Copies extremely rare. Perfect condition. Title on the front cover.

Reading the title and manuscript requires the NWP *Reading/Writing (Planar Common)*¹⁾.

Magic: The book radiates a “Dim” aura of Alteration magic, which is due to the ingredients and magic used in its creation.

NWPs: The book can be of use to individuals who want to improve their NWP *Sage Knowledge (Folklore)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Resistant: The book is magically protected from breaking and dissolving and it automatically passes its item saving throw vs. Acid and Crushing Blow (v. **DMG**, p. 58: “Item Saving Throws”).

Contents: *Origins of Planar Species* is a dictate that covers a wide spectrum of theories on the better and lesser known creatures that are supposed to live in the inner and outer planes of existence, as well as in something it refers to as “the Border Planes”.

Excerpt: “The chant says that there wasn’t always a City of Doors or a Lady of Pain. Sometime in the past, she built the city as a... well, no one knows the dark of why. But here’s what a body’s got to tumble to: It all had to come from somewhere.

“Now, as any eager knows, one of the permanent fixtures in the City of Doors is the presence of its caretakers, the dabus. But before there was a Sigil, the dabus must have come from somewhere, right?

“Well, here’s the dark that only I have uncovered: The Lady of Pain took some of the firblings [sic] of the Ethereal Plane to her new city of Sigil. There, she altered them for her purposes to create unfailing servants – the dabus.”

Research: The book radiates a “Dim” aura of magic (Alteration).

The covers are made from the scales of a blue-hued elder salt wyrm. The patterns in them are inlaid with black spined salamander chitin and steam mephitis ivory. The pages are mother-of-pearl taken from the giant oysters of the Saline Sea, a supposed “Semi-Plane” the work suggests exists between the Quasi-Elemental Plane of Salt and the Elemental Plane of Water. The texts were actually written by hand using special inks containing essences of minerals and pigments made from the intestines of crystal crismals.

Although a man of genteel ways, the works of the planar biologist Gorad Drummerhaven are universally seen as pompous, self-conscious, long-winded, and full of the man’s blurred, wrenched, and bewildered theories. Indeed, many sages doubt whether his works have any value at all, although there have been some occasions when he has been proven right.

Several scholars have remarked that the book may be based on a mysterious book known only as *On the Origin of Species*, which appears in some of the older indices.

Apart from its value to sages specializing in the folklore of the planes, the book will also be of passing interest to those who specialize in the knowledge, sociology, and zoology of specific planes of existence.

History: Although this is unlikely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch’tar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹⁾ Planar Common, also referred to as Planar Trade and Planespeak, is the trade language used by creatures of the outer planes (Planescape). It is a strange language of malapropisms that speaks much of “darks”, “berks”, and “graybeards” and which doesn’t seem to be able to make up its mind on what it wants to be. It was reportedly devised by traders who frequented a planar city called Sigil.

Source/Origins: Phirblas (*Origin of Planar Species*): Monte Cook et al., *Planescape Monstrous Compendium Appendix III* (TSR, 1998); Books about zoology: Steven Kurtz, *Thiondar’s Legacy*, in: *Dungeon 30* (TSR, 1991)

Orlow’s Manual of Garden Flowers

Setting: Any

Requirements: NWP *Reading/Writing (Common)*

Author: Orlow the Indolent.

Size: 39 cm tall, 26 cm wide, 26 cm thick; 2,200 pages.

Description: A massive tome bound in slightly worn, dark brown leather of some quality. Neatly fitted into the leather of the front cover is a text in copper letters, perhaps the title of the work.

Within are pages of the highest-quality vellum, containing a polychrome manuscript in clear lettering, many drawings and schematics, and what seems to be an extensive index. Numerous annotations, usually in the same hand as the manuscript, have been added to the margins.

Lore: A massive book about the art of growing plants in the garden.

DM: Original. Unique (No known copies). Good condition. Title on the front cover.

Reading the title and manuscript requires the NWP *Reading/Writing (Common)*.

NWPs: The book can be instrumental for an individual who wants to improve his NWP *Sage Knowledge (Botany, Garden Flowers)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Alternatively, the DM may allow a Wizard with the NWP *Sage Knowledge (Botany)* studying the book to gain this specialization in addition to his normal allowed number of NWPs. Such would require him to pass an Intelligence check after studying the book for a full 1d2+3 uninterrupted months, which would involve many *practicums* and experiments.

Contents: *Orlow’s Manual of Garden Flowers* is a comprehensive flora of garden flowers with an important index of garden flowers that thrive in temperate and sub-tropical climates.

In addition, it describes the creation of various powders and dusts that may be used by any botanist, such as *dust of fertilization* (will cause any natural, non-magical flowering garden plant to gain a year's growth – or full growth for a shorter-lived plant – in one week when sprinkled on the plant); *dust of tit repulsion* (will clear a 20×20-foot area of any bird smaller than a magpie and prevent it from landing there again for one season).

Of further special interest are the descriptions of some unique flowering plants cultivated by Orlow, most notably *sweet onion* (will yield an onion that tastes like a regular onion but smells like a rose); and the plants described below.

Chain Daisy

Climate and Habitat: Cultivated only (Garden, greenhouse).

Harvest (*Stipes cum folia*): Summer.

Description: The chain daisy (*Bellis halysis*, *Compositae*) is a cultivated perennial that favors temperate environments. It looks and smells like a large regular daisy and it will grow to be some 15-30 cm long, with small, compact flower heads of pink or white on a flower stalk.

Faerie Armor (*Stipes cum folia*): Chain daisies have stems and leaves that are tougher than cured leather, which makes them especially suited for weaving *faerie armor* (size T; AC 5; +1 bonus on saving throws against fire- and acid-based attacks).

Requirements: Successfully growing chain daisies requires an individual to pass an NWP *Sage Knowledge (Botany, Garden Flowers)* check at a +2 penalty. About one season's worth of growing chain daisies should suffice to make a single *faerie armor* (as above).

Source/Origins: Chain daisy: William Fawcett, *Bazaar of the Bizarre. Orlow's Inventions Can Live Up Your Life*, in: *The Dragon 30* (TSR, 1980)

Dragon Lily

Climate and Habitat: Cultivated only (Garden, greenhouse).

Harvest (*Flos*): End of summer, start of autumn.

Description: Dragon lilies (*Lilium draconis*, *Liliaceae*) is a cultivated, lily-like plant that favors warm, moist environments. It has angular stems bent at the top; with long, ovate leaves spread along the stem; clusters of one or two, bright orange, bell-shaped flowers; orange berries (July-August); and a thick, white rhizome.

Potion of fire breathing (*Flos*): Dragon lily blooms are an invaluable ingredient of a *potion of fire breathing*.

Requirements: Successfully growing dragon lilies requires an individual to pass an NWP *Sage Knowledge (Botany, Garden Flowers)* check at a +2 penalty.

Folklore: Although common folk believe that the blossoms will spout a short burst of fire when people attempt to smell them, this effect has never been reproduced by botanists. Perhaps only faeries can cause this to occur, which would surely result in a singed beard and eyebrows (1 hp damage). Still, interestingly so, Orlow's notes seem to suggest that he grew the lilies "to contain his trollflowers".

Source/Origins: Dragon lily: William Fawcett, *Bazaar of the Bizarre. Orlow's Inventions Can Live Up Your Life*, in: *The Dragon 30* (TSR, 1980)

Trollflower

Climate and habitat: Cultivated only (Garden, greenhouse).

Harvest (*Flos*): End of summer, start of autumn.

Description: Trollflowers (*Amorphotrollus microtitanum*, *Araceae*) are cultivated, hardy perennials that favor temperate and temperate cold environments and which grow a single green and yellow flower each. Although they grow but slowly (about 2 inches per month), the plants regenerate any damage they suffer (e.g., crushing) at a remarkable rate, as long as most of the plant and its flower remain, taking only 24 hours to restore themselves to the state they were in before they were damaged. Although trollflowers do not regenerate fire damage, they will continue to grow as long as even a small part of the plant is still firmly rooted in the soil.

Potion of regeneration (*Flos*): The fully grown flowers of a trollflower are an invaluable ingredient of a *potion of regeneration*.

Requirements: Successfully growing trollflowers requires an individual to pass an NWP *Sage Knowledge (Botany, Garden Flowers)* check at a +2 penalty. Note that only a fully grown flower can be used for making a *potion of regeneration* and that picking the flower at any time does not cause it to grow back due as a result of the regenerative powers of the plant. The grower will have to wait until next season for a new flower to grow.

Notes: Orlow's notes state that he developed the trollflowers just in case he would get tired of "having to replant his flowers every time a dragon traipsed through his garden". Hohum!

Source/Origins: Trollflower: William Fawcett, *Bazaar of the Bizarre. Orlow's Inventions Can Live Up Your Life*, in: *The Dragon 30* (TSR, 1980)

Research: The book is believed to be from the hand of one Orlow the Indolent, an arch-mage of considerable power who created many items of convenience, both for his hobby of gardening and to pacify his rather strident wife, called, as legend has it, Frantasy the Vocal. When Orlow disappeared, now more than 1,000 years ago, his household was abandoned and its contents have since been distributed across the world – most probably after they had been carried off by the servants first when they left.

Suggested XP/GP Value: 500 xp/5,000 gp.

Source/Origins: William Fawcett, *Bazaar of the Bizarre. Orlow's Inventions Can Live Up Your Life*, in: *The Dragon 30* (TSR, 1980); Tome, of *Garden Flowers*: Dale Henson et al., *Encyclopedia Magica. Volume Two* (TSR, 1995)

Otiluke's Geometric Spherograph

Setting: Any (World of Greyhawk) (Player's Option Rules)

Requirements: NWP *Arcane Languages (Yclabrabarzyphyl)*; see below

Author: Unknown.

Size: 88-cm-diameter globe; 888 pages

Description (See below): A large, engraved golden globe suspended between the two tips of a carved wooden frame, itself shaped somewhat like a huge tuning fork. These tips touch the globe at each end of its horizontal axis. The engravings on the globe create an intricate pattern of many intertwined symbols and diagrams, perhaps displaying a single, complex mathematical concept, construct, or perhaps a magical formula. The carvings on the wooden frame seem to represent a variety of different phenomena, among which seem to be “fire”, “cold” or “ice”, “smoke” or “steam”, and “rocks” or “minerals”.

Lore: A unique work that has been attributed to the legendary Otiluke of Oerth.

DM: Original. Unique. Mint condition. Untitled.

Reading the texts within requires the NWP *Arcane Languages (Yclabrabarzyphyl)*¹⁾.

Magic: The contraption radiates “Strong” auras of Alteration and Abjuration magic, which is due to its magically enhanced weight, the specific way in which the globe must be opened; and the fact that the globe cannot be removed from the stand by any but the most potent magical means, respectively.

Maneuvering the Contraption: The only way the combination of globe and stand can be moved is after its weight has been reduced by the sphere created by one casting of *Otiluke’s Telekinetic Sphere*. Although it can move freely between the tips of the stand, the globe itself cannot be taken from the stand by anything less than the most important magical means (e.g., a properly worded *wish*). Rotating the globe does not generate any sound.

Opening the Globe: The globe can only be opened by casting *Otiluke’s Dispelling Screen* in such a way that the screen appears exactly along its central horizontal axis, from one tip of the stand to another. This will cause its upper hemisphere to split in two, each half folding away into the lower hemisphere to reveal a large number of gold sheets shaped like a half moon each and all attached to a central axle. There are not enough sheets to fill the entire globe and they are held in place by gravity only, which means that the globe will likely open to a random sheet if it has been moved around before it was opened. The globe will remain in this position only for as long as the *dispelling screen* lasts, closing again whenever the spell ends.

The sheets feature engraved texts distinguished by an extraordinary amount of complex calculations, tables, symbols, diagrams, and schematics.

Specialist Content: The theories proposed in the work are so complicated that they can only be understood by a Geometer of 6th level or higher or by those individuals who possess either the NWP *Sage Knowledge (School of Magic, Geometry)* 12 or the NWPs *Sage Knowledge (Mathematics)* 6 and *Sage Knowledge (Inner Planes)* 6.

Otiluke Spells: At the DM’s option, an individual with access to the globe and with the required NWPs could be allowed to have a greater chance of success when trying to understand and transcribe (some of) the various spells attributed to Otiluke of Oerth.

NWPs: The texts can be of use to individuals who would want to improve any of their NWPs associated with geometry and force (e.g., NWPs *Sage Knowledge (Geometry)*, *Sage Knowledge (Physics)*, *Sage Knowledge (School of Magic, Force)* and *Sage Knowledge (School of Magic, Geometry)* and/or with the various elemental, para-elemental, and quasi-elemental planes they speak of (e.g., NWPs *Sage Knowledge (Inner Planes, Elemental Plane of Earth)*, *Sage Knowledge (Inner Planes, Elemental Plane of Fire)*, *Sage Knowledge (Inner Planes, Para-Elemental Plane of Ice)*, *Sage Knowledge (Inner Planes, Para-Elemental Plane of Ooze)*, *Sage Knowledge (Inner Planes, Para-Elemental Plane of Smoke)*, *Sage Knowledge (Inner Planes, Quasi-Elemental Plane of Mineral)*, *Sage Knowledge (Inner Planes, Quasi-Elemental Plane of Radiance)*, *Sage Knowledge (Inner Planes, Quasi-Elemental Plane of Dust)*, *Sage Knowledge (Inner Planes, Quasi-Elemental Plane of Salt)*, and *Sage Knowledge (Inner Planes, Quasi-Elemental Plane of Steam)*). Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Otiluke’s Geometric Spherograph* describes numerous extremely complex theories on geometry, force, spheromancy, and some of the inner planes (Elemental Plane of Earth, Elemental Plane of Fire; Para-Elemental Plane of Ice, Para-Elemental Plane of Ooze, Para-Elemental Plane of Smoke, Quasi-Elemental Plane of Mineral, Quasi-Elemental Plane of Radiance, Quasi-Elemental Plane of Salt, Quasi-Elemental Plane of Steam).

Research: The contraption radiates a “Strong” aura of magic (Alteration).

The engravings on the globe represent phenomena that can be expected to occur in, and in relation to events and magic pertaining to, the various inner planes described in the texts.

Some sources seem to suggest that the globe can be made to remain in its ‘open’ position longer than the screen of *Otiluke’s Dispelling Screen* would last, although none provide any details as to how this can be accomplished.

Author: Although the creator of the contraption is unknown, cases have been made for the notion that it was the legendary Otiluke of Oerth himself. Nevertheless, many significant indices and catalogues classify the author as “Unknown”, while no known *onomanonicon*²⁾ mentions the existence of the work under “Otiluke”.

History: Although this is not likely to be common knowledge, the contraption was once part of the extensive library of Thiondar, King of the Ch’tar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace. Some specialized sages might know that the work was part of a large number of writings by various authors, gathered by the king into a unique, extensive collection of works that dealt with the spells, life, works, and deeds of the famous Otiluke of Oerth. Some of these scholars might know of a rumor that suggests that studying the entire collection would allow a Wizard to transcribe all spells devised by the famous mage.

¹⁾ Yclabrabarzyphyl is a complex, arcane language that is mainly used in theses and studies that rely heavily on diagrams, schematics, and symbols to convey their nature. It is known only to a handful of specialists today and requires Intelligence 15 or more to master.

²⁾ An *onomanonicon* is an index or catalogue of known mages, usually mentioning (parts of their) lives and (some of their) deeds and spells.

Source/Origins: DM, *Otiluke*, by Otiluke (all spells by Otiluke), for: Steven Kurtz, *Thiondar’s Legacy*, in: *Dungeon* 30 (TSR, 1991)

Pandectum Transmarinum. Encheiridion Omne Scibile Kuo-Toa

Setting: Yxx, Ardha

Requirements: NWP *Ancient Languages (Ichthys)***Author:** Unknown.**Size:** 23.9 cm tall, 16.3 cm wide, 4.7 cm thick; 158 pages**Description (See below):** A book with covers from a thick, mottled dark green and black, papyrus-like material, covered with what seems to be a transparent film. On the front cover is a text, perhaps the title of the book, in a shimmering royal blue ink.

Within are light green, silky, papyrus pages sown into place and coated with the same film as the covers.

Manuscript in polychrome, mother-of-pearl ink, which shimmers with a beautiful iridescence when exposed to sunlight or its equivalent.

Lore: A synopsis of a famous study of the kuo-toa.**DM:** Original. Unique (No known copies). Average condition. Title on the front cover.Reading the title and manuscript requires the NWP *Ancient Languages (Ichthys)*¹⁾.**Magic:** The inks radiate a “Dim” aura of Alteration magic, which is due to their color-changing abilities.**Transparent Film:** When the book is kept out of saltwater for longer than 24 hours, the transparent film on it becomes black and hard so that it can no longer be opened (item saving throws as “Hard Metal”, at a +3 bonus; v. **DMG**, p. 58: “Item Saving Throws”). When the book is submerged in saltwater again, the film returns to its original color and the book can be opened again.**NWPs:** The book can be of use to an individual who wants to improve his NWP *Sage Knowledge (Sociology, Kuo-Toa)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.**Contents:** *Pandectum Transmarinum. Encheiridion Omne Scibile Kuo-Toa* is a thorough synopsis of one of the most complete studies of the kuo-toa known to exist.**Research:** The inks radiate a “Dim” aura of magic (Alteration).

The covers are made of an exotic variety of saltwater kelp.

The inks temporarily turn a deep, burgundy red when they are touched. Interestingly, some rare sources claim that the book, its pages, and the inks are all a shade of brilliant, shimmering light blue.

Nothing is known of the history of the book, although a specialized sage might suggest that it may once have been part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

If the above notion would be confirmed in some way, a knowledgeable sage might tentatively suggest a connection between the book and the legendary encyclopedia known as Dandarzil's *Creatura*²⁾. Indeed, a specialized scholar or researcher (e.g., one with any combination of the NWPs *Arcanology*, *Bookbinding*, *Papermaking*, *Scribe*) could find that the inks may be based on the fragrant essence of a light blue rose³⁾, a characteristic typical to some of the (real or suspected) works of Dandarzil.¹⁾ Ichthys is an ancient, written language of the magical world of Yxx, associated with marine creatures.²⁾ Also referred to as *Encyclopaedia Creatura*, Dandarzil's *Creatura* is a mythical encyclopedia usually attributed to the legendary arch-mage Dandarzil, who lived in times long gone, perhaps on a lost world. However, although some of the oldest literary sources do mention the existence of this encyclopedia, most scholars of today doubt that such a work ever existed. According to the myth, the encyclopedia consisted of 4,210 volumes⁴⁾, which contained descriptions of all living creatures, their origins, history, and habits. In addition, it is said to have contained a unique collection of 100 spells; that it would give its owner complete control over all creatures described in it; and that it is the basis for many other legendary works, among which the *Compendia Historia Creatura*⁵⁾.³⁾ Dandarzil is known to have grown unique, magical, light blue roses in his famous gardens. These would generate various magical effects (Conjuration/Summoning).⁴⁾ Of interest is an almanac known only as *Malsurion's Guide*, which is said to have described a cavern with 4,210 recesses in its walls. Neither the *Guide* nor this supposed cavern have ever been found.⁵⁾ Another mythical encyclopedia, the *Compendia Historia Creatura* is said to have been created over a period of many centuries by countless different sages, which some say were all Riddle Masters of Amn. The *Compendia* would have contained descriptions of the various intelligent creatures of the world and some sages believe that the right combination of volumes would give them a unique “bird's eye view” of the evolution of these creatures over the centuries. It would show the differences in their written and spoken languages, legends and customs, religions and rites, history and names of important individuals, and so on, which would be of immeasurable importance for the purposes of dating other books and translating them more accurately than is possible today.**Source/Origins:** DM, *Demi-Humans: Kuo Toa*, for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon* 30 (TSR, 1991)**Pandelarde's Panthology**

Setting: Ardha (Player's Option Rules)

Requirements: NWP *Arcane Languages (Metathaumaturgical Transcript)*; Read *Metathaumaturgical Magic* for spells; see below

Author: Unknown (See below).

Size: 42.1 cm long, 42.1 cm wide, 1.6 cm thick; 32 pages.

Description: A large, thin, square book bound in smooth, pliable dark blue leather.

Within are pages of high-quality, snow-white vellum. Polychrome manuscript in *vermillion ink*¹⁾ as well as regular inks of many colors.

Lore: An especially rare work that contains some unique spells and a treatise on an exceptionally complicated magical means of annotation.

DM: Original. Unique (No known copies). Excellent condition. Untitled.

Reading the manuscript requires the NWP *Arcane Languages (Metathaumaturgical Transcript)*. The spells are written using the rules and definitions imposed by this script and a Wizard must cast *Read Metathaumaturgical Magic* (See below) if he wants to read them for the first time.

NWP *Arcane Languages (Metathaumaturgical Transcript)*: Base Ability: Int/Kno; Base Score: 3; CP Cost: 5; Intelligence 18 and NWPs *Research*, *Thaumaturgy*, and *Sage Knowledge (Arcane Languages)* required.

Metathaumaturgical Transcript is a unique, inventive, exceedingly complex, thaumaturgical, sequential, magical script that allows for the compact notation of texts of an exceptionally complicated nature. For example, the magical formulae of spells written in the script take up only one page per spell level instead of the usual amount.

The NWP *Arcane Languages (Metathaumaturgical Transcript)* gives a Wizard the ability to inscribe, transcribe, and read texts and spells in this script. However, in the case of transcribing a spell in the script for the first time, the Wizard must first research it (v. **DMG**, p. 64: "Spell Research"), regardless of whether he already has it in his spell book in the usual fashion. When his research is completed, he must pass a Chance to Learn Spell check to determine whether he can transcribe the spell in the script, with failure indicating that he can never do so.

When the Wizard wants to read a spell written in the script for the first time, he must cast *Read Metathaumaturgical Magic* (as *Read Magic*), which is gained automatically when he masters the NWP.

Spells written in Metathaumaturgical Transcript cannot be read by any other means (*Read Magic* is useless) and they cannot be magically copied in the usual way (e.g., *Copy*, *Write*). A Wizard wishing to copy any spell written in the script must research that spell (anew; v. **DMG**, p. 64: "Spell Research"; Chance to Learn Spell check required) before he can create a version of it that he can transcribe in the usual fashion.

The script is unique and it can only be taught to others by individuals who have the NWP *Arcane Languages (Metathaumaturgical Transcript)* as well as access to the book known as *Pandelarde's Panthology*. Consequently, studying this book alone does not automatically lead to the acquisition of the NWP.

NWPs: The book can be of use to an individual who wants to improve his NWP *Sage Knowledge (Arcane Languages)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: The first 25 pages of *Pandelarde's Panthology* contain the following spells: **I:** *Dictation*, *Identify*, *Message*, *Pharphyl's Sequential Disclosure of Quality**, *Wizard Mark*; **II:** *Copy*, *Dancey's Calligraphic Impertinence**; **III:** *Hullanc's Fabulous Allaying**; **IV:** *Pandjarve's Far-Reaching Impetuosity**; **IX:** *Pandelarde's Universal Prognosis**.

At the DM's option, the spells marked with an asterisk may be unique to this book.

The final seven pages contain a description of the system used to transcribe the spells.

Dancey's Calligraphic Impertinence (Alteration, Divination)

Level: Wiz 2

Range: 0

Area of Effect: See below

Duration: 5 rds/level

Casting Time: 1 rd

Components: V S M

Saving Throw: None

Dancey's Calligraphic Impertinence allows the caster to create a document in a handwriting that perfectly mimics that on a sample document, while any signatures or seals on the sample are magically duplicated on the pages he thus produces. He can thus create the equivalent of one standard page for each of his levels, allowing him to create a document containing any text desired, although this text cannot have any magical content (e.g., he cannot transcribe a spell, he cannot copy a *cursed scroll*). The document will be indistinguishable from one written by the author of the sample document, although a knowledgeable individual may still recognize it as a forgery, as depending on the nature of the text and the situation. For example, the DM could allow a caster with the NWP *Forgery* who made up a release order from scratch using a love letter written by the governor a better chance to get away with it than one who does not have this ability, while a copy of an existing release order in which the caster has only changed one name may withstand scrutiny regardless, unless the reader has a very good reason to doubt it. The document always radiates a "Dim" aura of Alteration magic.

Note that any duplicated signatures need not be from the same hand as the rest of the document – the spell reproduces the signature as accurately as it does the other handwriting.

A successful casting of *Dispel Magic* causes the text to revert to the caster's own handwriting, while any seals and signatures simply vanish from the pages.

The material component of *Dancey's Calligraphic Impertinence* is a sample of the handwriting the caster wants to duplicate, which must be at least a full page document (approximately 250 words) and which is destroyed when the spell ends, gone forever.

Notes: *Dancey's Calligraphic Impertinence* is an uncommon spell for Wizards with narrow ties to Thieves and larceny (e.g., multi-classed Mage/Thieves, dual-classed Mage-Thieves, Wizards working for Thieves' Guilds); it is otherwise very rare.

Source/Origins: *Forgery*: Jeff Dancey, *Arcane Lore. Larcenous Legerdemain*, in: *Dragon 239* (TSR, 1997)

Hullanc's Fabulous Allaying (Enchantment/Charm) (Song)

Level: Wiz 3

Range: 0

Area of Effect: See below

Duration: 1 hr

Casting Time: 3

Components: V S

Saving Throw: See below

Hullanc's Fabulous Allaying enables the caster to cause a number of creatures to lose the will to fight, even if engaged in combat to the death. He will thus affect all insects, animals, demi-humans, humanoids, and/or monsters of 5 Hit Dice or less within the area of effect when he casts the spell, excluding, at his option and as stated when he casts the spell, up to one creature for each of his levels (presumably friends or allies). Such is the power of the spell that it imposes a -2 penalty on the saving throws of the creatures targeted, as well as -15% penalty on any Magic Resistance checks they would be allowed. Affected creatures cannot bring themselves to attack any other living thing for one hour, even if they would leave the area of effect, or until attacked. If attacked, an affected creature receives an immediate saving throw vs. Spell with a +3 bonus, with success meaning that the spell ends for that creature. Affected creatures are not otherwise restricted in their actions.

Notes: *Hullanc's Fabulous Allaying* is a very rare spell.

Source/Origins: *Calm*: Author unknown, *Witchcraft Supplement for Dungeons & Dragons*, in: *The Dragon 5* (TSR, 1977); *Calm*: Bill Muhlenhausen, *The Witch*, in: *Dragon 114* (TSR, 1986); *Calm*: Mark Middleton (comp.), *Wizard's Spell Compendium. Volume One* (TSR, 1996)

Pandelarde's Universal Prognosis – Restricted: Diviner (Divination)

Level: Wiz 9

Range: Touch

Area of Effect: One magical item

Duration: 1 rd

Casting Time: 1 turn

Components: V S M

Saving Throw: See below

Pandelarde's Universal Prognosis enables the caster to determine the magical qualities of one magical item touched by him when he casts the spell, without the need to prepare for this in any way and without any detrimental effect to himself as a result of its casting. While casting the spell, the caster must examine the object thoroughly, which takes one turn and precludes him from doing anything else. During this time, he enjoys a +4 bonus on any saving throws he may have to make against any detrimental effects the item may have (e.g., a *curse*). The properties of artifacts and relics can only be divined at the DM's option.

When he has finished examining the item, the caster can learn all of the following, in order:

1) Functions: The caster has a 75% chance, plus 1% for each of his levels (up to a maximum chance of 95%), per function, to determine what the item's functions are. For example, a 19th-level Wizard who has examined a *wand of fire* has a 94% chance to determine that it can generate *Burning Hands*, a 94% chance that it can generate *Pyrotechnics*, and so on.

2) Charges: The caster has a 75% chance, plus 1% for each of his levels (up to a maximum chance of 95%), to learn whether the item has any charges, what its maximum number of charges would be, and how many charges it has left. In the above example, the caster has a 94% chance to learn that the wand has charges, a 94% chance that it can contain a maximum of 100 charges, and a 94% chance to learn how many charges it has left.

3) Pluses/Minuses: The caster has a 75% chance, plus 1% for each of his levels (up to a maximum chance of 95%), to learn whether the item has any bonuses or minuses associated with it, and what these are. For example, if the Wizard in the example above has examined a *long sword +3, frost brand*, he has a 94% chance to determine that it has bonuses to hit and damage, a 94% chance that it has +3 bonus to hit and damage, and a 94% chance that it has a +6 bonus to hit and damage. Note that he may have learned earlier that one of the sword's functions is to combat fire-using/dwelling creatures.

4) Curses: If the item fails a saving throw vs. Spell, the caster has a 75% chance, plus 1% for each of his levels (up to a maximum chance of 95%), to determine whether it is *curse*d. Note that the spell does not inform him of the nature of this *curse* and that a magical item makes its saving throws as a Wizard of a level equal to its level of performance, excluding any bonuses associated with it (e.g., a *wand of fire* would save as a 6th-level Wizard; v. **DMG**, p. 58: "Item Saving Throws" for bonuses to the saving throw).

5) History: The caster has a 5% chance, plus 1% for each of his levels (up to a maximum chance of 25%), per event, to be informed of any momentous events in the item's history (e.g., when it was created, exceptionally powerful former owners, participation in a legendary battle). Note that the spell does not impart information about any such events – it merely mentions them as being part of the item's history.

The material components of *Pandelarde's Universal Prognosis* are a *blessed* lock of hair of a priest, a small diamond (worth 500 gp), and a mixture of sulphur, green ink, and small pieces of papyrus.

Notes: *Pandelarde's Universal Prognosis* is a very rare spell restricted to Diviners.

At the DM's option, the spell may be adapted for use by other Wizards (e.g., Artificers), which will require thorough research and possibly the casting of additional magic (v. **DMG**, p. 64: "Spell Research"). Note that an adapted version of the spell will differ from the description given above in many ways, especially where its level is concerned (v. **WSC1**, p. 8: "Restricted Spell").

As an unofficial spell, *Pandjarve's Universal Prognosis* will only work as described at the DM's discretion.

Source/Origins: Unknown

Pandjarve's Far-Reaching Impetuosity (Enchantment/Charm) (Song)

Level: Wiz 4

Range: 10 yds/level

Area of Effect: All intelligent persons in a 30×30×30-ft cube

Duration: 1d4 rds + 1 rd/level

Casting Time: 4

Components: V S M

Saving Throw: Neg.

Pandjarve's Far-Reaching Impetuosity enables the caster to impose an impulsiveness bordering on recklessness on a number of persons, which may lead them to take undue risks when confronted with a challenge. He can thus affect all living, intelligent persons with Intelligence 8 (average) or more in the area of effect, each of which is allowed a saving throw vs. Spell to avoid being affected. Failure leads to three major effects for each affected person (See below). Typical challenges would include another creature taunting one or more affected persons; a difficult jump across a chasm; an alluring specimen of the opposite sex passing an affected person; a tavern where people are holding a drinking contest.

First, for as long as the spell is in effect and only with regard to the challenge, all affected persons (subjects) are treated as if their Intelligence is 3 points less than usual, their Wisdom 4 points less, and their Dexterity and Charisma 1 point less each, while they suffer from a -1 penalty to hit and a -1 penalty to their saving throws. They gain 1 additional hit point and enjoy a -2 bonus on their Morale checks.

Second, whenever at least one of the subjects is confronted with a challenge, all subjects are required to pass a Wisdom check in each of the 1d4 rounds following the confrontation, against their modified Wisdom score and with a +1 penalty for each of their affected associates (subjects will cheer each other on), with failure meaning they will accept the challenge and rush forth to meet it, throwing all caution into the wind.

Third, if a subject rushes forth to meet the challenge, all others must pass another Wisdom check, against their modified Wisdom score and at an additional +4 penalty, with failure meaning they will follow suit.

The spell can affect groups of associated as well as non-associated creatures but, in the case of non-associated creatures (*e.g.*, a group consisting of two human soldiers fighting two goblins and one hobgoblin), the penalties to the Wisdom checks of each group are influenced by associated creatures only – *i.e.*, the soldiers do not count as 'associated creatures' as far as the Wisdom checks of the goblins and the hobgoblin are concerned. Note that effects such as magical silence or darkness may affect the ability of affected and non-affected creatures to influence each other, in which case the penalties and bonuses to the Wisdom checks of the subjects may be lessened or even negated.

For the spell to be effective, the caster need not especially lead the subjects to engage in some course of action – they will recognize a challenge when they see one and act accordingly. In case the caster does wish to influence the subjects, he needs to speak at least some of their language before he can challenge, insult, irritate, or anger them and goad them into some action desired by him. In this case, the caster will need one round to present his challenge, upon which the subjects must start making Wisdom checks as explained above.

Subjects must be physically capable of meeting the challenge. Absurd challenges of any kind (*e.g.*, those that any sane individual would recognize as instantly lethal) will not be accepted, although such do not break the spell, especially when another, more acceptable challenge would present itself.

The material component of *Pandjarve's Far-Reaching Impetuosity* is a pinch of some granular irritant (*e.g.*, salt, ground glass), which the caster must toss into the air when he casts the spell.

Optional Rule: At the DM's option, these Wisdom checks may be modified by a -1 bonus for each of the subjects' associates who are not affected by the spell, with the presence of a strong, unaffected leader (*e.g.*, one with a Loyalty Base bonus, one with more Hit Dice than the others) possibly granting them a bonus to their Wisdom checks as well (up to a maximum -4 bonus).

Specialist (Bard): If the DM uses the optional rules requiring Bards to use musical mediums instead of a spell's regular components, Bards may have to substitute any or all of the spell components mentioned above for one or more of four musical mediums – singing, poetry, dancing, or musical instrument – often as determined by sub-class or character kit (*v.* **PHBR7**, p. 74: "Musical Components"). Alternatively, even the DM does not use these rules, he may still rule that Bards must always use a musical medium to cast a spell, disregarding any or all of its regular components.

Person: The term person includes any M-sized or smaller bipedal human, demi-human, or humanoid – such as brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level human Fighter could be affected by the spell but an ogre could not.

Notes: *Pandjarve's Far-Reaching Impetuosity* is a very rare spell.

As an unofficial spell, *Pandjarve's Far-Reaching Impetuosity* will only work as described at the DM's discretion.

Pharphyl's Sequential Disclosure of Quality (Divination)

Level: Wiz 1

Range: 10 yds

Area of Effect: One item per round

Duration: 1 rd/level

Casting Time: 5

Components: V S M

Saving Throw: None

Pharphyl's Sequential Disclosure of Quality enables the caster to identify the type and quality of gems and precious metals at a rate of one item per round (*e.g.*, one coin, one gemstone, one bronze figurine). Gemstones are identified by type, relative size,

and quality, while precious metals are identified by type, weight, and purity. Note that this means that the spell does not actually give the monetary value of any items it inspects – these will usually vary due to a number of circumstances – although a knowledgeable caster (e.g., one with the NWP *Gem-Cutting*) would be provided with enough knowledge to make an approximation of such values as prevalent in the area.

Although the spell will effectively reveal forgeries and ruses (e.g., a piece of glass passed off for a gemstone, gilded coins passed off for gold pieces), it can only pierce illusions or other magical effects if the caster is already aware of them (e.g., a piece of quartz made to look like a diamond by illusion, a conjured item).

The material component of *Pharphyl's Sequential Disclosure of Quality* is a small glass lens worth 5 gp, which may be re-used.

Notes: *Pharphyl's Sequential Disclosure of Quality* is an uncommon spell for Wizards with narrow ties to Thieves and larceny (e.g., multi-classed Mage/Thieves, dual-classed Mage-Thieves, Wizards working for Thieves' Guilds); it is otherwise very rare.

As a modified version of an existing spell, *Pharphyl's Sequential Disclosure of Quality* will only work as described at the DM's discretion.

Source/Origins: *Appraisal*: Jeff Dancey, *Arcane Lore. Larcenous Legerdemain*, in: *Dragon 239* (TSR, 1997)

Research: The covers are fashioned from dyed *yuk* skin (panchromatic series IV-AA). Pages of *nivellum*².

Author: Although many indices attribute the work to Pandelarde of Lume³, some sages have suggested that only the section on the unique magical script are actually from his hand. Others believe that even this section was copied from another work, with still others arguing that this is unlikely because of the complexity of the subject matter. Tontazyl makes a point for the author having been one of Pandelarde's many students, possibly Gullancz or Shondar.

History: Although this is not likely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹ *Vermillion ink* is an expensive magical ink that is based on powder of ruby and blood coral, a red ink generated by the vermilion squid, ichors from purple snails, and the flowers of burgundy roses. It is mainly used in the creation of magical librams and tomes and knowledge of its creation is possessed only to the most powerful alchemists and mages.

² *Nivellum*, also known as snow-vellum or snow-white vellum, is a snow-white, usually thick vellum of exceptional quality.

³ Pandelarde of Lume is often regarded as one of the greatest arch-mages of today, the equal of such illustrious individuals as Pandjarve, Dandarzil, Phenquor, and Nalgamir. He is a master mathematician, compeller of spectrals, the creator of many spells, and in possession of knowledge of many worlds and lost secrets. Works from his hand are only rarely available and often of such complexity that even the most learned wizards and sages often have trouble understanding them. It is said that even the most basic of his works contain great secrets and that reading them may cause insanity.

Source/Origins: Several hundred books dedicated to the study of magic: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Pankwig's Complete Dictionary of the Lormyrian Language

Setting: Ardha (Planescape)

Requirements: NWP *Reading/Writing (Planar Trader)*; see below

Author: Grandmaster Pankwig the Manifold, Chosen of Nine (See below).

Size: 53 cm tall, 40 cm wide, 9 cm thick; 9,000 pages.

Description (See below): A large book with covers of a shiny metal of a peculiar blue-green hue. Carved into the front cover are a text – perhaps the title of the book – and a symbol, both of a beauty and elegance rarely seen. Within are pages of an unbelievably thin metallic material, featuring a polychrome manuscript in a neat hand, often in two columns per page.

Lore: A famous, magically protected study of early Lormyrian that is also believed to contain many secrets and lost spells.

DM: Original. Unique. Excellent condition. Title on the front cover.

Reading the title and understanding the manuscript (See below) requires the NWP *Reading/Writing (Planar Common)*¹. The symbol on the front cover is the author's *wizard mark*.

Magic: The book radiates a "Faint" aura of Alteration magic and a "Strong" aura of Abjuration magic, which is due to its ability to read words aloud and the magical protections placed on it, respectively.

Touching the Book: If the book should decide that it does not want to be touched (See below; determined randomly if desired), it will fire *prismatic arrows* in a radius of 30 yards for 3d4 rounds, which automatically hit any creature within range, inflicting 1d3 points of damage per round and subjecting its victims to the effects of *Prismatic Sphere* each time they are hit.

Manuscript: When a finger is moved across the lines, a pleasant female voice pronounces the words in immaculate diction and pronunciation.

NWPs: The book is instrumental to individuals who want to acquire the NWP *Sage Knowledge (Languages, Lormyrian)*. Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Resistant: The book cannot be magically or physically damaged. When a creature seeks to physically damage it, a lost spell (*Corme's Fifth Icon*) placed in the book will emulate the effect of another lost spell (*The Charm of Improper Expedition*) that will *teleport* the prospective offender to a location some distance away, much like a crypt thing (v. **CMM**, *Crypt Thing*). Another lost spell (*Ibanbasto's Mighty Combination*) protects the book from all other damaging effects, magical or mundane, by placing it in *temporal stasis* until the danger has passed.

Against all other magical effects, the book has the equivalent of MR 60% and it makes its item saving throws as "Metal", with a +6 bonus when saving against any magical effect, even those that would target or affect magic resistance (v. **DMG**, p. 58: "Item Saving Throws").

Contents: *Pankwig's Complete Dictionary of the Lormyrian Language* is a study that explains an early version of Lormyrian in exacting detail.

Research: The book radiates “Faint” and “Strong” auras of magic (Alteration and Abjuration, respectively). Each cover is a thin sheet of *vartium*². The symbol on the front cover is Pankwig’s *permanent wizard mark*. The pages are fashioned of an unknown material that is strong as thick, hob-nailed, and hard-boiled rancor leather. Manuscript in magical pigments.

It is unknown how the various effects generated by the book are triggered but it would appear that it possesses a certain intelligence of its own. All effects are generated by *permanent* versions of spells that were cast at a high level and which have so far withstood all attempts to be *absorbed*, *canceled*, *negated*, thwarted, *identified*, or otherwise disclosed (e.g., *Read Spellshadow*). Consequently, details of these spells remain unknown today.

Many sages believe that the protections on the book and the magical nature of the texts are meant to hide the many secrets and lost spells said to be contained in the book. However, most of these scholars have refused to research the book, deeming the risks involved in unraveling its secrets too great.

The language described in the book is an early version of Lormyrian, as it was spoken in the times of the foundation and flourishing of the secret Grand Orders of the Lormyrian Grandmasters.

Author: The author probably wrought the *Dictionary* for his pupil Dules-Tor, who, as legend has it, hailed from a ‘planar city’ called Sigil. Dules-Tor became known as Grandmaster Dules-Tor, Lord of Mercy, Chosen of Nine, and he is believed to have developed the spell *Dules-Tor’s Ninefold Choice* as well as the spell that later became known as *Fiantz’s Liquid Thrust*. Both spells are described in Lynal Esterce’s *Concordantia of Lost Cantraps*, which contains no less than four (!) different versions of the second spell. The *Concordantia* also mentions the lost spells *Pankwig’s Inconceivable Outcome*, *The Spell of Emitting Shadow*, *The Instigation of Intrepid Intention*, and *The Spell of the Ninth Speech*, each also believed to be from the hand of Dules-Tor and said to have been used by him to ultimately defeat the arch-demon Morackor, Master of Decay.

History: The book was once part of the famous *Carnbrook Collection*, a collection of unique and strange dictionaries, lexicons, and vocabularies that was kept in an abbey in the inlands of Carnbrook (Bytopia) and which is said to have been among the largest of its kind to have ever existed. The entire collection was stolen from the abbey on a night when a howling horde of demons was let loose on the building and the tower that housed the collection collapsed in an inferno of green, syrupy flames.

¹ Planar Common, also referred to as Planar Trade and Planespeak, is the trade language used by creatures of the outer planes (Planescape). It is a strange language of malapropisms that speaks much of “darks”, “berks”, and “graybeards” and which doesn’t seem to be able to make up its mind on what it wants to be. It was reportedly devised by traders who frequented a planar city called Sigil.

² *Vartium* is a rare, shiny metal of a peculiar blue-green hue. For non-magical purposes, *vartium* is almost as hard as nickel steel where its tensile and heat-related properties are concerned. Against magical effects, it has a bonus of MR +60% and it makes its item saving throws at a +6 bonus – even against effects that target or affect magic resistance.

Source/Origins: A misinterpretation of “27 volumes that comprise a set of primitive encyclopedias”: Randy Maxwell, *Ex Libris*, in: *Dungeon* 29 (TSR, 1991)

Panoldure’s Extra-Temporal History

(Extra-Temporal History)

Setting: Ardha

Requirements: NWP *Arcane Languages* (Syssarph); *Read Magic* for spells

Author: Panoldure the Magnificent.

Size: 26 cm tall, 16 cm wide, 4 cm thick; 673 pages.

Description: A book with a cover of dark brown leather of excellent quality. On the front cover is a text in silver letters, perhaps the title of the work.

Within are fine, high-quality, snow-white paper pages sewn to a waxed cord binding nailed to the spine. Manuscript in pearlescent and silver inks.

Lore: A valuable study of events that occurred outside of time, containing an important collection of spells, among which the highly sought-after *Time Stop*.

DM: Duplicate (One of three complete copies). Copies very rare. Good condition. Title on the front cover (See below).

Reading the title and manuscript requires the NWP *Arcane Languages* (Syssarph)¹. The spells are written in an arcane language and a Wizard must cast *Read Magic* if he wants to read them for the first time. The text on the front cover reads “Extra-Temporal History”.

NWPs: The book can be of use to individuals who want to improve any of their NWPs *Sage Knowledge (Demi-Plane of Time)*, *Sage Knowledge (School of Magic, Chronomancy)*, and/or *Sage Knowledge (School of Magic, Dimension)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Extra-Temporal History* is a register of the extra-temporal history of various worlds, a record of events that took place outside of time and/or in other dimensions. It treats these complicated matters extensively and proposes various different theses, often in connection to a number of dimensional spells.

Spells: The book contains the following spells, on 65 pages: **I:** *Detect Phase*; **II:** *Displace Self, Slowspell*; **IV:** *Drawmij’s Instant Exit, Mask Light**; **VII:** *Phase Door*; **VIII:** *Maze, Mordenkainen’s Magnificent Mansion*; **IX:** *Time Stop, Temporal Stasis*.

At the DM’s option, the spell marked with an asterisk may be unique to this book.

Mask Light

(Abjuration, Illusion/Phantasm)

Level: Wiz 4

Range: 1 yd/level
Area of Effect: One 40×40×40-ft cube
Duration: 1 hr/level
Casting Time: 1 turn
Components: V S M
Saving Throw: None

Mask Light enables the caster to open an extra-dimensional rift in the area of effect and generate two effects, both aimed at hiding the presence of a group of creatures and their possessions in it from creatures in the Prime Material Plane.

1) Dimensional Form: The first effect causes all creatures in the area of effect, including everything they wear and hold, to exist partially in the Prime Material Plane and partially in the border Ethereal Plane. While in this state, the subjects cannot see into the border Ethereal Plane, nor venture into it, and they cannot be seen or attacked by prowling ethereal creatures. However, they can see normally into the Prime Material Plane, as well as interact with all matter in it as normal. Note that this also works in reverse, which means that creatures entering the area can see the subjects and inflict damage as normal.

2) Blackout: The second effect masks any and all remaining emanations generated by the subjects and their possessions or creations (e.g., sound, light from lanterns, heat from bodies or a campfire, cold), as well as a lack thereof, effectively rendering them invisible to all non-magical means of sight used outside of the area of effect, including any spells and effects that emulate them (e.g., sight, infravision; *Infravision*). Moreover, even when seen with magical sight (e.g., *true sight*), the recipients, their possessions and creations, and any emanations generated by them are only perceived as if looking through a hazy, translucent shadowy fog.

All of the above is true only for creatures and items that were in the area of effect when the spell was cast and only for as long as they remain in it. An object or creature that leaves this area is no longer affected by the spell, even if they would return to the area.

The material component of *Mask Light* is a small, black cloth.

Notes: *Mask Light* is a rare spell for Dimensionalists; it is otherwise very rare.

The spell provides the ideal environment for encampments, since it also prevents the light from a campfire from leaving the area.

Note that the spell combines aspects of “Illusion/Phantasm” and “Abjuration” magic, which means that Abjurers and Illusionists may not be allowed to cast it, as decided by the DM.

Source/Origins: *Mask Light*: Barry A. A. Dillinger, *The Dimensional Wizard*, in: *Dragon 229* (TSR, 1996)

Research: The original is said to have made as a gift for a nymph by the mage Curifin the Tall, as a symbol of his undying love for her. It is believed that she still possesses this work.

There are seven known copies of the work, three complete versions and four without the spells, although still containing the sections on extra-temporal magic. One of the three complete copies was sold 12 years ago at the magical fair known as *baluc'zac-agh*, in a public auction and to a huge, brass, human-shaped apparatus of unknown origin, fetching a stunning 400,000 gp.

Author: Panoldure the Magnificent is an arch-mage of renown with a passion for collecting creatures and artefacts from many planes of existence.

History: Although this is not likely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹⁾ Syssarph is an old, inter-dimensional, arcane language of the magical world of Yxx that is known to only a handful of powerful Arch-Mages of the past, present, and future.

Source/Origins: Several hundred books dedicated to the study of magic: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Pansonomicon Sub-Humania Gargantua

Setting: Ardha

Requirements: NWP *Ancient Languages (High-Linneian AJ)*

Author: Unknown.

Size: 28.1 cm tall, 21.7 cm wide, 6.5 cm thick; 116 pages.

Description: A nondescript volume bound in tough, dark brown, featureless leather.

Within are loose, ocher colored, parchment pages originally sown into place. Monochrome manuscript in various hands, in fading black ink, and with hastily drawn illustrations in sky-blue inks.

Lore: A collection of texts about ogres, ogre magi, and gnolls, which may or may not be proof of the existence of the mythical encyclopedia known as Dandarzil's *Creatura*.

DM: Original. Unique (No known copies). Poor condition (Missing pages). Title on the title page.

Reading the title and the manuscript requires the NWP *Ancient Languages (High-Linneian AJ)*¹⁾.

Magic: The inks radiate a “Dim”, elusive aura of magic, in this case perhaps most associated with the School of Conjunction/Summoning (faerie magic).

NWPs: The folio can be of use to individuals who want to improve one or more of the NWPs *Sociology (Gnolls)*, *Sociology (Ogres)*, and *Sage Knowledge (Sociology, Ogre Magi)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Pansonomicon Sub-Humania Gargantua* is a collection of scholarly manuscripts on ogres, ogre magi, and gnolls. Although the pages are all from the same material, the manuscripts are obviously by different authors, although still in the same language.

Research: The inks radiate a “Dim” aura of magic that cannot readily be classified.

The folio originally contained 130 pages. Pages 34-38, 76, and 111-117 are currently missing.

The covers are made of ogre skin. The pages are made from the skins of gnolls. The inks contain an ingredient made from the mashed petals of blue, magical roses.

Specialized sages, scholars, or researchers may suggest a link between the underlying work and the legendary encyclopedia known as Dandarzil's *Creatura*²⁾. For example, a historian or arcanologist informed of the fact that the book was found in the libraries of Thiondar, King of the Ch'thar; an arcanologist, bookbinder, paper-maker, or scribe allowed to research the work and finding its ink to be based on the petals of magical blue roses, a characteristic often attributed to some of the (real or suspected) works of Dandarzil³⁾; an arcanologist or scribe may find that three sections of manuscript seem to be translations of writings that may have been from the hand of Dandarzil, pointing out certain stylistic and linguistic aspects in the text that are reminiscent of a language the legendary arch-mage preferred. It is from these sections that pages are missing.

History: Nothing is known of the history of the book, although a highly specialized sage might suggest that it once may have been part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹⁾ High-Linneian AJ is an ancient language of Ardha, an old version of Linneian that was spoken during the magical renaissance.

²⁾ Also referred to as *Encyclopaedia Creatura*, Dandarzil's *Creatura* is a mythical encyclopedia usually attributed to the legendary arch-mage Dandarzil, who lived in times long gone, perhaps on a lost world. However, although some of the oldest literary sources do mention the existence of this encyclopedia, most scholars of today doubt that such a work ever existed. According to the myth, the encyclopedia consisted of 4,210 volumes⁴⁾, which contained descriptions of all living creatures, their origins, history, and habits. In addition, it is said to have contained a unique collection of 100 spells; that it would give its owner complete control over all creatures described in it; and that it is the basis for many other legendary works, among which the *Compendia Historia Creatura*⁵⁾.

³⁾ Dandarzil is known to have grown unique, magical, light blue roses in his famous gardens. These would generate various magical effects (Conjuration/Summoning).

⁴⁾ Of interest is an almanac known only as *Malsurion's Guide*, which is said to have described a cavern with 4,210 recesses in its walls. Neither the *Guide* nor this supposed cavern have ever been found.

⁵⁾ Another mythical encyclopedia, the *Compendia Historia Creatura* is said to have been created over a period of many centuries by countless different sages, which some say were all Riddle Masters of Amn. The *Compendia* would have contained descriptions of the various intelligent creatures of the world and some sages believe that the right combination of volumes would give them a unique "bird's eye view" of the evolution of these creatures over the centuries. It would show the differences in their written and spoken languages, legends and customs, religions and rites, history and names of important individuals, and so on, which would be of immeasurable importance for the purposes of dating other books and translating them more accurately than is possible today.

Source/Origins: DM, *Demi-Humans: Ogres, Ogre Magi & Gnolls*, for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Pitotus' Pantechicon

(Pandarcus' Pangnomicon)

Setting: Yxx, Ardha (Player's Option Rules)

Requirements: NWP *Ancient Languages (Drisdelnorzeb)*; *Read Magic* for spell; see below

Author: Pandarcus of Stone-Barrier.

Size: 148.6 cm tall, 74 cm wide, 21.5 cm thick; 700 pages.

Description (See below): A very large book with covers fashioned of a dark, rough metal of an unknown alloy. Covering the entire front cover is a simple geometric pattern with a large, fist-sized, blue gemstone in its center. The covers are held together by heavy clasps and locks of the same rough metal, with a key fitted neatly into a space in each lock.

Within are pages of polished metal of bluish hue with the text carved into them and inlaid with gold, copper, and brass.

Lore: A unique and forgotten work on the supposed legendary magi-technological knowledge of the svirfnebli.

DM: Original. Unique (No known copies). Good condition. Untitled.

Reading the text requires the NWP *Ancient Languages (Drisdelnorzeb)*¹⁾. The spell is written in an arcane language and a Wizard must cast *Read Magic* if he wants to read it for the first time.

Locks: The locks can be locked and opened with the special keys fitted into them.

Traps (Electricity, Gas): The book will store the energy of any spell of electrical nature cast upon it and release it when it is first touched again after that, inflicting damage as appropriate. It can thus hold three spell levels of energy at any given time (e.g., it will store 3d6 worth of electrical energy from *Lightning Bolt*). In addition, the locks contain special spaces that can be filled with a volatile substance, such as a poisonous gas, which will be released when they are tampered with without using one of the special keys.

Specialist Content: Understanding the contents of the work requires the reader to either be an Artificer of 6th level or more or have the NWP *Engineering 12*.

Artificer, Engineer, and Weapon Smith: The book is of great value to Artificers, engineers, and weapon smiths. An Artificer studying the book while working on a difficult project will gain a +10% bonus on his Chance to Learn Spell check for spells required for the fabrication of temporary magical items; engineers get a -2 bonus on their NWP *Engineering* checks when engaging in difficult projects; weapon smiths will get a -1 bonus on their NWP *Weaponsmithing* checks when building advanced or otherwise complicated versions of such weapons as crossbows, ballistae, and catapults.

Building Automaton and Apparatuses: Individuals who would want to recreate any of the automatons and apparatuses described in the book must have at least the NWP *Engineering 12* and, even then, they would still require the guidance of a team of skilled elder gnolls or svirfnebli in order to have some chance of successfully recreating the more complicated machines described in the book. The best chance of success for recreating any of the constructs described in the book would probably be for the *Apparatus of the Bozorg* (See below). While the

work also mentions smaller versions of this *Apparatus*, it does not provide any clues on how to build them. Constructing one will require excellent craftsmanship and other materials than those mentioned for the regular version.

NWPs: The book can be of use to individuals who want to acquire the NWPs *Sage Knowledge (Engineering)* and/or *Sage Knowledge (School of Magic, Artifice)*, as well as to those who would want to improve their NWP *Weaponsmithing*. Note that improving or acquiring an NWP requires the necessary number of free character points or NWP slots.

Resistant: The book is very heavily protected and takes no damage from heat, cold, or electricity, nor has it been known to suffer damage from physical attacks.

Contents: *Pitotus' Pantehnicon* provides descriptions in varying detail of certain technological endeavors, as they were supposedly undertaken by a number of secluded gnomish tribes in ancient times in order to create automatons and apparatuses. The book describes in some detail the construction of such weapons as rapid-fire crossbows and ballistae, as well of siege-engines and special battering rams.

Apparatus of the Bozorg: The *Apparatus of the Bozorg* (v. **CMM**, *Maschin-i-Bozorg*) is a wheeled, tank-like construct with an elaborate steam cannon as its weapon. Its construction requires the use of a multitude of very expensive components, such as gems and such metals and alloys as mithril, *arandur* (the 'secret metal of the gnomes'), *tirillium* (sometimes known as 'psionic metal'), and platinum-iridium alloys. In addition, it requires the use of several high-level spells, such as *Animate Metal* (considered lost today), *Permanency*, and *Prismatic Sphere*.

Spells: The book contains a single spell, on eight pages: **V: Arien of Thang-Nor**.

Research: The gemstone on the front cover is a star sapphire which, as rumor has it, fell from the sky a long time ago. The pages are of polished aluminum.

Pitotus' Pantehnicon is a unique, constructed libram that is believed to be a partial copy of the original, much larger *Pantehnicon*, a legendary encyclopedia that was written by the celebrated sage Pitotus of Ferdegand but which is lost today. It is unlikely that Pandarctus owned the complete *Pantehnicon* (it was destroyed long before he lived) but it has been suggested that he somehow acquired some of Pitotus' notes and based the underlying volume on them. How these notes ended up in his hands remains unknown, as are their whereabouts today. The secret techniques and formulae used to create the constructs described in the book are believed to be lost to even the most secretive clans today, although it may be possible that some of their historians might still know of the technological prowess of their ancestors.

Pitotus supposedly lived in a time before the coming of the Magic Era and he is only known from his *Pantehnicon*, which is said to harness the great secrets of the past and even, as some believe, of the future.

Because of the confusion surrounding its origin, the underlying work is often mockingly called *Pandarctus' Pangnomicon*. However, this does not detract from the value of the book by any means and more research is required, if only because many sages believe it to harnesses great secrets.

History: Several indices mention that the book may once have been in the possession of Lum the Mad (Oerth). Much later, it was part of the library of Bard Keep, a temple dedicated to Oghma, God of Knowledge, Invention, Patron of Bards. This temple was a center of knowledge and learning in the mountains north of Silverymoon (Forgotten Realms) until it was destroyed a century ago in a rebellious uprising of a powerful priest of Oghma named Khossack, who became enamored of some dark magic. Some sages say Khossack's mind was warped by illithids, others claim he was magically corrupted by an evil mage, and there is even speculation that his mind was defiled by reading a *book of vile darkness*.

¹⁾ Drisdelnorzeb is an obscure, ancient, complex language of the magical world of Yxx that is still used by some Artificers today.

Source/Origins: *Gnomish Hand-Firing Techniques*: Randy Maxwell, *Ex Libris*, in: *Dungeon* 29 (TSR, 1991); Graeme Morris, *When A Star Falls* (TSR, 1984)

Prophecy

Setting: Any (World of Greyhawk)

Requirements: NWP *Reading/Writing (Common)*

Author: Olek, Arch-Deacon Emeritus of the Great Lyceum in New Torkil.

Size: 25 cm tall, 45 cm wide, 2.5 cm thick; 145 pages.

Description: A thin book with leather covers ranging in color from blue and yellow to green. A single world is pressed into the front cover, perhaps the title of the book.

Within are tough, stained parchment pages featuring a manuscript in a dark blue ink.

Lore: A study of the use of *crystal balls* for predicting the future.

DM: Original. Copies uncommon. Average condition. Title on the cover.

Reading the title and manuscript requires the NWP *Reading/Writing (Common)*.

NWPs: The book can be of use to individuals who want to improve their NWP *Omen Reading*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Prophecy* describes the use of *crystal balls* to predict the future.

Research: The covers are fashioned of the skin of an exotic tortoise. It is believed that the title may once have featured polychrome glass inlays.

For unknown reasons, some catalogues register the book as *Prophecy, by Otiluke*. Consequently, some sages have suggested that author may have been a student of the legendary Otiluke of Oerth.

Next to its obvious value for all manner of omen readers, soothsayers, and prophecists, the book may also be of interest to other, less scrupulous individuals with an interest in predicting the future, whether truthfully or untruthfully (e.g., NWP's *Fortune-Telling*, *Spirit Lore*).

History: Although this is not likely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaith) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

Some specialized sages might know that the book was part of a large number of writings by various authors, gathered by the king into a unique, extensive collection of works that dealt with the spells, life, works, and deeds of the famous Otiluke of Oerth. Some of these scholars might know of a rumor that suggests that studying the entire collection would allow a Wizard to transcribe all spells devised by that legendary wizard. Others may suggest that Thiondar kept parts of the collection in a large, plain, gold, globular container that rested on a sturdy, dark wooden frame shaped somewhat like a giant tuning fork.

Source/Origins: DM, *Otiluke*, by Otiluke (all spells by Otiluke), for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991); DM, *Prophecy*, by Otiluke, for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Protocanonica Mystica Umbrarum Magica

Setting: Ardha (Red-Skied World of Flagran, Forgotten Realms, Planescape)

Requirements: NWP *Ancient Languages (Machao)*; see below

Author: The Grand-Apparitionist Alhasvaris, The Unseen.

Size: 45.4 cm tall, 33.8 cm wide, 8.3 cm thick; 417 pages.

Description: A book with covers of very supple leather that constantly changes color as it adapts to the shadows existing in its immediate surroundings, making it hard to discern in most cases. Sometimes a text, perhaps the title of the book, seems to appear on the cover, but only briefly and only seen from the corner of the eye at unexpected moments.

Within are paper pages with a barely discernible manuscript that must have faded a long time ago.

Lore: A hitherto unknown work that would seem to deal with magical shadow.

DM: Original. Unique (No known copies). Excellent condition. Title on the front cover.

Reading the title requires the NWP *Ancient Languages (Machao)*¹⁾.

Reading the Book: The manuscript cannot be read unless the book is opened in natural shadow by the light of flickering candles, upon which the lettering will start to gleam with a pale, white light.

Reading the manuscript requires the the NWP *Ancient Languages (Machao)*. The spells are written in an arcane language and a Wizard must know and cast the proper version of *Read Magic* if he wants to read them for the first time.

On the title page is the name of the Grand-Apparitionist Alhasvaris, The Unseen²⁾.

NWPs: The book can be of use to individuals who want to improve their NWP *Sage Knowledge (Geography)* and/or *Sage Knowledge (Geology)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Protocanonica Mystica Umbrarum Magica* mostly deals with the geography, topography, and geology of the Red-Skied World of Flagran, an ancient, dust-blown desert world without oceans, seas, lakes, or rivers, where a permanent, oppressive red dusk prevails – there is no night and day.

On the inside of the back cover is a special, sleeve-like space with the word “Didascalium”³⁾ written on it.

Spells: The final 67 pages of the book contain the following spells: **I:** *Balance*; **II:** *Dire Charm*, *Circle Dance*, *Ray of Ondovir*, *Waves of Weariness*; **IV:** *Backlash*, *Control Bats**; **V:** *Caddelyn's Catastrophe*, *Shandaril's Tracer*; **IX:** *MyIsibis' Arcane Contention*.

At the DM's option, the spell marked with an asterisk may be unique to this book.

Control Bats – Restricted: Lost Spell (Enchantment/Charm)

Level: Wiz 4

Range: 0

Area of Effect: 40-ft radius

Duration: 1d4 turns + 1 rd/level

Casting Time: 4

Components: V S

Saving Throw: See below

Control Bats enables the caster to direct a group of bats by will and gesture, allowing him to direct them to attack specific creatures, batter or dive at certain locations, retrieve small items, or swirl about in a cloud in a particular spot in an attempt to hinder creatures. He can thus affect up to ten regular, non-monstrous bats or 1d2 giant versions of these (e.g., giant bat, giant vampire bat), with only giant versions being allowed a saving throw vs. Spell at a -4 penalty to avoid being controlled.

Controlled bats will always work in concert – they cannot be commanded individually. For example, if commanded to retrieve a key, all bats will dive toward the item and return to the caster, the others following in the wake of the one that has obtained the key. This also means that giant bats cannot be commanded to allow a creature to ride one or both of them. Commands will be followed only if this does not obviously lead to certain death (e.g., no bat will fly into a roaring fire but it could be commanded to harass a group of armed soldiers).

For the purpose of this spell, the smallest of the regular bats are considered dexterous and strong enough to pluck, clutch, and carry small items that weigh less than 1 lb (e.g., key, ring, coin). Larger regular bats (e.g., flying fox) can carry larger and/or more weighty items, as depending on their size (e.g., potion, scroll, small sack or pouch). Only the largest of the giant bats are considered strong enough to carry creatures up to size S and weighing less than 100 lb (e.g., halfling, gnome). The spell does not allow the caster to control bat-like creatures or monstrous bats (e.g., undead bats, *polymorphed* or *shape-changed* creatures). The spell does not inform the caster of its duration and he can only learn that it has ceased by visual observation.

The spell ends when its duration expires or when any bats under the caster's control fail a Morale check or end up reduced to a quarter of their hit points, whether as an individual or a swarm.

Notes: *Control Bats* is a lost spell from Toril (Forgotten Realms setting).

A lost spell is a spell for which no AD&D game statistics exist or which has been withdrawn from the system. At the DM's option, a lost spell may be reintroduced into the game – but only after a Wizard has thoroughly researched it and possibly cast additional magic in the process (v. **DMG**, p. 64: "Spell Research"). Note that a reintroduced version of the spell will differ from the version above in many ways, especially where its level is concerned (v. **WSC1**, p. 8: "Restricted Spell").

There have been reports of casters succeeding in ordering multiple bats to work together and lift and carry objects or creatures they could not carry alone, taking them to some location beyond the range of the spell. If the DM allows for this to be possible, he could allow two giant bats to carry a single M-sized creature, while four (through use of multiple castings) could be allowed to carry a horse or other pack or riding animal. In this case, the bats will only carry creatures touched by the caster and they will cover only 40 feet per round, lasting a maximum of two turns before they are exhausted. Attempts to do any of this with less than two giant bats will result in failure and, possibly, a fall. However, it is suggested that this would necessitate adapting the spell to this use, which would require thorough research and possibly the casting of additional magic as usual, with the rules for spell research applying, as above.

As a revised version of a lost spell, *Control Bats* will work only as described at the DM's discretion.

Source/Origins: *Control Bats*: Ed Greenwood, *The Endless Stair* (TSR, 1987)

Research: Extensive research may lead to the notion that the covers are made of the skin of the elder shadow dragon Mahashaach, The Shaded Riddler⁴⁾, which is said to have lived in the Clouded Forest Sshaahaah in the Demi-Plane of Shadow, and that the pages are made of shaded bark of a dream willow taken from the same forest. There are no records of the existence of either the underlying work or the meaning of the word "Didascalium".

The book contains the longest written text in Machao ever found, in effect tripling the amount of text known in that language.

A knowledgeable sage who studies the book may find records of books on other worlds that seem to have been written in much the same way and feature the same peculiarities and inconsistencies. Among these books are *The Book of Darkness* (Forgotten Realms), *The Book of Time* (World of Greyhawk), and an untitled book known as *Alhasvaris' Riddle* (magical world of Yxx). However, all of these are said to deal with a different world each, while they also contain different spells, none of which are typically associated with the worlds they describe, as seems to be the case with the *Protocanonica*. Indeed, it has even been suggested that the contents of all of these works were somehow mixed up and divided among their number. Whether this was deliberately or by accident none can say, while this could also indicate that there may be more books like them as yet unfound.

Author: Although the spells described within the *Protocanonica* may suggest that Alhasvaris could hail from the Forgotten Realms, sages of Ardha will declare this an impossibility, stating that Machao is not known to have ever been spoken beyond their world. Indeed, most agree that Alhasvaris lived on Ardha some 7,000 years after the Dark Eon. Since Machao was already a dead language at that time, it remains a mystery how Alhasvaris learned to write in it.

History: The book, ink, and paper can be dated to the Third Numendhirian Era, in the Year 612, which means that the book must be 1,550 years old today. At one time, the book was once part of the Library of Shadows, the famous collection of the Arch-Shadowmancer Raebayrue. After this, although this is not very likely to be common knowledge, the book was part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹⁾ Machao is an ancient, long-forgotten language of Arda, a form of Antique Chimeric that was spoken in the Dark Era – i.e., at least some 8,000-9,000 years ago. What little is known of it mostly comes from texts in Antique Chimeric written in the beginning of the First Era. Sages believe that there may be but a handful of writings in Machao left, of which perhaps one or two may be in the most inaccessible of libraries. It is assumed that Vangelmensch was derived from Machao.

²⁾ Alhasvaris, The Unseen, who is also known as Alhasvaris the Faceless, is known only from the descriptions of the Arch-Shadowmancer Raebayrue, who claims to have been taught by him. According to Raebayrue, no mortal has ever laid eyes on Alhasvaris – indeed, at the time of his lessons, Raebayrue had been instructed to not ever look over his shoulder.

Raebayrue has said that he would only become aware of Alhasvaris' presence when a voice would sound in the dark behind him, which had an "extraordinary, quiet, and pleasantly reassuring quality, impossible to put an age to"; that he experienced "indescribably uncomfortable periods of silence, startled, restrained in nature and pregnant with the heavy smell of magic"; that, on occasion, he heard "a laboriously breathing and wheezing voice utter dread cries so wild and demonic" that they resonated in his brain; that he heard the "thunderous sound of mighty wings beating the air, the hissing and gnashing of metal, a single, stifled, roar and the bite of a sudden, bone-chilling wind". In addition, a single, rare, controversial source not believed to be from the hand Raebayrue claims that he once felt "a hand of coldest ice" on his shoulder.

The sage Zeboaster of Ordulin is said to have referred to Alhasvaris as "thick-headed and with an unfortunate penchant for self-aggrandization". Famous for his controversial opinions on a variety of subjects, Zeboaster is also known to have referred to Ilmater as "The Stupid God", to Torm as "The Fool", and to the rulers of Thay as "The Dumb Wizards of Thay" – the latter immediately after one of their failures to capture Rashemen. The sage is currently missing.

³⁾ There are no known records that explain the word "Didascalium" in relation to the *Protocanonica*. If it is ever found, the "Didascalium" will turn out to be a unique (no known copies) booklet from the hand of one Fassaly Lamymose, 22.7 cm tall by 16.9 cm wide, with 64 pages. It will be in very good condition, with covers of swan skin dyed ochre and crisp, rice paper pages featuring a manuscript in the darkest green ink. It is written in High-Borogravian and the manuscript is a *pantoum* (a verse following an "abab" rhyming scheme) that describes the *amnesia lacunaria* of a dying leper. A Wizard casting *Waves of Weariness* will impose a -2 penalty on his targets' saving throws against the spell if he would use the booklet as its material component and read its contents aloud in the original language when he casts the spell.

⁴⁾ The Elder Shadow Dragon Mahashaach, The Shaded Riddler, was known to terrorize the Chocking Palace, a floating castle in the Para-Elemental Plane of Smoke, constructed of gray-black iron and the seat of Great Ekhahk, the Smoldering Duke.

Pylade's Ivory Collection

(*The Ivory Coffin; Pylade's Ivory Coffin*)

Setting: Yxx

Requirements: See below

Author: See below.

Size: 73 cm tall, 151 cm wide, 77 cm high; ca. 7,000 pages, sheets, leaflets etc.

Description: A large, ornately carved, coffin-like ivory box with a symbol of two stylized hands in a circle on the lid. Within is an enormous collection of loose sheets, scraps of paper, and scrolls of various materials (papyrus, parchment, pottery shards, wooden or clay tablets, vellum, metal sheets).

Lore: An eclectic collection of mostly poems and theatrical scripts, possibly containing notes and other scraps of text of interest to mages and all manner of researchers.

DM: Original. Collection unique. Conditions vary. Untitled.

Reading the manuscripts requires knowledge of many different NWP, with some examples given below.

NWPs: The book can be of use to an individual who wants to improve his NWP *Sage Knowledge (Art, Dramatist)*.

Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Pylade's Ivory Collection* is a very large collection of manuscripts in various conditions, mainly comprising partial or complete texts of theatrical plays, ranging from the most obscure to the greatest, from plays that have never been performed to those that are considered lost today.

A folio contains the following verse (World of Greyhawk)¹⁾:

Complete Text (NWP Reading/Writing (The Common Tongue)):

"Ancient guardian lies in wait
'Mongst the weeds hard by the gate
Snapping mouth and vap'rous breath
Bring a searing, grisly death
Mighty Shassar is its name
Known by men as 'Sailor's Bane',"

Another contains a parchment with the following text²⁾:

Complete Text (NWP Reading/Writing (Common)):

"Bathe, Sandlander, and restful
Ease your cares,
Til the Singer stills his song
Then rise to claim your wares."

On a rough piece of leather is written the following verse (Forgotten Realms)³⁾:

Complete Text (NWP Reading/Writing (Common)):

"KHOLUM THE SWIFT
Lord of the Night
Of the best I was, but you must put
aside the old ways and see that every-
thing here has a place. If you steal
from me, I steal from you. Why tempt
futility and disturb my sleep when all
things must be where they are?
Things taken will come full circle, for
though the day calls you master, my
servants rule the night."

Another scrap of paper contains just the following words (Gothic Earth):

Complete Text (NWP Ancient Languages (Albaharalbyad)⁴⁾):

"Aurignavierax
Naudhatullex
Vaukshatriya
Radhuclause
Jezidigel"

On a splendid scroll is the following verse (Beorsca)⁵⁾:

Complete Text (NWP Reading/Writing (Common)):

"Sorrow binds me still I think
Sadness in the silence
The crystal clear pool
Is in darkness
I know not where to turn

Listening, I fancy,
Faintly falling footsteps
In the distance.
Waiting.
The sounds from substance:
Two from the land of men

Confront me.

A golden one with eyes of grey,
Another by his side,
Blue eyes blazing.
Solid young saplings
Signal
They would speak with me.

Such is my distress
That I would discuss
With any that will hear me.
My plight portrayed,
I perceive
Pity within their heart.

Should we restore
This ancestral mere,
Bonded with our bloods
We beg to bargain.
Grief gave way
To agreement.
And when the waters
Washed cloudless sky,
These gifts
I gave them:

The golden one
savoured but a sip
From the wondrous waters' vision.
His friend favoured
A future
Drawn in dust."

Excerpt from a scroll titled "Tales of the Theater" (World of Greyhawk)⁶⁾:

Excerpt (NWP Reading/Writing (Ancient Baklunish)): "Know you that in the elder days before the Invoked Devastation and the Rain of Colorless Fire, when the ancient peaks of the Abbor-Alz still thrust skyward sharp and majestic and the Flan tribesmen were but newcomers to the land, there existed between the Bright Desert and the mouth of the river Selintan a great fortress called Inverness. The walls of this castle were said to be proof against enemies and all things magical or natural. Know you also that here was said to dwell the great wizard Galap-Dreidel at the height of his power and glory, and that he did lift the Castle Inverness from the very foundation of rock upon which it rested.

"Most grand and terrible of all Galap-Dreidel's work was the keep's great inner tower; for it was there that the wizard's most prized possession, an eldritch jewel known only as the *Soul-Gem*, was said to rest. Legend says that it was like a great white diamond and that it glowed with the brilliance of the sun. In years long past it had fallen from the sky and landed in the foothills of Abbor-Alz where Galap-Dreidel discovered it as it lay in the fires of its glory. Through magicks most arcane and knowledge forbidden to mortal men he did bend its power and shape the stone to his will. Stories say that the light of the gem dragged the souls of men screaming from their mortal flesh and trapped them within its many facets. Galap-Dreidel, it was said, harnessed this power and used it against those who opposed his will. They also say that he who controlled the gem could call forth the stolen souls of men and make them do his bidding.

"For the stone Galap-Dreidel raised up the great central tower and filled his castle with many horrible creatures and deadly traps and, using a great incantation, he did wrest the tower from the very fabric of time and set it apart so that those within would not be affected by the passage of years. Thus it was that his traps never faltered nor did his guardians age or need food. Townsfolk whispered that Galap-Dreidel would, at times, set a prisoner free in the tower merely for the sport of his beasts. Some legends tell that his power was so great that he even taught the gem to protect itself from those who would take it from him.

"But despite his great power there came a time that Galap-Dreidel did leave on a journey northwest, over the river Selintan, and did not return. At this time there came a great multitude of superstitious peoples from surrounding lands who laid siege to the castle and threw down the great tower. And it came to pass that despite this seeming victory over their feared former master the people did shun the area and it was said that on fog-shrouded nights the great central tower of the Fortress Inverness could still be seen."

On a thick, dry parchment scroll is the following verse (Desert of Desolation)⁷⁾:

Complete Text (NWP Ancient Languages (Pazari)⁸⁾:

"When the Evil walks our land again,
Will Nomadic princes come to Set
His power into his first bride's hand,
That good and evil then are met.

"Then as needs be
The Star Gems three
To my tomb be borne hither
And a hope shall not wither
Open the gates to my sphere of power

And put off evil in its appointed hour.
“ – Maniozimus”

Of further interest would be a collection of numerous folios and sub-collections which, although filed in accordance with 15 different systems, still seems to have been the work of a single individual. It contains snippets of texts annotated in the same hand and in an unknown cipher.

Research: An informed, skilled, and, above all, determined researcher (e.g., historian, arcanologist, scribe) can find many strange and eccentric texts among the collection, such as eulogies, epitaphs, exotic poetic dissipations and musings, and references to legendary treasures and strange locations.

The collection is also known as *The Ivory Coffin* or *Pylade's Ivory Coffin*. It is unknown who started the collection in the first place (although it is assumed to have been a very long time ago) but it seems clear that various previous owners have added to it over time – for reasons that are not entirely clear and which may vary per individual. Although well known, the collection does not seem to have been the subject of serious research and it is not mentioned by either Follezel or Nysphaunt. Nonetheless, Pylade of Merorath, author of the only known index of the collection as it is today, states that “there have been several attempts to organize and classify it in the past, to no avail”. Tontazyl mentions the collection in one of his indices, suggesting that the collection may contain “known or unknown, copied or original writings of such famous artists as Bejarano and Merode”. Determining whether the latter is true would take a knowledgeable individual at least 1d2+3 months (e.g., *NWP Sage Knowledge (Art, Literature) and/or Painting*).

History: Records indicate that, in recent times, an unknown guild of actors donated the collection to Bard Keep, a temple dedicated to Oghma, God of Knowledge, Invention, Patron of Bards. This temple was a center of knowledge and learning in the mountains north of Silverymoon (Forgotten Realms) until it was destroyed a century ago in a rebellious uprising of a powerful priest of Oghma named Khossack, who became enamored of some dark magic. Some sages say Khossack's mind was warped by illithids, others claim he was magically corrupted by an evil mage, and there is even speculation that his mind was defiled by reading a *book of vile darkness*.

Since Pylade does not mention the symbol on the box, it is assumed to have been added after it was in his possession, possibly by the priests of Oghma.

¹⁾ This is a reference to **Turning Turtle**

²⁾ This is a reference to **White Dwarf 9, The Lichway**

³⁾ This is a reference to **Dungeon 1, Guardians of the Tomb**

⁴⁾ Albaharalbyad is an ancient demonic language of Gothic Earth.

⁵⁾ This is a reference to **White Dwarf 51, A Ballad of Times Past**

⁶⁾ This is a reference to **C2 The Ghost Tower of Inverness**

⁷⁾ This is a reference to **I3 Pharaoh**

⁸⁾ Pazari is an ancient language of the Desert of Desolation. It was spoken in the ancient Garden City of Pazar, which now lies sunken beneath the desert sands.

Source/Origins: *Tales of the Theater*: Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991); Albie Fiore, *The Lichway*, in: *White Dwarf 9* (GW, 1978); Allan Hammack, *The Ghost Tower of Inverness* (TSR, 1980); Tracy Hickman and Laura Hickman, *Pharaoh* (TSR, 1982); Dave Morris and Yve Newnham, *A Ballad of Times Past*, in: *White Dwarf 51* (GW, 1984); Carl Smith, *Guardians of the Tomb*, in: *Dungeon 1* (TSR, 1986); James Maliszewski, *Turning Turtle* (www, <https://daddygroggnard.blogspot.com>, 2014)

Pyrrix's Book of Doors

Setting: Yxx (Elemental Plane of Fire)

Requirements: *NWP Ancient Languages (Bersabel)*

Author: Pyrrix Quoll Hisseb, the Radiant Flame.

Size: 65 cm tall, 49.5 cm wide, 19.5 cm thick; 325 pages.

Description: A large, heavy book with covers of thick, clouded, black marble and a spine of a black metal with a matte sheen. The front cover features five flame-like symbols, each inlaid with a red, mineral substance and contained within a magic circle containing a pentacle – in effect forming a thaumaturgic circle. Set flush into both the front and back covers are corner pieces of burnished copper, each engraved with a mosaic of flame-like symbols.

Within are pages fashioned of burnished copper, each with flush-fitting, stamped brass corner-pieces and bound to the spine with woven threads of *redgold*¹⁾. The text has been chiseled into the pages and inlaid with *redgold*, some of it missing.

Lore: A study of the *conveyant* qualities of fire.

DM: Original. Copies rare. Average condition. Untitled.

Reading the manuscript requires the *NWP Ancient Languages (Bersabel)*²⁾.

NWPs: The book can be of use to individuals who want to improve any of their NWPs *Sage Knowledge (School of Magic, Alteration)* and/or *Sage Knowledge (School of Magic, Elemental Fire)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Pyrrix's Book of Doors* is a comprehensive thesis on the ability of fire to transport creatures and objects to other planes of existence, usually the Elemental Plane of Fire but also some of the outer planes. It distinguishes between 'fire' and 'flame' – i.e., the 'energetic' and 'material' qualities of elemental fire, respectively – and divides each into numerous subgroups (e.g., non-magical, magical, extremely hot), each with its own usefulness for transportation purposes. It also speaks of the 'ultimate flame', a mythical flame that would instantly burn up a living creature without leaving any residue, and its use for transportation purposes, most notably to the outer planes. The book speaks of fiery *gates* and *portals* consisting of, and associated with, flame and fire; of magical and non-magical braziers and censers used to summon and control fiery creatures; of fuels for their use.

The book deals extensively with the known spells that can transport creatures or objects using fire (e.g., *Fire Gate*, *Flame Conduit*) although it does not give their descriptions. Instead, it delves deep into the notion that destruction by fire actually leads to matter entering another state of existence, with an important section on how “destruction of one form is required to acquire another”, transcending many existing notions of “form”, “matter”, and “energy”.

Research: It has been suggested that the damage to the cover and text was deliberate. Although the exact reasons for this are unknown, some sages have proposed that damaging the book in this way may have released a guardian bound to the book at one time. Others suggest that damaging the book may have allowed certain creatures of fire to access it where they were normally prevented from doing so.

History: Although this is not likely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹⁾ *Redgold*, also known as *eruthrum*, is an exceedingly rare variety of gold with a distinct, reddish hue.

²⁾ Bersabel is an ancient language of fire, spoken in both the Elemental Plane of Fire and some of the outer planes associated with fire.

Source/Origins: Numerous logs and travel guides for the plane of elemental Fire: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Quasiradices and Tithemes of Eulytholiths

Setting: Yxx (World of Greyhawk)

Requirements: NWP *Reading/Writing* (High-Common)

Author: Helialon of Stygia.

Size: 60 cm tall, 40 cm wide, 20 cm thick; 654 pages.

Description: A well-used *cahier* with thick paper covers kept together by a strip of linen. On the front cover is a text in a hasty, monochrome script, perhaps the title of the work.

Within are a collection of paper, parchment, and vellum sheets featuring monochrome and polychrome manuscripts in different hands.

Lore: A study of aspects of the quasi-elemental minerals and gemstones.

DM: Original. Unique. Average condition. Title on the front cover.

Reading the title and the manuscript requires the NWP *Reading/Writing* (High-Common)¹⁾.

Spell Research: Studying the *cahier* when researching *Nystul's Crystal Dagger* and *Nystul's Crystal Dirk* grants a Wizard a +15% bonus to his Chance to Learn Spells check for each spell.

NWPs: The *cahier* can be of use to individuals who want to improve their NWP *Sage Knowledge* (Alchemy, Elemental Essences). Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Quasiradices and Tithemes of Eulytholiths* contains sections of an account of the author's research into the materialization of light and the Quasi-Elemental Plane of Radiance and how the latter pertains to the first in particular. Of special interest to mages would be a section on two spells – *Nystul's Crystal Dagger* and *Nystul's Crystal Dirk* (no spell descriptions given) and on how they relate to the Quasi-Elemental Plane of Radiance and especially the Positive Material Plane. Of further interest are a thesis on using the energies of both planes to infuse and energize crystals and crystal and crystalline objects; and a unique description of the Positive Material Plane.

Excerpt: "The Positive Material Plane is full of light, abounding with bright crystals – they are not gems – and with the ground crystalline, either transparent or translucent, with some few crystals being opaque. All crystals are pastel in color, white or clear. A few will cast or hold *Light* spells if brought back to the Prime Material Plane. These crystals appear no different than the others."

Excerpt: "There are landmarks of crystal – hills and mountains – but they are very hard to navigate by. At a distance of over one mile, tricks of color change come into play, so the landmarks might be mistaken for some nearby hill or mountain. Flying over them makes navigation virtually impossible."

Excerpt: "Some crystals are actually alive and are capable of movement via *Dimension Door* or *Levitation*. Such creatures are all highly intelligent and they can cast some spells, including one that imitates *sunburst* as released by the *wand of illumination*. Their purpose in being is unclear but it somehow has to deal with maintaining the powerhouse and fostering Good."

Excerpt: "Eddies and Whirlwinds might appear at the place where the plane is powering a Good spell or *Continual Light*, *Dancing Lights*, *Light*, and so on. Such eddies can act as Rifts and can draw a creature through if one were to step into the Eddy."

History: Although this is not likely to be common knowledge, the *cahier* was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

Some specialized sages might know that the work was part of a large number of writings, folios, librams, and tomes by various authors, gathered by the king into a unique, extensive collection of works that dealt with the spells, life, works, and deeds of the famous Nystul. A few of these scholars might know of a rumor that suggests that studying the entire collection would allow a Wizard to transcribe all spells devised by that legendary mage.

¹⁾ High-Common is the written form of the common tongue of the magical world of Yxx, used mostly in official documents, much like French and Latin were used in the history of Earth.

Source/Origins: DM, *Magnificent Magic*, by Nystul (all spells by Nystul), for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon* 30 (TSR, 1991); Lenard Lakofka, *Leomund's Tiny Hut. The Inner Planes*, in: *Dragon* 42 (TSR, 1980)

Quintessentialia Alchymica

The Compleat Chymical Dispensatory

Setting: Yxx (Zomorgol) (Player's Option Rules)

Requirements: NWP *Secret Languages* (Alnazadr); see below

Author: His Eminent Puissance Avercibus, High Secret Toxifer of Zomorgol.

Size: 166 cm tall, 125 cm wide, 30 cm thick; 16,600 pages.

Description (See below): A very large, obviously old book with dark gray metal covers, for the most part inlaid with rectangles of dark brown to black leather. Hammered into the front cover and inlaid with silver is a text, perhaps the title of the book, located above a large symbol of two small circles on a horizontal plane and connected by a simple line. The book seems to have suffered quite a bit – there are scratches on the leather and some of the metal is dented.

Within are high-quality parchment pages that have yellowed over time and with polychrome manuscript of obscure ciphers and symbols, enriched with tables, diagrams, and mystic illustrations.

Lore: A unique, highly sought-after alchemical book of recipes.

DM: Original. Unique. Average condition (Missing pages). Title on the front cover. Subtitle on the title page.

Reading the title and the manuscript requires the NWP *Secret Languages (Alnazadr)*¹⁾.

Touching the Book: The metal used for the covers is *ixium*²⁾, highly toxic and instantly lethal to mortals touching it with exposed flesh (save vs. Poison at -2 or die instantly).

Symbol and Specialists Contents: Since each alchemist uses his own version of their secret tongue, determining the meaning of symbol on the front cover requires the attention of either a 6th-level Alchemist or an individual with the NWP *Alchemy* 12, who may link it to with such terms as “Toxicology”, “Poison”, and “Poisonous”.

In like fashion, understanding the contents of the book requires the reader to be a 6th-level Alchemist or have the NWP *Alchemy* 12.

Alchemist: The book is of great value to alchemists of the Alchemical School of Toxicology³⁾ and other knowledgeable individuals researching magical potions and powders, reducing the time required by -10% and adding a +2 or -2 bonus, as applicable, to their chance of success (e.g., NWP check). Note that only some of the ingredients for recipes are mentioned below and that acquiring all ingredients for a recipe should not be easy. Furthermore, depending on his background, any reader may have difficulty recognizing and/or identifying some of the mythical ingredients, plants, and creatures mentioned in the various recipes.

NWPs: The book can be of use to individuals who want to improve any of their NWPs associated with poisons and toxins (e.g., NWP *Herbalism*, *Toxicology*), as well as for those who want to acquire the NWP *Sage Knowledge (Alchemy, School of Toxins and Antitoxins)*. Note that improving or acquiring an NWP requires the necessary number of free character points or NWP slots.

Contents: *Quintessentialia Alchymica* is a unique alchemical *dispensatorium* of alchemical toxicology, containing a extensive collection of important formulae for the creation of *cacodyl*, quicksilver, ammonia, chlorine, phosgene, saltpeter, *petra-oleum*, cyanide, hydrogen, *Aqua Regia*, and various toxins and anti-toxins. It is noted for its extensive study of the creation of *Aqua Mortis*, the mythical, elusive ‘absolute poison’, instantly fatal and undetectable, although the texts does not allow an alchemist or mage to actually concoct the poison.

It comprises extensive treatises on all kinds of chemical techniques and processes (e.g., how to extract turpentine, the essence from the terebinth, pine, or fir tree; recipes for the concoction and identification of poisons, toxic potions, powders, and dusts), with recipes for numerous potions and oils used in these processes, which obviously have other uses as well, such as: *oil of disenchantment* (12 oz. of disenchanter hair); *oil of fiery burning* (five scales of a salamander or three drops of the blood of a phoenix); *oil of sharpness* (one tarrasque tooth per +1 of enchantment); *oil of slipperiness* (4 oz. of boggle oil); *oil of timelessness* (ichors of a time elemental); *potion of acid resistance* (notable ingredients would be two giant slug eyestalks and a black dragon fang); *potion of fire resistance* (a red feather from a pyrolisk or a horn from a stench kow); *sovereign glue* (a piece of cave fisher filament, one roper tentacle, or 16 filaments from a giant sundew); *ultimate solvent* (2 oz. of dracolisk acid, and two “pearls” from a land urchin); *powder of insect repulsion* (daisy, jasmine, toadflax; repels regular and giant insects for 3d6+2 rds); *powder of magic detection* (jimsonweed, Solomon’s seal, hawthorn; sprinkling the powder on a magical item causes the item to glow with a silvery sparkle for 3d6+2 rds); and *Cunard’s sticky paste* (See below).

Finally, the book contains an extensive index of the ingredients required for various alchemical processes, which lists a surprising amount of strange, exotic, and even mythical creatures and plants.

Cunard’s Sticky Paste

Cunard’s sticky paste is a viscous, glue-like substance based on honey, which, when smeared on a single, solid, non-living surface no larger than 1 sq ft will glue that surface to another solid, non-living surface of any size until the hold is broken by the user (or someone else passing a Bend Bars/Lift Gates check), upon which it will readily stick to another (or the same) surface (e.g., allowing someone with the paste applied to his boots to walk on the ceiling). One application can support the weight of a grown man (around 140 lb). The paste leaves no residue on the second surface and, once applied, remains sticky for one hour per level of the creator. It otherwise keeps for a week if kept in a sealed container capable of storing a maximum of five applications.

Suggested XP/GP Value: 50 xp/150 gp.

Source/Origins: *Konrads Kalasklister*: Astrid Lindgren, *På rydden med Pippi Långstrump* (AB Svensk Filmindustri, 1971)

Research: The metal used in the covers is *ixium*, one of the so-called *vexed metals* that hail from the lower outer planes, most notably Tarterus. The pages are of *pergamum*⁴⁾ and some of them are missing.

Although the book appears in various indices and catalogues, little else is known of it and its author.

History: The underlying work was once part of the library of Bard Keep, a temple dedicated to Oghma, God of Knowledge, Invention, Patron of Bards. This temple was a center of knowledge and learning in the mountains north of Silvermoon (Forgotten Realms) until it was destroyed a century ago in a rebellious uprising of a powerful priest of Oghma named Khossack, who became enamored of some dark magic. Some sages say Khossack’s mind was

warped by illithids, others claim he was magically corrupted by an evil mage, and there is even speculation that his mind was defiled by reading a *book of vile darkness*.

¹⁾ Alnazadr is a secret alchemist's language of the magical world of Yxx, used by the Alchemists of ancient Zomorgol to record their findings, more in particular by those who followed the Alchemical School of Toxicology. As a secret language, it can be compared to the secret languages of Druids and Assassins, which means that, in this case, it can only be taught by a handful of Grand-Magisters of today, none of whom will teach it to individuals not associated with their art without good reason. In addition, because each alchemist will typically use obscure crypticism, mysticism, symbols, and unique words and names to protect his discoveries, an individual wishing to learn the language must either be an alchemist or have an NWP associated with alchemy (e.g., NWP *Alchemy*, *Sage Knowledge (Alchemy)*).

²⁾ *Ixium* is a so-called *vexed metal*, a metal that has been infused with evil in some dark, magical ritual or process. Legend has it that it hails from the lower outer planes, most notably Tarterus and Gehenna, and that it is highly toxic and instantly lethal to mortals touching it with exposed flesh (save vs. Poison at -2 or die instantly). Throughout history, it has featured prominently in tales of patricide.

³⁾ The Alchemical School of Toxicology studies toxins and anti-toxins and strives to create *Aqua Mortis*, the 'absolute poison', instantly fatal and undetectable, and *Aqua Vitae*, the *Elixir of Life*, which said to cure all diseases and prolong life indefinitely. Toxicologists can also make poisonous gases such as chlorine, phosgene, hydrogen, and cyanide.

⁴⁾ *Pergamum* is high-quality parchment fashioned of the unblemished, processed skin of certain sheep, goats, and calves.

Source/Origins: *Alchemist's Handbook*: Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991); *Cunard's sticky paste* (Konrads Kalasklister): Astrid Lindgren, *På rymmen med Pippi Långstrump* (AB Svensk Filmindustri, 1971)

Quotidien

Setting: Gothic Earth (Masque of the Red Death)

Requirements: NWP *Ancient Languages (Albaharalbyad)*

Author: Viyallillix.

Size: 28.6 cm tall, 22.1 cm wide, 1.7 cm thick; 365 pages.

Description: An old, carefully bound, somewhat solemn volume with featureless covers of faded brown leather and a spine of dark brown leather, unfaded and obviously of better quality, which features four quadrants of equal size and divided by raised bands. The second quadrant from above features a gold-pressed frame containing a single world in sober, gold-pressed lettering, perhaps the title or author of the work.

Within are old, dry, paper pages of quality, featuring a monochrome manuscript in an exceptionally regular hand with a definite flourish. Some of the pages are empty, often in groups.

Lore: A diary of sorts.

DM: Original. Unique (No known copies). Excellent condition. Title on the front cover.

Reading the title and manuscript requires the NWP *Ancient Languages (Albaharalbyad)*¹⁾.

All creatures and individuals involved with and mentioned in the book are unnamed and long dead, making information about them or the work hard to come by without magical means (e.g., *Contact Other Plane*).

NWPs: The book can be of use to an individual who wants to improve his NWP *Sage Knowledge (Sociology)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Quotidien* seems to be a collection of reports of the nocturnal activities of certain individuals in the higher echelons of society (old spinsters, ladies dowager, eligible damsels, servants of the law, an old uncle or two), in startling detail, obviously as provided by different agents (differences in diction and narrative style)²⁾ and written down by an individual with an extremely conscientious and neat hand.

Research: Interestingly, all writings tentatively attributed to Abraxas the Demiurge, also known as the World Maker, whose name has the numerical value of 365, are known to have 365 pages⁴⁾. Indeed, this name was once known as a magic word and it is still found on many amulets today.

History: Although this is unlikely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaith) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹⁾ Albaharalbyad is an ancient demonic language of Gothic Earth.

²⁾ These reports were delivered to a dashing young count³⁾ by certain *factotums*, *bikbellums*, *famuli*, and similar servants, at breakfast every morning. The proceedings were strict: the creatures would be in the room when the count arrived; each would speak only when it was its turn, and then only to deliver its report of the nocturnal activities of its subject; the count would eat his breakfast, in silence, dabbing his mouth with a silk serviette when a turn ended – much as if he were reading a paper and turning pages. All reports were conscientiously penned down by a homonculus called Viyallillix, which was in charge of the book and brought it to its master when required. To instruct the creatures, the count would summon them to a secret, terrible conjuring and binding room at dusk, where he submitted them to a series of torturous rituals.

³⁾ The count was an orphan of irreproachable conduct. He spent the season in his London home and the rest of the year in his ancestral country estate in Wiltshire, engaging in activities of leisure (riding to hounds, playing croquet, punting, calling at various elderly aunts, attending balls and banquets). At other times he would stay at the house of a relative or acquaintance and there are no entries for these days, which explains the empty pages.

A knowledgeable sage (e.g., NWP *Ancient History (Gothic Earth)*) may be able to find sources mentioning the activities of a notorious thief in the time when the count was alive, who is said to have wasted his spoils on drink, women, and gambling. Still, persistent rumors suggest that this thief kept some of his most valuable gains in a secret location, which may be a mausoleum or some location in the Astral Plane.

As an interesting aside, all writings tentatively attributed to Abraxas the Demiurge, also known as the World Maker, whose name has the numerical value of 365, are known to have 365 pages. Indeed, this name was once known as a magic word; the name is still found on many amulets today. However, there is no connection between the book, the count, and this nefarious individual.

⁴⁾ There is no connection between Abraxas the Demiurge and either the count, the book, or any of the creatures associated with either.

Source/Origins: No. 75 of 168 titles the DM told the players to come up with themselves: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Register of Contingencies

Volumes I-III

Setting: Any (Fantastic Earth)

Requirements: NWP *Reading/Writing (Madralaphex)*

Author: Unknown (See below).

Size: Each volume 39.5 cm tall, 24.6 cm wide; *Volume I* and *Volume II* each 3.1 cm thick and 251 pages; *Volume III* 1.9 cm thick and 135 pages.

Description: A collection of three books bound in sturdy, unmarked, reddish brown leather.

Within are pages of highest quality vellum. Polychrome manuscript in various black and colored inks, in a steady hand and without any illustrations.

Lore: A study of contingencies.

DM: Original. Unique. Good condition. Title and volume number on the title pages.

Reading the title, volume numbers, and manuscripts requires the NWP *Reading/Writing (Madralaphex)*¹⁾.

Chance to Learn Spells: A Wizard who studies the volumes for 1d12+6 months will enjoy a +5% bonus to his Chance to Learn Spells check for *Contingency*, *Elminster's Evasion*, and *Object Contingency*.

NWPs: The book can be of use to an individual who wants to improve his NWP *Sage Knowledge (Philosophy)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Register of Contingencies* seems to be the culmination of a philosophical investigation into the tangible effects of contingencies, eventualities, possibilities, associated incidents, and unforeseen and seemingly random events.

Research: The covers are bull's hide leather over thin, somewhat flexible copper plates. Manuscript in a combination of black, sepia, and polychrome gem inks.

Author: Some sages attribute the work to a mage called Adder, who, as some of them say, went on to become an arch-lich. Others speculate that it was written by a mage called Blackadder, the ruler of a town called Alliance until somewhere around the time of the Great Invasion. Although servants of a god called Tahl offered him way out at that time for past work he had done, the mage refused, citing his people's need. Now uncertain of his own future and safety, he secreted away his most personal possessions in a mountain retreat given to him by the gold dragon Pyrite. It seems likely that he also stored the underlying volumes there.

¹⁾ Madralaphex is a little known, relatively straightforward semi-magical language that may have been spoken in a city usually referred to as "Gloriana", which may or may not be a demi-plane.

Source/Origins: Books that deal with the art of mage craft: Garry J. Sled, *Vault of Time* (www, 1997); Gloriana: Michael Moorcock, *Gloriana, or, The Unfulfill'd Queen* (Allison & Busby, 1978)

Repertoire of Subconscious Apparitions

Setting: Any (World of Greyhawk)

Requirements: NWP *Reading/Writing (Common)*

Author: See below.

Size: 45 cm tall, 30 cm wide, 10.5 cm thick; 700 pages.

Description: A large, obviously expensive book with heavily tooled, dark brown, gold-inlaid leather spine and covers, further adorned with gold end caps and studs and secured by gold clasps. Worked into the front cover and spine and inlaid with gold leaf is a text in intricate, flowing lettering, perhaps the title of the book.

Within are gold-edged pages of parchment with some yellowish-brown discolorations (foxing), each featuring two columns of text executed in black ink and a steady hand.

Lore: A copy of a fairly common list of various magical phenomena.

DM: Copy. Uncommon. Good condition. Title on the front cover and spine.

Reading the title and manuscript requires the NWP *Reading/Writing (Common)*.

Spell Research: The book is 1d20×5% likely to contain an important clue to one of the spells listed below. If this is the case, a Wizard studying this book while researching that spell¹⁾ receives a +1d10% bonus to his Chance to Learn Spell check. Note that acquiring this book may count towards the costs required to research the spell²⁾.

The book may contain an important clue to one of the following spells, as determined by the DM or by random die-roll: **III:** *Spectral Force*; **IV:** *Shadow Monsters*; **V:** *Demi-Shadow Monsters*; **VII:** *Simulacrum*.

NWPs: The book can be of use to an individual who wants to improve his NWP *Sage Knowledge (School of Magic, Illusion/Phantasm)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Repertoire of Subconscious Apparitions* is a list and catalog of phantasmal phenomena of all kinds, defining them as “manifestations of thought in the real world”, as “spectral images fed by an essence of the mind”, and as “apparitions that are in essence, much like shadowy reflections of one or another, existing in a form of limbo or twilight, in a realm that is neither one or the other”, each capable of interacting with immaterial or spiritual aspects of (creatures in) the Prime Material Plane and in attempts to devise a way to give them some sort of substance that can physically interact with the material aspect of that plane. It proposes ways to influence the immaterial results of activities of the brain using intangible matter and energy, focusing mostly on infusing them with such esoteric substances as *spectral essence* and *shadowstuff*, with the author concluding that these two are “most capable of interacting with immaterial concepts for this purpose”.

Author: Although one rare source suggests that the book was written by an individual called Gaxx, most sages doubt that this is the case. Indeed, it is commonly believed that the author may have been a wizard whose name is alternately written as Gagaxy, Gaaxy or Ga'axy, or Gaax-Yr, depending on which of the three main dialects spoken in the author's home city one would use.

¹⁾ For example, when attempting to copy it into his spell book from another spell book; when attempting to do so from a scroll; when studying under a mentor; v. **DMG**, p. 61: “Acquisition of Spells Beyond 1st Level” and p. 65: “Determining Research Time” and “The Cost of Spell Research”.

²⁾ The suggested value of the book is 1d10×200 gp.

Source/Origins: *Repertoire of Subconscious Apparitions*: Bruce Heard, *Spells between the Covers*, in: *Dragon 82* (TSR, 1984); Spellbook, *Repertoire of Subconscious Apparitions*: Dale Henson et al., *Encyclopedia Magica. Volume Three* (TSR, 1995)

Rhodon Aegis Serpentina

Setting: Yxx (The Abyss)

Requirements: NWP *Ancient Languages* (Anthyros)

Author: Poa Magiris, Grand Didasque of Mamax.

Size: 56.2 cm tall, 22.1 cm wide, 6.3 cm thick; 33 pages.

Description (See below): A large, elegant folio with unmarked covers fashioned from thin, polished sheets of some metal. It does not exude even the faintest smell.

Within are pages of blood-red, thick, tough but extremely flexible leather, featuring a manuscript in silver and black inks, enriched with illustrations in electric blue ink.

Lore: A study of a mythical rose.

DM: Original. Unique (No known copies). Good condition. Untitled.

Reading the manuscript requires the NWP *Ancient Languages* (Anthyros)¹⁾.

Covers and Touching the Book: The metal used for the front covers is *crimson silver*, an Abyssal metal that is deep, dark, blood-red in color and shot through with veins of a metallic reddish hue if exposed to direct sunlight. Even though it does not radiate heat of any kind when thus exposed, it will cause 1d3 points of heat damage to anyone touching it with an unprotected hand. In conditions of total darkness, the metal feels cold to the touch and has an eerie, white shine.

NWPs: The book can be of use to an individual who wants to improve his NWP *Sage Knowledge* (Botany, Roses). Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Rhodon Aegis Serpentina* speaks of a mythical complex of gardens tended by a spell-casting medusa witch called Kepora and located in an isolated vale on one of the many layers of the Abyss, on the grounds of a grand palace crafted entirely from *tantalium*²⁾.

The author describes one of these gardens, a rosary he refers to as “her third most loved possession”, in which grow a great many variety of magical roses, one of which will petrify creatures stung by its thorns. He refers to this rose as the “*Rhodon aegis serpentina*” or “*Kepora's stone rose*”³⁾, a large, seemingly petrified rose ranging in color from crimson to a deep, reddish brown or even black with a deep red hue. He describes this rose in great detail, noting its magical nature, uses in magic and alchemy, and especially its value as a component of items and inks for spells associated with petrification. In some cases, he mentions certain other magical ingredients required for such processes and rituals, such as feathers, spittle and comb of cockatrice; tongue and powdered bone of basilisk; ichors of galeb duhr and earth elemental; and powdered dao horn.

The author also provides certain descriptions on how to grow the rose in the controlled environment of a mage's or alchemist's laboratory, requiring some of the ingredients described above, as well as, among others, gold flakes, crushed diamond, soil from the lowest layers of the Abyss and a mix of powdered ruby, sapphire, fiery jacinth, rock crystal, spikes from the back of a spined devil, and the casting of certain Wizard and Priest spells (e.g., *Transform Mud to Rock*). All of this suggests that growing the rose is a painstaking process that requires special attention and the casting of some specialized spells. Even then, a rose thus grown outside of Kepora's garden will have a life span of only a week, with the leaves falling off and the texture of the stem becoming, tough, leathery, and rope-like. However, even in this condition, the rose has its uses and the stem can be used in the creation of a *whip of petrification*, which requires the services of a Priest for the casting of *Sticks to Snakes*.

The final pages contain some of the author's hasty, incomplete notes on the creation of an unknown and untitled spell that would copy the effects of the smell of the rose. The notes suggest that the rose releases an acrid smell reminiscent of sulphur when in full bloom and the author describes the effects of inhaling it as “unsavory, irritating to the nostrils and pineal gland, likely to cause a faint anerection in the lower limbs. Prolonged exposure is to be avoided”.

Research: The covers are fashioned of *crimson silver*, a metal found only in the deepest mines of the Abyss. The pages seem to have been crafted of the skin of a demon closely associated with snakes and serpents.

The famous Didasque of Mamax was a scholar of great skill and flair, who gained access to the gardens described in the book in exchange for certain services left unmentioned. Over the years, he has published many, usually untitled, theses and studies on subjects pertaining to this garden, most of which are now believed to be lost. The complete series is said to have comprised 33 volumes, of which only five are known to exist today. One of these, which is known as *Rhodon Hypnos Hypnotica*, is thought to be in the possession of the Covey of Hypnos, a congregation of 13 black hags located on a magical island sometimes known as Fantasma.

¹⁾ Anthyros is an ancient language that was spoken in a lost world of the same name, which was closely tied to the lower outer planes, most notably Hades and the Abyss. It is characterized by its flowery syntax.

²⁾ *Tantalium* is a so-called *vexed metal*, a metal that has been infused with evil in some dark, magical ritual or process. Legend has it that the process to forge an item of *tantalium* involves leaving it half-submerged in water at a specific distance from an exceptionally hot magical flame for 666 days and that the son of the forger must be slain and eaten by the prospective owner of the item.

³⁾ Some sources mistakenly classify this rose as *rose of petrification* or *rock rose*.

Source/Origins: Books dealing with herb lore: Garry J. Sled, *Vault of Time* (www, 1997)

Saltimbanque's Memorandum

Setting: Ardha

Requirements: NWP *Reading/Writing (Trader)*

Author: Saltimbanque, High Prolixir of Murky Mountain.

Size: 16 cm tall, 12 cm wide, 1 cm thick; 120 pages.

Description: A well-used booklet that would easily fit into a pocket, with covers of dark green leather and the front cover featuring a gold-pressed text, likely the title of the book.

Within are pages of high-quality vellum featuring a monochrome manuscript in black ink.

Lore: A study of the usefulness of certain magical spells and techniques for all kinds of naughty purposes.

DM: Copy. Rare. Well used. Title on the front cover.

Reading the title and manuscript requires the NWP *Reading/Writing (Trader)*.

NWPs: The book can be of use to an individuals who want to improve any of their NWPs *Hypnotism* and *Prestidigitation*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Saltimbanque's Memorandum* provides the reader with all manner of tricks and tips for using hypnotic and legerdemain techniques when dealing with inhabitants of the seedier quarters of the city (e.g., haggling with prostitutes, changing foreign currency in crowded bars, dealing with lesser-known fences, acquiring body parts from shady undertakers).

Research: It has been suggested that the name of the author translates as "The charlatan, high mountebank of the murky mountain" in an obscure language.

It seems likely that the book would generate some interest among various charlatans, dactylomancers, and fraudsters (e.g., NWPs *Fast-Talking*, *Fortune Telling*).

History: Although this is unlikely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

Source/Origins: DM, *Basic Hypnosis*, for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon* 30 (TSR, 1991)

Saye's Elegies

Setting: Yxx

Requirements: NWP *Reading/Writing (High-Common)*; *Read Magic* for spells

Author: Saye the Poet.

Size: 37 cm tall, 23.5 cm wide, 5.5 cm thick; 187 pages.

Description: A somewhat plain book with covers fashioned of tough, mottled gray-green leather, inlaid with metal so as to provide both extra security and a means to close and secure it. On the front cover is a single, scarlet rune. Within are pages of high-quality parchment, sewn together and secured to a fine, supple leather spine backing and secured additionally by fine leather front and back pieces. Nevertheless, many of the pages are heavily smeared or damaged. Polychrome manuscript in a calligraphic style.

Lore: One of several different versions of a well-known spell book of an unfortunate mage turned poet in his final years.

DM: Spell book. Original. Copies uncommon. Shabby condition. Untitled.

Reading the manuscript requires the NWP *Reading/Writing (Imperial Esheddin)*¹. The spells are written in an arcane language and a Wizard must cast *Read Magic* if he wants to read them for the first time.

NWPs: The book can be of use to an individual who wants to improve his NWP *Sage Knowledge (Art, Poetry)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Resistant: The book makes its item saving throws as "Leather," with a +2 bonus when saving against Acid, Magical Fire, Disintegration, and Lightning (v. **DMG**, p. 58: "Item Saving Throws").

Contents: *Saye's Elegies* contains 13 spells, followed by 77 poems. Of these 13 spells, only six can still be transcribed as normal, the pages containing the descriptions of the remaining seven spells being damaged to such an extent that nothing can be made of them. The names of five of these spells cannot be made out. The remaining two spells are called *Waif's Song* (Wiz 4) and *Elegy of Parcae* (Wiz 5).

Spells: The six spells that can still be transcribed are: **I:** *Comprehend Languages*, *Detect Magic*, *Read Magic*; **II:** *Knock*, *Know Alignment*; **V:** *Khazid's Procurement*.

Poems: The final pages of the book feature a collection of 77 short poems expressing an unusually strong sense of melancholy, sorrow, maybe even depression, although they are actually quite good. Among them are:

Excerpt²⁾:

"'Twas a raw day of Autumn's bleak beginning,
 When nights are equal, but not so the days;
 The Parcae then cut short the further spinning
 Of seamen's fates, and the loud tempests raise
 The waters, and repentance for their past sinning
 In all, who o'er the great deep take their ways:
 They vow to amend their lives, and yet they don't
 Because if drown'd, they can't – if spared, they won't"

and:

Excerpt:

"November evening,
 With winter fast approaching
 Though spring has just begun"

and:

Excerpt²⁾:

"I must lately have begun to doubt
 Whether Hell's pavement – if it be so paved –
 Must not latterly have been quite worn out,
 Not by the numbers good intent hath saved,
 But by the mass who go below without"

Research: The covers are fashioned of bonesnapper hide. There is no record of the rune on the front cover. The texts on the damaged pages are impossible to restore without magical means.

None of the known copies contain descriptions of the seven lost spells in the underlying volume. Some copies do not contain the poems, while others contain some additional spells, among which are *Tasha's Uncontrollable Hideous Laughter*, *Confusion*, and *Leomund's Lamentable Belaborment*.

The 77 poems in this volume are believed to be from Saye's hand. Several indices mention the existence of a much larger book with poems by the unfortunate mage, its current whereabouts unknown.

Author: The mage who later became known as Saye the Poet was famous for his somber view on life, his romantic inclinations, and his impatience and he did not enjoy a very long life. Not very much of him is known, except that he spent his final years as a poet in the port of Kreygon, drinking heavily until he was sadly killed at the age of 33 in a barroom brawl.

History: The book was taken from Saye's corpse shortly after he was killed in a barroom brawl. Later, although this is not likely to be common knowledge, it was part of the extensive library of Thiondar, King of the Ch'thar, the legendary elven king who led his people in an epic journey across their world after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹⁾ High-Common is the written form of the common tongue of the magical world of Yxx, used mostly in official documents, much like French and Latin were used in the history of Earth.

²⁾ Poems by George Gordon Byron, 6th Baron Byron.

Source/Origins: Tomes about poetry: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991); W. M. Rossetti (ed.), *The Poetical Works of Lord Byron* (Ward, Lock & Co., ca. 1911)

Scripton of Maleficent Balsamums, Unguents, and Excretions of the Nidus

Setting: Yxx

Requirements: NWP *Secret Languages (Makassar)*

Author: The Nidus Vyrensmale, Baron Everdark.

Size: 44 cm tall, 31.5 cm wide, 17 cm thick; 776 pages.

Description: A voluminous book with covers of heavy, oiled black leather. Hammered onto the front cover using slightly corroded metal nails is a text in letters of dark bone, perhaps the title of the book. Within are pages of thin vellum, yellowed and stained with age. Monochrome manuscript in a clear, calligraphic script.

Lore: A famous, highly sought-after necromantic compendium.

DM: Original. Copies rare. Good condition. Title on the front cover.

Reading the title and manuscript requires the NWP *Secret Languages (Makassar)*¹⁾.

NWPs: The book can be of use to an individual who wants to improve his NWP *Sage Knowledge (School of Magic, Necromancy)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Resistant: The leather covers are quite sturdy and oiled so as to make them somewhat resistant to water, allowing the book a +1 bonus on its item saving throws against water-based spells and effects (as "Leather"; v. **DMG**, p. 58: "Item Saving Throws").

Contents: *Scripton of Maleficent Balsamums, Unguents, and Excretions of the Nidus* contains descriptions of many vile incantations and necromantic processes, among which necropsy, mummification, mortification, and nigriscence. It also deals with the production of such necromantic necessities as salves, balsams, ointments, unguents, fluids, baths, tinctures, oils, and powders, as well as certain windings, bandages, pressures, and masks. Of further note may be descriptions of half-dead, cauldron-born, *necromantic portrait*, which include instructions on how to make them.

Cauldron-Born: The “cauldron-born” (v. **CMM**, *Cauldron-Born*) are zombie-like entities created by evil mages, witches, and priests, and born from boiling a large number of vile ingredients in a specially prepared brass cauldron. Among these ingredients must be enough body parts to assemble multiple cauldron-born; the brain of a human; certain nauseating mushrooms, weeds and herbs; ichors of both the shambling mound and a spectre or similar incorporeal undead; and specially prepared swamp-water. The whole process takes at least two weeks, during which the creator must dedicate himself completely to the task. Once all the conditions are met, the cauldron-born will appear from the cauldron, crawling out of the boiling liquid one by one.

Necromantic Portrait (Nec)

A *necromantic portrait* is a magical painting a Necromancer can use to forestall the effects of age, hide any physical evidence of evil, restore damage, and transfer diseases, allowing him to seem a reasonably ordinary man – assuming he was not too corrupt when he created the portrait – and to live in society without seeming obviously vile.

To create the portrait, the Necromancer must obtain a top-quality, full-size portrait of himself, at suitable expense. He must then present it to his god during a ceremony involving a terrible sacrifice, which will depend on his level (at the DM's option, such a sacrifice can range from a human, a human virgin, to a human mother pregnant with her first child). If his god heads his plea (60% chance, only one attempt can be made in a lifetime), the portrait will absorb any existing and future visible effects of evil and age into itself, so the picture ages whilst the Necromancer continues to look as he did on the day of the ceremony. This effect negates loss of Charisma due to spells cast by the Necromancer (and level rises depending on the type of Necromancer used). The portrait will also heal up to 1d4 points of damage per week, which requires the Necromancer to pass a saving throw vs. Death Magic each time the attempt is made. Furthermore, the Necromancer can transfer any diseases that might come to affect him to the portrait, in much the same way. The DM should keep notes of all damage and diseases transferred in this way. The canvas lasts a maximum of 1d20×25 years, after which its condition will deteriorate until it eventually starts rotting away. When this happens, or if the portrait would be destroyed before that, all evil, years, damage, and diseases stored in it are instantly transferred back to the Necromancer, wherever he is, reducing him to Charisma 1 and possibly killing him due to loss of hit points and the onset of diseases absorbed by the portrait. If the Necromancer dies in combat while the portrait is still active, the canvas will crumble and inflict its burden on the corpse.

Suggested XP/GP Value: 5,000 xp/50,000 gp¹⁾.

¹⁾ Note that the portrait will be useless to anyone but its creator.

Source/Origins: *Dorianic Portrait*: M. Abrahams, *Treasure Chest*, in: *White Dwarf 47* (GW, 1983)

Research: Covers of thick black leather over plates of dark bone. The letters on the front cover have been hammered into the bone plates, piercing the leather.

The book is well known and much sought after in certain dark circles.

The first ever *necromantic portrait* is believed to have been devised by the necromancer Malmort of Arkand, or Malmort of Coldbrook as he was also known.

Author: The Nidus Vyrensmale, Baron Everdark, creator of many powerful spells and incantations, is often regarded as one of the most powerful necromancers to have ever lived.

History: Although this is unlikely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹⁾ Makassar is a vile, secret language of the Necromancers of the magical world of Yxx, distinguished by its bestial quality. As a secret language, it can be compared to the secret languages of alchemists, Druids, and Assassins and it can only be taught by the most powerful of Necromancers, none of whom will teach it to non-Necromancers without good reason.

Source/Origins: Books about necromancy: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991); *Dorianic Portrait*: M. Abrahams, *Treasure Chest*, in: *White Dwarf 47* (GW, 1983)

Scroll of Oghma

(One scroll)

Setting: Forgotten Realms

Requirements: NWP *Reading/Writing* (Common)

Author: Various priests of Oghma.

Size: A scroll 33 cm tall and 250 cm long when fully rolled out.

Description (Bag): A dirty, grayish-brown cloth bag with a symbol of a partially unrolled scroll painted on it in flaking burgundy paint.

Description (Scroll): In the bag is a blackened, burned, human hand clasping a scorched parchment scroll.

Lore: A scroll with rituals associated with Oghma, God of Knowledge, Invention, Patron of Bards.

DM: Original. Unique. Heavily scorched. Untitled.

Reading the scroll requires the NWP *Reading/Writing* (Common).

Crawling Claw: The blackened hand that holds the scroll is all that remains of a crawling claw (v. **CMM**, *Crawling Claw*).

NWPs: The scroll can be of use to an individual who wants to improve his NWP *Religion*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: The *Scroll of Oghma* contains a collection of songs, stories, and poems, all original compositions of priests of Oghma. They speak of strength and wrestling, of traveling the world, of knowledge, of great wealth and “gold strangely given”, and of binding demons and devils into special prisons.

Research: A Priest of Oghma or a knowledgeable sage will know that the scroll must be kept partially unfurled. The scroll was used in certain ceremonies praising Oghma.

History: The scroll was once part of the library of Bard Keep, a temple dedicated to Oghma, God of Knowledge, Invention, Patron of Bards. This temple was a center of knowledge and learning in the mountains north of Silverymoon until it was destroyed a century ago in a rebellious uprising of a powerful priest of Oghma named Khossack, who became enamored of some dark magic. Some sages say Khossack's mind was warped by illithids, others claim he was magically corrupted by an evil mage, and there is even speculation that his mind was defiled by reading a *book of vile darkness*.

Source/Origins: No. 9 of two collections of over 100 scrolls each: Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991)

Selestara's Small Codex

Setting: Ardha

Requirements: See below; NWP *Ancient Languages (Fendragxshe)*; *Read Magic* for spell

Author: Selestara, Grande Enchantress of Dîmrindale and High Transfuser of the Inner Order of Lann.

Size: 21 cm tall, 14 cm wide, 0.75 cm thick; 6 pages.

Description (See below): A small, beautiful booklet that floats in the air, albeit a few inches from the nearest surface or object. It has blue, chitinous or metallic covers, with an intricate, polychrome pattern of what are perhaps best described as 'waves of air' on the front cover. Within seem to be pages of a silky material.

Lore: A small spell book of a famous enchantress.

DM: Spell book. Original. Unique (Copies unknown). Good condition.

Touching, Opening, and Reading the Book: The book always floats at least a few inches free of the nearest surface or object and it will never allow itself to be touched.

The book can only be perused by an individual who speaks the command word, Nallisha, which is written on the first page in silver ink and requires the NWP *Ancient Languages (Fendragxshe)*¹ to read.

Speaking this command word allows the speaker to call the book to him and then turn its pages using mental commands. He still cannot touch the book.

Once opened, pages of a nearly transparent, silky material will be revealed, perhaps best likened to gauze-like, polychrome butterfly wings and sewn together and secured to a fine, supple leather spine backing.

The contents of a page will only be revealed after it has been turned completely and stopped moving. Each page after the first features a text in a flamboyant script of mystical runes in sparkling golden ink, which, together, form the description of a single spell, written in an arcane language requiring a Wizard to know and cast the proper version of *Read Magic* if he wants to read it for the first time.

Resistant: The book makes its item saving throws as "Metal" with a +2 bonus and with an additional +2 bonus when saving against Acid, Magical Fire, Disintegration, and Lightning (v. **DMG**, p. 58: "Item Saving Throws").

Contents: On the first page of *Selestara's Small Codex* is just the word "Nallisha".

Spells: The remaining five pages contain the description of a single spell: **II: Selestara's Wanderous Allaying**. At the DM's option, this spell may be unique to this book.

Selestara's Wanderous Allaying (Alteration)

Level: Wiz 2

Range: Touch

Area of Effect: One small object

Duration: 1 hr/level

Casting Time: 2

Components: V S

Saving Throw: None

Selestara's Wanderous Allaying enables the caster to cause an object to elude creatures looking for it or chasing it by scurrying from safe hiding place to another for the duration of the spell. He can thus affect a single, inanimate, non-living object weighing more than 5 ounces, plus 1 ounce for each of his levels. A safe hiding place will generally constitute some narrowly confined space that is difficult to access but still allows some avenue for escape.

When the spell is cast, the object will immediately scurry off to some suitable location and stay there, out of sight until spotted by a creature looking for it or chasing it, when it will move to another location, and so on, moving at the equivalent of MV 6. It will stop moving when there are no more safe hiding places, when the spell expires, when the caster voluntarily ends the spell, or whenever it would be touched by an individual other than the caster. The object has AC 0 for this purpose.

The caster can call the object to him at any time while the spell lasts.

Notes: *Selestara's Wanderous Allaying* is a very rare spell.

Source/Origins: Mouse: Lachlan MacQuarry, *Moving in Mysterious Ways*, in: *Dragon 220* (TSR, 1995); Mouse: Mark Middleton (comp.), *Wizard's Spell Compendium. Volume Three* (TSR, 1998)

Research: The covers are carved out of a single scale of a greater air wyrm. The material used for the pages was woven by nymphs from songs and rays of moonlight reflecting off the water's surface.

The author has also wrought *The Codex of Silvery Magicks*, more commonly known as *The Blue Codex*, which is said to hold great powers, a vast amount of knowledge on enchantments and charms, and numerous unique spells, among which *Selestara's Obeisant Transposition* (Wiz 3), which transfers one or more qualities from a single item or creature to another item or creature².

Selestara created *Small Codex* in the same style and fashion as this *Blue Codex* and some sages have proposed that she made it to practice for that austere volume. Others suggest that she created it as a gift to someone special to her.

Author: Although those who adhere to the latter suggestion believe that Selestara disappeared without a trace when she was *en route* to this special individual, it remains unknown what happened to her on that fateful day, with theories ranging from retirement, a breaking with her order, internal politics, quarrels concerning secret love affairs, or vile plotting against her by her many enemies.

History: Although this is not likely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹⁾ Fendragxshe, or Fendragish Silverspeech, is an arcane language of Ardha that is mainly preferred by Enchanters and Charmathurges.

²⁾ A more workable version of *Transpose*. A DM looking for a LOT of work might want to consider rewriting that spell so that it can actually be used in an AD&D game.

Source/Origins: Several hundred books dedicated to the study of magic: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Seminarium of the Herimic Scarab

Setting: Yxx

Requirements: NWP's *Ancient Languages (Aksemtuth)* and/or *Reading/Writing (Lahu)*; *Read Magic* for spells

Author: Sacer Symplegades and Dark Odo.

Size: 69 cm tall, 33 cm wide, 2 cm thick; 99 pages.

Description (Cloth): A blue velvet cloth wrapped around a large rectangular object and tied with a cord woven of soft golden velvet and gold thread.

Description (Book; See below): Unwrapping the cloth will reveal a large, distinctly rectangular, precious book with wooden covers polished to a dark mahogany shine and featuring elaborate, abstract decorations inlaid with various woods, ivory, gold, and gemstones. Taking up most of the front cover is a scarab-like ornament, executed in a variety of exotic materials, among which gold and gemstones. Almost reaching the edges of both covers, leaving only small margins, is a rectangle inlaid with many abstract, rectangular figures, also inlaid with precious and semi-precious stones, some colorless and others ranging from light yellow to turquoise.

Within, the inside of the front and back cover features several intricate, very fine semnoglyphs, perhaps the title of the work. The rough, papyrus pages have a grayish tint, becoming darker toward the edges. The book seems to comprise two sections, with the first being the oldest and featuring a manuscript of semnoglyphs in colorful (albeit fading) inks of black, blood-red, turquoise, and emerald hue, with paragraphs picked out in gold and silver. The manuscript on the pages of the second section is decidedly less elaborate, though not altogether unrefined, and consists of mystical runes and symbols executed in a strong hand and inks of varying hue.

Lore: A mystical *liber magicum*³⁾.

DM: Spell book. Original. Unique. Excellent condition. Title and name of the author on the inside of each cover. Reading the title and first manuscript requires the NWP *Ancient Languages (Aksemtuth)*¹⁾. Reading the second manuscript requires the NWP *Reading/Writing (Lahu)*²⁾. All spells are written in an arcane language and a Wizard must cast *Read Magic* if he wants to read them for the first time.

Magic: Despite the appearance of the scarab when the book is opened without speaking the proper command word (See below), the book does not radiate a magic aura and only experimentation, magical research (e.g., *Legend Lore*), or consulting an expert (e.g., NWP *Arcanology*) can inform a researcher of the event. Indeed, few who have ever examined the book have lived to tell the tale.

Opening the Book: Whenever the book is opened without uttering the proper command word, a venomous scarab will come crawling within 2d6 rounds, unerringly biting the reader and injecting a lethal venom (type E; injected; onset immediate; Death/20). The book does not mention the command word and it must be retrieved from its owner or by magical means.

NWP's: The book can be of use to individuals who want to improve any of their NWP's *Alchemy* and/or *Sage Knowledge (School of Magic, Conjunction/Summoning)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Resistant: The book makes its item saving throws as "Thick Wood", with a +2 bonus when saving against Crushing Blow and Disintegration (v. **DMG**, p. 58: "Item Saving Throws").

Contents: *Seminarium of the Herimic Scarab* contains writings and spells penned by two different authors.

Pages 1-66: The first section of the book comprises a strange mixture of mystical and religious notes dealing with the summoning and conjuration of certain elemental spirits, mostly related to the Elemental Plane of Earth and the Elemental Plane of Fire. There are also preliminary notes on research into the summoning of least and lesser demons (explaining the use of protective circles, pentagrams and wards), as well as theses on the concoction of certain incenses, oils, and *balsamums*, including lists of ingredients and where to find them in arid, tropical regions.

Spells: This section also contains the following spells, on 14 pages: I: *Dirt Armor* (pages 23-26), *Sacer's Scarabaeus* (pages 56-61), *Veil of Locusts* (pages 62-65).

At the DM's option, these spells may be unique to this book.

Dirt Armor
(Abjuration)
(Elemental Earth; Sand)

Level: Wiz 1
Range: 0
Area of Effect: The caster
Duration: 3 rds + 1 rd/level
Casting Time: 1
Components: V S M
Saving Throw: None

Dirt Armor enables the caster to call forth a whirling cloud of dust, which will gather around him and continue to churn and move for as long as the spell lasts, in effect hiding him from direct view behind a vortex of whirling dirt. This makes him especially hard to target with missiles and other ranged attacks, which suffer a -4 penalty to hit, while those fighting him in melee suffer a -2 penalty to hit.

The cloud does not hinder the caster in any way (e.g., movement, vision, casting spells). An individual can have only one casting of the spell active at any time and it cannot be combined with other armor-type spells (e.g., *Armor*, *Shield*). The material component of *Dirt Armor* is a handful of dirt or sand.

Notes: *Dirt Armor* is a rare spell in Arabian settings; it is otherwise very rare.

The spell is known under a variety of names, among which *Sulhiz' Coat of Dust*, *Veil of Dust*, and *Sand Armor*.

As an unofficial spell, *Dirt Armor* will work only as described at the DM's discretion.

Sacer's Scarabaeus (Invocation/Evocation) (Force)

Level: Wiz 2
Range: 10 yds
Area of Effect: See below
Duration: 1 rd per 2 levels
Casting Time: 2
Components: V S M
Saving Throw: None

Sacer's Scarabaeus enables the caster to call forth the shimmering form of a 3-foot-long scarab, which will float in mid-air within range until otherwise commanded by him. He may move the scarab at lightning speed (MV Fly 30 [A]) in any direction within 10 yards of him and he may use it to attack any creature in that area. The scarab attacks once per round, striking as a 4-HD monster (THAC0 17) and delivering 1d3+1 points of damage. The scarab cannot be damaged by physical or magical means, although it can be *dispelled* (e.g., *Dispel Magic*).

Controlling the scarab requires the caster to concentrate, preventing him from engaging in any other meaningful actions (e.g., cast another spell, fight or defend himself), although this does not make him totally oblivious to his surroundings. The scarab moves as long as the caster actively directs it, remaining where it was left when the caster would stop concentrating on it. Thus, in one round a caster could leave the scarab stationary, cast another spell or defend himself in combat, and then, in the next round, direct the scarab from where he has left it.

The material component of *Sacer's Scarabaeus* is the black chitin shell of a large beetle.

Notes: *Sacer's Scarabaeus* is a very rare spell in Arabian settings; it is otherwise virtually unknown.

As an unofficial spell, *Sacer's Scarabaeus* will work only as described at the DM's discretion.

Veil of Locusts (Conjuration/Summoning) (Geometry)

Level: Wiz 2
Range: 30 yds
Area of Effect: One 10×10-ft sheet/level (max 8 sheets)
Duration: 1 turn + 1 rd/level
Casting Time: 2
Components: V S M
Saving Throw: See below

Veil of Locusts enables the caster to call forth a large number of flying, loudly buzzing locusts gathered in a number of vertical, connected, 10×10-foot sheets, much like a large curtain or veil. He can thus call forth one such sheet for each of his levels, up to a maximum of eight sheets.

The veil obscures sight from both sides, making creatures and objects to either side almost impossible to see by those on the other side, while creatures firing missiles through the veil suffer a -4 penalty to hit. In addition, the frantic buzzing and rustling noise produced by the locusts may make regular animals recoil in apprehension or even fear.

Creatures attempting to pass through the veil at any speed must pass a saving throw vs. Spell or be attacked by the locusts, suffering 1d4 points of damage, plus one point for every three levels of the caster (up to a maximum of 1d4+6 points; creatures remaining stationary in the veil will continue to suffer this amount of damage until they leave the area or the spell ends).

A creature failing its saving throw and leaving the veil will still have several locusts attached to it and continues to receive damage in the following three rounds. Damage will be 1d4 points in the first round, 1d3 points in the second round, and 1d2 points in the third round. Serious attempts to remove the locusts after having left the veil (e.g., wild flaying, applying fire, rolling on the ground, jumping into a body of water) will reduce the damage sustained by half.

Locusts within the veil are impervious to physical or magical damage; those outside of it are treated as regular, non-magical locusts.

The material component of *Veil of Locusts* is a small veil featuring an intricate geometrical pattern, woven from the wings of many locusts. This veil is not consumed in the casting but it must be handled with care and is best magically preserved somehow.

Notes: *Veil of Locusts* is a rare spell in Arabian settings; it is otherwise very rare.

As an unofficial spell, *Veil of Locusts* will only work as described at the DM's discretion.

Source/Origins: *Summon Swarm*: David Cook et al., *Player's Handbook* (TSR, 1989); *Summon Swarm*: Mark Middleton (comp.), *Wizard's Spell Compendium. Volume Four* (TSR, 1998)

Pages 66-99: The second section of the book contains writings that deal with certain mind-altering concoctions based on lotus leaves, mostly to improve the user's concentration and external senses and all lightly addictive. Among these is one that is described as "Virughan Violet", a blend of black lotus which, when smoked in a brass water pipe gives the smoker the equivalent of Hear Noise 83% for six turns (pages 97-98).

Spells: This section contains the following spells, on 29 pages: I: *Cantrip* (pages 68-70), *Charm Person* (pages 71-73), *Detect Magic* (pages 74-75), *Halfmoon's Dagger** (pages 76-79), *Magic Fist* (pages 80-82), *Push* (pages 83-84), *Read Magic* (pages 85-87); II: *Glitterdust* (pages 88-92), *Rainfire* (pages 93-96).

As above, at the DM's option, the spell marked with an asterisk may be unique to this book.

Halfmoon's Dagger (Conjuration/Summoning)

Level: Wiz 1

Range: 0

Area of Effect: See below

Duration: 1 rd + 1 rd/level

Casting Time: 1

Components: V S M

Saving Throw: None

Halfmoon's Dagger enables the caster to call forth a dagger of force, which will appear in his hand and he can then use in melee combat. The dagger must be held by the caster at all times, with the spell ending if it should ever leave his hand – i.e., it cannot be thrown or given to another. The caster may wield the dagger as he would any regular example (SF 2; 1d4/1d3 hp damage), suffering a non-proficiency penalty as applicable. In addition, as a weapon made of magical force, the dagger can be used to hit creatures that can normally be damaged only by magical weapons.

The material component of *Halfmoon's Dagger* is a pinch of powdered silver.

Notes: *Halfmoon's Dagger* is a very rare spell.

As a variant of an unofficial spell, *Halfmoon's Dagger* will only work as described at the DM's discretion.

Source/Origins: *Halfmoon's Dagger*: Adam Reeve, in: *Adam's Web Site: The Lost Page* (www)

Research: The covers are fashioned of *hadramaut*⁴⁾. The scarab is composed of priceless *black ivory*⁵⁾, gold, and gemstones of many colors, most notably turquoise, red, dark blue, and various greens. The rectangle on the front cover contains quartz, topaz, tourmaline, and zircon.

Authors: The author of the first section is Sacer Symplegades, a mage who lived in desert regions in days long gone. The second section is from the hand of the saturnine Dark Odo, the last owner of the book.

¹⁾ Aksemtuth is an ancient language of the magical world of Yxx, the royal language spoken in the ancient kingdoms of a long lost Nubian desert empire. It is written using hieroglyphic and semnoglyphic symbols, each standing for a particular sound or groups of sounds and it is known from ancient inscriptions, epigraphs, and mystical writings.

²⁾ Lahu is a Nubian language of the magical world of Yxx.

³⁾ A *liber magicum* is a Wizard's libram, often containing spells.

⁴⁾ *Hadramaut*, sometimes referred to as *socotra*, is the beautiful, dark wood taken from the *socotra* tree, a hardwood tree from arid tropical regions, where it is typically found in pristine coastal and mountainous areas. It is valued for its resistance against insects and for taking a dark, brilliant finish when properly polished.

⁵⁾ *Black ivory* is ivory – usually taken from an exotic creature – that has been permanently tainted in a magical process involving the use of secret herbs and rituals. Often associated with the practices of necromancers and necropes of ancient times, it is also typically used by alchemists of today.

Source/Origins: Dark Odo's spellbook and Virughan Violet: Albie Fiore, *The Lichway*, in: *White Dwarf 9* (GW, 1978)

Ships and Battles

(Navios e Batalhas)

Setting: Known World (Savage Coast)

Requirements: NWP Reading/Writing (Verdan)

Author: João de Texeiras.

Size: 56 cm tall, 44 cm wide, 6 cm thick; 240 pages.

Description: A heavy tome of somewhat worn, faded, brown leather. Embossed on the front cover is an ornate cadre containing a depiction of a large sailing ship below a text picked out in gold-leaf, likely the title of the book. The same text is on a piece of black leather on the spine of the book, also in gold-leaf.

Within are pages of old, stained, and sometimes torn paper, featuring a monochrome manuscript, two columns per page, enriched with many excellent, full-page illustrations of ships, some of them in many colors.

Lore: An account of the maritime history of certain parts of the Known World.

DM: Copy. Very rare. Average condition. Title on the front cover and spine.

Reading the title and manuscript requires the NWP *Reading/Writing (Verdan)*. The texts on the front cover and spine read “Navios e Batalhas”, which translates as “Ships and Battles”.

NWPs: The book can be of use to an individual who wants to improve any of his NWPs *Ancient History (Savage Coast)* and/or *Sage Knowledge (Engineering, Ships/Shipwright)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Ships and Battles* describes the maritime history of certain parts of the Savage Coast, enriched with detailed descriptions and illustrations of a variety of ships known in that part of the world, among which the frigate (*fragata*), the *bergantina*, the galley (*galeota*), the caravel (*caravela*), the galleon (*galeão*), and the carrack (*nau*) but also the lesser known orcish outrigger (*canoa de orcos*).

Excerpt: “The biggest sea raid ever seen had 9,000 orcs from two tribes in 90 giant outrigger canoes. It is now referred as the Great Sea Terror, which lasted almost a year. This huge army spread chaos and destruction all the way up to the Gulf of Hule, where concerted efforts from Vilaverdan and Texeiras fleets forced it back south. The orcs had been terrorizing the coast from Herath to Narvaez, where they sacked and burned down the city of Puerto Morillos. They looted and foraged during the night, then fished, rested, and sailed during the day, under the shade of makeshift tents spread over their war canoes.

“The orcs had easily avoided our slower war galleys, taking advantage of storms and fog to escape. Their canoes were sturdy enough to weather the brutality of the storms, and the Great Shaman aboard the canoes was cunning enough to use fog as a means of avoiding unfavorable battles. The orcs often snuck back at night, sinking or setting fire to several isolated vessels in order to threaten the rest of the fleet. Then, they quietly retreated into the night.

“After months of rapacious plundering, mounds of loot began to slow their giant canoes down. This prevented them from escaping a two-pronged attack from Slagovich war galleys and Zvornikian troop transports. The orcs’ sheer savagery was almost enough to defeat the coalition, but their luck turned when a javelin fired from a galley’s ballista killed the orcs’ Great Shaman. Deprived of their most potent sea magic, the orcs lost heart and abandoned their war canoes on the shore east of Robrenn, set fire to them, and continued their rampage on firm land.

“Pursued by all the local armies, 5,700 surviving orcs fled into the Yazak steppes, banded with goblins (for a stiff share of the orcs’ booty), re-entered the forest north of Bellayne, skirted the Herathian border and finally returned to the Dark Jungle, following the Forbidden River. Of the 9,000 orcs that had left, only 3,800 survived – but with great treasures. The remainder had fallen before rakastas of the Forest Marches of Wyndham, lizardmen or gatomen of The Bayou, and finally, before allied Herathian and Nimmurian border forces on the lookout for them.”

Research: The book is a rare surviving copy of a much grander work that is believed to have been lost at sea at some point. It is of obvious value to both historians and shipwrights.

History: The book was once part of the amazing library of Raman Nabonidius, a vast collection of ancient writings on the Known World and the Savage Coast in particular.

Source/Origins: *Ships and Battles*: Bruce A. Heard, *The Known World Grimoire*, in: *Dragon 196* (TSR, 1993)

Shomshak’s Ghastly Grimoire

Setting: Gothic Earth (Old Earth)

Requirements: NWP *Ancient Languages (Albaharalbyad)*; see below

Author: Shomshak.

Size: 35 cm tall, 22 cm wide, 4.5 cm thick; 639 pages.

Description (See below): An ancient tome seemingly wholly composed of some gray, flaking, striated material and exuding an all-pervasive, charnel stench, to such and extent that even approaching it requires an effort. On the front cover is what appears to be a faded symbol of some kind.

The pages within seem to be of the same material as the covers, with some of them obviously no longer attached to the spine.

Lore: A vile study of the nature of ghosts.

DM: Original. Unique. Average condition. Untitled.

Reading the manuscript requires the NWP *Ancient Languages (Albaharalbyad)*¹⁾. The symbol on the front cover is the *sigil* of the author.

Fragile: Over time, the spells that were used in the creation of the book have faded, leaving no trace, which means that it has become dry, brittle, and fragile and that handling it or turning its pages without taking the necessary precautions (e.g., NWP *Alchemy* or *Bookbinding*) has a 50% chance of causing 1d4 pages to crumble to dust, rendering their contents illegible. Whether this affects one or more of the pages that contain the ritual and/or recipes described below will depend on the situation (e.g., an individual randomly turning pages without knowing of their contents may very well inadvertently destroy some of these pages).

Opening the Book: Opening the book will reveal pages of the same material as the covers, featuring a manuscript of mystical and occult runes in drab colors and fading gold and silver inks.

Charnel Stench: The hideous stench grows much worse when the book is opened, forcing all living creatures within 10 feet of it to pass a saving throw vs. Paralyzation at a -4 penalty or be sent reeling, retching, unable to perform any meaningful actions for 1d4+1 rounds. The stench continues to fill a 10-foot-radius area around the book until it is closed again, which means that all creatures that enter the area (again) during this time must pass saving throws, as above.

Even when the saving throw is passed, an individual must pass a Wisdom check for every 2d4 rounds he remains within 10 feet of the book, whether perusing it or not, with failure meaning that he flees the area and starts retching (again), as above.

The effects of the stench can be temporarily neutralized by spells and effects that target poison (e.g., *Neutralize Poison*, *Slow Poison*; each casting affects a single individual only), albeit it only for 1d4 rounds. Spells and effects

that generate a breeze or otherwise move air (e.g., *Gust of Wind*) will allow for a +2 or -2 bonus, as applicable, to the saving throw and/or Wisdom check of creatures within 10 feet of the book. A moistened handkerchief held over the nose and mouth also reduces the odor somewhat, allowing for (another) +1 or -1 bonus, as applicable, on saving throws and/or Wisdom checks.

Ravenloft Checks: At the DM's discretion, an individual opening the book in the Demi-Plane of Dread may be required to pass a Ravenloft Horror check (v. **RBS-RoT**, p. 30-36: "Horror Checks"). In like fashion, the DM may require anyone actually reading the book to pass a Ravenloft Madness check (v. **RBS-RoT**, p. 36-41: "Madness Checks") to avoid going mad.

NWPs: The book can be of use to individuals who would want to improve any of their NWPs *Alchemy* and/or *Undead Lore*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Shomshak's Ghastly Grimoire* is an account of the author's experiments aimed at understanding the mind of a ghaſt and its workings, using a variety of terrible and lethal spells, pseudo-scientific apparatuses, the induction of bloodcurdling dreams, and the consumption of vile and toxic alchemical concoctions.

In addition, the book contains a description of the ritual and concoction required to create a ghaſt and the recipes for creating *howling incense* and a *candle of protection from good*.

Ghaſt Production: The terrible ritual to create a ghaſt from a freshly slain man requires infusing the corpse with an unholy concoction, the whole taking one hour to prepare the body and one turn to apply the concoction and recite the necessary incantations. The resulting ghaſt will be under the control of its creator. Any humans killed by it will not rise as ghaſts but they have their chances to be *raised* or *resurrected* reduced by 1% for each hour they are dead (e.g., 20% for one with Constitution 13 who has been dead for 70 hours). Magics like *Remove Curse*, *Limited Wish*, and a properly worded *wish* can remove the onus on such a corpse, allowing it to be *raised* as normal. If *raised* in any way, any subsequent *raising* from the dead would be allowed at that individual's full Constitution score. A single infusion costs 400 gp and takes 2d6 days to prepare and it requires the would-be raiser to pass an NWP *Alchemy* check. A single individual can never have more ghaſts under his control than the equivalent of half his Wisdom score (round fractions down).

Howling Incense

Howling incense is a terrible, foul-smelling compound that burns for 8 hours, during which time it can, upon the creator's command, produce a fearsome, magically enhanced ululation that lasts for 5 rounds and forces all living creatures within 60 feet of it to pass a saving throw vs. Paralyzation or flee in blind panic²⁾ and remain shaken for 1d3 days, during which time they are treated as if they had the equivalent of Wisdom 4 for the purpose of any die-rolls they may be required to make (e.g., when saving against mind-affecting spells, when casting Priest spells). Even those who pass their saving throw will feel twinges of fear and, if they do not know or suspect the source of the wail, they may well decide they would rather not find out.

Ingredients: Compounding a batch of *howling incense* requires the necessary unholy and expensive ingredients, which must be prepared in a difficult process requiring precisely controlled temperatures and quick, uniform mixing – both difficult to achieve in large batches. An individual attempting to make the incense must pass an NWP *Alchemy* check each and every time, with success indicating that he has compounded 1d6 cones of the incense. Among the required ingredients are "powdered bone of a ghaſt, nine hairs of a child terrified, powder of mandrake root harvested on a night of the full moon, the blood of a man condemned and hanged", as well as powdered jet and onyx.

Suggested XP/GP Value: 500 xp/2,500 gp.

Candle of Protection from Good

As long as it is lit and carried by him, a *candle of protection from good* will surround the user with a 10-foot-radius aura of *protection from good* (as *Protection from Good* 10' Radius). The effect remains until the candle is put down or extinguished, starting again when it is picked up or lit and picked up again, respectively. The candle may be snuffed out by normal means.

Candles of protection from good can come in two sizes: small and large. A small candle is about 3 inches long and has the thickness of a very small twig. It burns for one turn. A large candle is 8-12 inches long and ½-1 inch thick. It burns for 4 hours. From 1d6 small candles or 1d2 large candles may be found in a treasure cache; they may be all of a kind (50%) or a mixed assortment of whatever types the DM chooses. In a hoard, 80% of the candles will be small.

Recipe: Making the basic candle requires the purest grade of spermaceti, a waxy material obtained from sperm whales and either the small or large bottle-nosed whale, which must be heated to a liquid state in an appropriate container. The Wizard must then add three of each nightshade, gorse bloom, may blossom or out-of-season rose petals, and the blood from an especially evil creature (e.g., night hag, demon) before commencing the usual enchanting process (v. **DMG**, p. 121: "Enchanting the Item").

XP/GP Value (Small): 175 xp/875 gp.

XP/GP Value (Large): 700 xp/3,500 gp.

Source/Origins: *Candle of protection from good:* Gregg Chamberlain, *Magic by Candlelight*, in: *Dragon 179* (TSR, 1992)

Research: The entire book is made from the skins of ghaſts.

¹⁾ Albaharalbyad is an ancient demonic language of Gothic Earth.

²⁾ Panicked creatures turn away from the area and flee at their maximum MV rate for 1d4 rounds; when the fear takes effect, they have a 60% chance to drop whatever they are holding, modified by -5% for each level or Hit Die they have above 1; they suffer a -4 penalty on their Surprise checks for as long as they remain affected.

Source/Origins: Dean Shomshak, *A Ghastly Grimoire*, in: *Dragon 126* (TSR, 1987); Ghaſt production: Lenard Lakofka, *Leomund's Tiny Hut*, in: *Dragon 76* (TSR, 1983); *Candle of protection from good:* Gregg Chamberlain, *Magic by Candlelight*, in: *Dragon 179* (TSR, 1992)

Sigil of Syrullallee

Setting: Underdark

Requirements: NWP *Secret Languages (Veldrinbelbol)*; see below

Author: Unknown (See below).

Size: 17cm tall, 9 cm wide, 1.7 cm thick; 27 pages.

Description (See below): A small book bound in a cover of featureless, midnight blue leather.

Within are pages of a flat, woven, silvery material, attached to each other and the spine by gauze-like strips of the same material. The pages feature what seem to be the faded, unintelligible traces of a manuscript in inks in various shades of dull reds.

Lore: A unique religious dictate of drow origin.

DM: Original. Unique. Good condition. Title on the title page.

Manuscript: The material used for the pages has a slight, heat-absorbing quality, resulting in a different heat signature than the inks, making that the manuscript can only be read by infravoyants in conditions of total darkness. Reading the manuscript requires such individuals to have the NWP *Secret Languages (Veldrinbelbol)*¹. The spell is written in an arcane language and a Wizard must cast *Read Magic* if he wants to read it for the first time.

Contents: *Sigil of Syrullallee* contains what seems to be a dictate on the existence and handling of certain extra-planar spiders and *astral webs*, as provided by by a drow elven priestess called Syrullallee.

Spells: The book contains the following spell, on seven pages: **II: Syrullallee's Cloak of Spiders.**

At the DM's option, this spell may be unique to this book.

Syrullallee's Cloak of Spiders – Restricted: Drow

(Conjuration/Summoning)

(Shadow; Geometry)

Level: Wiz 2

Range: See below

Area of Effect: See below

Duration: 48 hrs

Casting Time: 1 turn

Components: V S M

Saving Throw: None

Syrullallee's Cloak of Spiders enables the caster to call forth from the Demi-Plane of Shadow a fixed number of very small spiders, which will appear in a designated position within 30 feet of him. Each of these will instantly start spinning a small, 1×1-foot web and attach it to that of another, so a larger sheet of webs is created. The spiders take one turn to create this sheet of webs and they must have enough space to do so lest the spell fails.

The resulting sheet of webs is thin and flexible and, though not particularly strong, it can be donned as a cloak by an M-sized creature (the caster or another individual), giving him a 65% chance of going unnoticed in daylight or magical light, an 80% chance by the light of a torch or lantern and a 95% chance in conditions of near or total darkness.

In order to keep their webs intact, the spiders need to continuously travel their strands, covering them with a sticky liquid secreted from a special gland in their backside. This secretion is poisonous and the wearer should not allow the cloak to touch his bare skin for more than 1d4+1 rounds lest he suffer 1d2 points of damage per hour of exposure. Note that this aspect may lead to a wholly different use of the spell.

The spiders die whenever the spell ends, upon which the cloak will disintegrate within a few rounds.

The material components of *Syrullallee's Cloak of Spiders* are a small amount of phosphorus and a diamond worth at least 100 gp. The caster must sprinkle the phosphorus on the floor to form a circle, which he must ignite while crushing the diamond.

Spiders: The summoned spiders measure one-twelfth of an inch in diameter, including legs. In the Demi-Plane of Shadow, the creatures live in large colonies that weave large composite webs with strong light-absorbing abilities that attract tiny creatures of light native to the plane, on which the spiders feed. While in the Prime Material Plane, the spiders are deprived of this food source and they will stay alive for 48 hours only.

Notes: *Syrullallee's Cloak of Spiders* is a very rare spell restricted to drow Wizards.

At the DM's option, the spell may be adapted for use by other Wizards, which will require thorough research and possibly the casting of additional magic (v. **DMG**, p. 64: "Spell Research"). Note that an adapted version will differ from the version above in many ways, especially where its level is concerned (v. **WSC1**, p. 8: "Restricted Spell").

As an unofficial spell, *Syrullallee's Cloak of Spiders* will only work as described at the DM's discretion.

Research: The covers are fashioned from the hides of spiders found only in the Underdark. The pages and the strips that hold them together were woven from the specially prepared webs of an unknown spider, also unique to the Underdark. Creating the pages must have been a painstaking process. It is thought that the inks were distilled from blood of the same spider and their colors once ranged from bright red to burgundy.

It is assumed that the dictate was meant as an addendum to earlier texts or dictates and, since it does not extrapolate on the many difficult and alien terms mentioned in it, it seems likely that it was meant for informed eyes only.

Next to its importance as a spell book of sorts, the book will be of passing interest to individuals with an interest in the religion of the drow and/or exotic spiders.

Author: The book is assumed to have been written by an apprentice of Syrullallee.

¹ Veldrinbelbol, which some sources translate as "the secret/hidden gift", is the secret language of the drow of House Nieisedi-Ndyion. As a secret language, it can be compared to the secret languages of alchemists, Druids, and Assassins and it can only be learned from the drow of House Nieisedi-Ndyion, none of whom will teach it to individuals not associated with their House without good reason.

Source/Origins: Drow spell books: E. M. Klop, *Landslide* (Unpublished, 1989)

Skarda's Spell Book. Volume IV

Setting: Known World (Demi-Plane of Mirrors)

Requirements: NWP *Read Magic*

Author: Skarda.

Size: 40 cm tall, 30 cm wide, 15 cm thick; 100 pages.

Description: A book bound in heavy, polished, stone-like leather inlaid with metal so as to provide both extra security and a means to close and secure the book.

Within are vellum pages, sewn together, attached to a fine, supple leather spine backing and secured additionally by fine leather front and back pieces. At intervals, there are vellum stubs, perhaps for insertion of additional pages. All pages feature a polychrome manuscript consisting mostly of occult and mystical runes.

Lore: A spell book.

DM: Spell book. Original. Unique. Excellent condition. Untitled.

The spells are written in an arcane language and a Wizard must cast *Read Magic* if he wants to read them for the first time.

Resistant: The book makes its item saving throws as “Leather,” with a +2 bonus when saving against Acid, Magical Fire, Disintegration, and Lightning (v. **DMG**, p. 58: “Item Saving Throws”).

Contents: *Skarda's Spell Book. Volume IV* contains the following spells, on 40 pages: **IV:** *Charm Monster, Polymorph Other, Polymorph Self, Remove Curse, Wizard Eye.*

Research: The covers are fashioned of the skin of a gargoyle.

Author: What little is known of the author is that he reputedly was a mage of great power.

A rare Thyatian source suggest that “Skarda” may be an alias of one Mallek, described as a “rather fat, simple, soft-spoken Medium in Thyatis 30 years ago, adventuresome of spirit and eager to become part of young Stefan Karamaikos’ colonization expedition. He spent his early years in the village of Specularum, where he later, when the village had grown into a city, operated a magic services shop”. Both this individual and the shop do indeed appear in the records of Specularum but these do mention the name “Skarda”.

Source/Origins: Skarda – Spell Books: Aaron Allston, *Skarda's Mirror* (TSR, 1987)

Slavers of the Silvervoid

History of the Githzerai

Volumes I-X

Setting: Ardha (Astral Plane)

Requirements: NWP's *Reading/Writing (High-Numendhirian)* and/or *Reading/Writing (Githghalix)*

Author: See below.

Size: Each volume 77 cm tall, 43 cm wide, 15 cm thick; each around 3,000 pages.

Description: A set of ten folios with tough leather covers and spine. On each of the spines are sections of texts, perhaps the title of the volume.

Within are a large number of pages of different sizes and materials, some parchment, some vellum, featuring manuscripts in many different hands and inks.

Lore: A famously incoherent collection of notes on the githzerai.

DM: Original (Copy). Very rare. Poor condition. Title, subtitle, and volume number on the front covers.

Reading the title, subtitle, and volume numbers requires the NWP *Reading/Writing (High-Numendhirian)*¹. Reading the manuscripts requires the NWP *Reading/Writing (Githghalix)*².

NWP's: The folios can be of use to individuals who want to improve any of their NWP's associated with the githzerai (e.g., NWP *Ancient History (Astral Plane)*, *Sage Knowledge (Sociology, Githzerai)*). Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Slavers of the Silvervoid* comprises a collection of many different writings containing information on the githzerai, describing their background, history, abilities, magical prowess, and religious and magical rituals. Some of the information given is quite detailed and extensive, while other sections are much less so at best.

Research: The covers are fashioned of sand drake skin.

Legend has it that the texts were copied from versions of “a monumental encyclopedia” owned by ten different clans of githzerai based in the Desert Castles of the Seven Sunned World of T'irall, from which they raided that and other worlds for slaves. Exactly how this was achieved remains a mystery, with some sages proposing that it was done by several hundred spies sent to be captured by the githzerai, upon which they would somehow get access to the encyclopedia and copied as much from it as they could before they were sold off as slaves. Other scholars have suggested that all of these “spies” were specially trained females sent to worlds occupied by the githzerai to “serve in the harem of some githzerai overseer or lord”.

Interestingly, some indices indicate that, centuries later, the entire “monumental encyclopedia” fell into the hands of either a priesthood serving Zytra, Lord of the Mind Flayers, or the priesthood of Aedileator Ultharids of the Elder Concord, which serves Lugribosk, the Lord of Mind Flayers (also called Ilsensine in the legendary *Astromundi Chronicles*).

History: Although this is unlikely to be common knowledge, the books were once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹ High-Numendhirian is a language of Ardha that is mostly used by the aristocrats, nobles and nobillions, and intelligentsia of Numendhir. It stands out because of its complexity and it requires the speaker or writer to be able to form complex ideas and to understand subtle nuances. The language is unlikely to ever be taught to individuals of ignoble birth, with the exception of certain mages of Numendhir, who find it exceptionally useful to pen down their thaumaturgical formulae and conclusions.

²⁾ Githghalix, alternatively written as Gith Ghalix or Gith Galhix and also simply referred to as Ghalix or Galix in some rare sources, is an ancient language usually attributed to the githyanki and sometimes even to the people they were before they became the githyanki. It is largely incomprehensible to humans and almost impossible to pronounce and it is spoken by only a handful of specialist sages today.

Source/Origins: DM, *Githzerai I-X*, for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991); Zytra, Lord of the Mind Flayers: Charles Stross, *Fiend Factory – Zytra, Lord of the Mind Flayers*, in: *White Dwarf 33* (GW, 1982)

Song of Ymir

Volume I: Ballads of Urth; Volume II: Ballads of Verthandi; Volume III: Ballads of Skuld

Setting: Yxx (Vikings)

Requirements: NWP *Arcane Languages (Ogram)*

Author: Vergand Storaas, First Chronicler of Linden, Jarl of Sponberg.

Size: Each volume 34.5 cm tall, 22.5 cm wide, 1.5 cm thick; 99 pages each.

Description: A set of three books with covers of dark red leather with barely discernible stripes or striations of burgundy and bright red hue. On the front cover of each book is a single golden circle containing a mosaic of gems and minerals in varying shades of purple and red.

Within are old parchment pages featuring many chapters of manuscript in a linear script and black ink.

Lore: A tripartite collection of songs about the mythical Nordic giant Ymir.

DM: Original (Restored). Copies uncommon. Good condition. Title, subtitle, and name of the author on the title pages.

Reading the title, subtitles, and manuscripts requires the NWP *Arcane Languages (Ogram)*¹⁾.

Bard: A Bard singing some of the songs contained in the books to an appropriate audience (e.g., Vikings, Warriors) can influence the reactions of such individuals. For example, in non-combat situations, he could be allowed to impose an additional -1 penalty for every three of his levels to the saving throw vs. Paralyzation of such individuals when he attempts to alter their mood (v. **PHB**, p. 59-60: "The bard can also influence reactions...") while, in combat situations, he could be allowed to inspire such individuals, allowing them either a +1 bonus on their to hit rolls, a +1 bonus to their saving throws, or a -2 bonus to their Morale checks for that fight (v. **PHB**, p. 60: "The music, poetry, and stories of the bard...").

Spell-Like Effects: Alternatively, at his option, the DM could allow a Bard singing some of the songs to generate limited spell-like effects associated with some of the heroic Vikings who feature in the songs. For example, the *Song of Kveld-Ulf* speaks of Vikings who could, under some rare circumstances, cause their body to suddenly become larger, allowing a Bard to cause a Warrior to grow to up to 110% of normal, giving him a +1 bonus to his damage rolls (as limited version of *Enlarge*). Another song could speak of the *berserker gang* and allow the Bard to bestow a -1 bonus to the natural Armor Class of an unarmored Warrior (adjusted only for Dexterity and any non-armor magical items). In all cases, the Bard would have to continue singing the song for the effect to last.

NWPs: The books are a treasure trove of information on the Norse gods and the heroic deeds of Viking heroes and they can be instrumental to individuals who want to improve any of their associated NWPs (e.g., NWPs *Folklore*, *Local History*, *Religion*). Note that improving an NWP requires the necessary number of free character points or NWP slots.

Alternatively, the DM may allow a PC studying the book to read (sections of) the entries concerning Nordic giants, the Norse mythos, and the life of Viking heroes in various source books (e.g., **HR1 Vikings**, **Deities & Demigods**) so that he can use this information in later adventures. If necessary, the DM can curb 'overuse' of this by requiring a character to pass an Intelligence check to determine whether the PC remembers the relevant information from what he has read.

Contents: *Song of Ymir* is written entirely in verse and comprises the collected songs of the famous Viking skald Vind Gryffe about the legends of Ymir, ancestor of the Teutonic giants, "formed of frost and fire, from whose body the world was created, his blood forming the sea, his flesh the land, his bones the mountains and rocks, his skull the sky". The songs take up to three pages each and speak of various locations and heroes associated with Ymir – of vast ice seas; of ill-fated journeys of discovery; of the Nine Worlds, most notably Vanaheim²⁾, Niflheim³⁾, Jotunheim⁴⁾, and Asgard⁵⁾; of Yggdrasil, the great ash tree whose roots embrace and support heaven, earth, and hell, destined to live until the world comes to an end; of the halls of plundering giants in longboats, or *drakkars*; of heroic *berserkers*; of the Nordic vision on giants and of their role in Ragnarok, the final battle between the Nordic Gods and the powers of the lower worlds led by Loki, which will result in the destruction of the world.

The songs are categorized in three groups: those from the past (*Volume I*), the present (*Volume II*), and the future (*Volume III*).

Research: The covers are fashioned of abishai skin stretched over polished oak boards. The gems in the mosaics are amethyst, ruby, spinel, sard, and garnet. The parchment pages are made from the hides of Tannggrisner and Tanngjost, Thor's goats, which are eaten by the god and his friends every night only to rise again the next day, providing they did not incur any broken bones.

It is assumed that the covers were added in recent times by priests of Oghma (See below) and that the mosaics on the front covers were *foci* for red abishai, which would be *gated* in from one of the nether planes whenever a book would be handled by an unauthorized individual. However, there are no reliable reports of this ever having occurred. Note that the *foci* do not radiate magic and that they do not detect as traps of any kind.

The books are named after the Norns, the three maidens seated at the foot of Yggdrasil who weave the fate of men.

Author: Vergand Storaas was the much loved ruler of Sponberg under King Linden at the time of the Rule of the Ezergals in Fosheim. Although born of the land himself, Vergand was struck by its beauty and the rich culture of its

people and he devoted a large part of his time to writing down its history and the myths and legends told by its people, often in poetic form. From his hand are, among others, *The Valkyrie* and the much lauded *History of Hiemal Kjell*. It is said that, towards the end of his life, Vergand relinquished his position as ruler of Sponberg and created a furor for some time as a traveling skald in the land of Kjell.

History: The books were once part of the library of Bard Keep, a temple dedicated to Oghma, God of Knowledge, Invention, Patron of Bards. This temple was a center of knowledge and learning in the mountains north of Silverymoon (Forgotten Realms) until it was destroyed a century ago in a rebellious uprising of a powerful priest of Oghma named Khossack, who became enamored of some dark magic. Some sages say Khossack's mind was warped by illithids, others claim he was magically corrupted by an evil mage, and there is even speculation that his mind was defiled by reading a *book of vile darkness*.

¹⁾ Ogram is an arcane, linear script of Fantastic Earth.

²⁾ Vanaheim is the home of the Vanir, the three wealthy gods of trade and commerce, Njorth, Frey, and Freya, who became the later allies of the Aesir in Asgard.

³⁾ Niflheim is the northern region of cold and mist, the underworld, the abode of the dead and Hel, Goddess of Death.

⁴⁾ Jotunnheim is the home of the Teutonic giants at the edge of the world.

⁵⁾ Asgard is the residence of the Aesir, the older gods, including Odin, Thor, Tyr, Balder, Forseti, Heimdall, Loki, and others, as well as the eighteen goddesses associated with them. It is guarded by Heimdall, the vigilant watchman of the rainbow bridge Bifrost, said to see a hundred leagues and able to hear the grass grow.

Source/Origins: *Genealogy of Giants and Giant-Kin*: Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991)

Speak of the Desert Winds

Setting: Ardha, Orb

Requirements: NWP Reading/Writing (Gashrati)

Author: Dey Murat bin Ibn Muratti Ibn Alik.

Size: 85 cm tall, 77 cm wide, 15 cm thick; 13,000 pages.

Description: A large, bulky tome with covers of hard, dark umber leather that has been polished but is still somewhat rough to the touch. A text, perhaps the title of the book, is rather crudely carved into the front cover. Within are pages of very light yellow, almost colorless, parchment, featuring a monochrome manuscript.

Lore: A collection of texts in an unknown language, with a translation into Gashrati.

DM: Original. Unique. Excellent condition. Title on the front cover.

Reading the title and understanding the contents of the work requires the NWP Reading/Writing (Gashrati)¹⁾ (See below).

Resistant: The book makes its item saving throws as "Leather", at a +4 bonus (v. **DMG**, p. 58: "Item Saving Throws").

Contents: *Speak of the Desert Winds* contains texts in an unknown language the book calls "the secret language Antique Gashrati", which it claims "was only taught to members of the innermost circles of certain orders of desert priests who predated the city of Gashrat by millennia".

The texts have been 'translated' into Gashrati and they seem to be complex and lengthy religious poems and chants. The author goes to some lengths to explain the texts, claiming that they predict "future events" concerning Aydallah, Gashrat, the City of Brass, and certain realms and locales mainly inhabited by efreet and djinn.

Research: The covers are fashioned of dyed sandworm skin, soaked in a bath of boiling oil before it was left in the sun to dry and be dyed. The pages are made of the hides of desert osquips.

The book is the only record of texts in "the secret language Ancient Gashrati", which few sages actually believe ever existed – indeed, even statements made in the book seem to corroborate this notion. In like fashion, the origins and relevance of the "predictions" made in the book are unknown. However, an experienced linguist studying the book for some time will likely conclude that the "secret language" does, indeed, have many of the hallmarks of an actual language (albeit one unknown today), making it of some interest to specialized linguists (e.g., NWPs *Sage Knowledge (Ancient Languages)*, *Sage Knowledge (Secret Languages)*).

One sage has suggested that the texts in the book may have been revealed to the author by a "mirage-like wind or a similar phenomenon usually attributed to prolonged exposure to the desert heat".

Author: There is no record of the author in any of the commonly known indices.

History: The book was once part of the famous *Carnbrook Collection*, a collection of unique and strange dictionaries, lexicons, and vocabularies that was kept in an abbey in the inlands of Carnbrook (Bytopia) and which is said to have been among the largest of its kind to have ever existed. The entire collection was stolen from the abbey on a night when a howling horde of demons was let loose on the building and the tower that housed the collection collapsed in an inferno of green, syrupy flames.

¹⁾ Gashrati is the language of the infamous city of Gashrat, which once existed on the world of Orb and is now found on Mofteh Pilastru.

Source/Origins: A misinterpretation of "27 volumes that comprise a set of primitive encyclopedias": Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991)

Speech of the Moonfish People

Concise Dictionary of the Language of Pisces Argentis or Locathah

Setting: Yxx

Requirements: NWP Reading/Writing (High-Common)

Author: Assise of Spica, Canopus of Choreia.

Size: 41 cm tall, 24.5 cm wide, 26.5 cm thick; 1,302 pages.

Description (Cloth): A thick, soft but tough, velvet-like cloth of a deep, rich purple color, wrapped around a voluminous, rectangular object.

Description (Book): The cloth contains a book that feels slightly damp and cold to the touch. It has covers of a soft, white, rock-like material, with decorative inlays of deep red coral and gold. Chiseled into the front cover and inlaid with pink, blue, and light green coral is a text, perhaps the title of the work.

Within are pages of a papyrus-like material, soft and slightly greasy to the touch. Manuscript and drawings in expensive inks.

Lore: An encyclopedic work on the locathah, including a dictionary that translates their language to High-Common.

DM: Original. Copies rare. Excellent condition. Title on the front cover.

Reading the title and understanding the dictionary requires the NWP *Reading/Writing (High-Common)*¹⁾.

NWPs: The book will be instrumental to an individual who wants to acquire the NWP *Modern Languages (Locathah)*, while it can also be of use to individuals who would want to improve any of their NWPs *Sage Knowledge (Languages, Locathah)* and/or *Sage Knowledge (Sociology, Locathah)*. Note that acquiring or improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Speech of the Moonfish People* is an encyclopedic study of the language of the locathah and how it relates to their culture and habits. The first section of the book is a dictionary that translates words of that language to High-Common and describes it as a collection of high-pitched whines, guttural clicks, and moaning wails in different tones (somewhat like a whale's songs), making it especially suited for use under water. When spoken out of the water, the language changes greatly in idiom and the way it is pronounced, using much simpler, more basic, sharper guttural clicks and high-pitched whistles, limiting vowels to the "I" and "U", and replacing consonants with gutturals and almost inaudible labials.

The second section of the book contains detailed descriptions of the society, beliefs, culture, craftsmanship, and daily life of the locathah and how their language is influenced by them. Particular attention is given to music and "dances", the latter usually performed on nights of the full moon, when the creatures gather in huge groups to perform intricate movements, not unlike fish in a shoal. The author even goes as far as linking these "dances" to certain religious rituals and ventures the opinion that they may have certain magical powers.

Research: The covers are made of a chalk-like substance, perhaps the backbone of a squid or octopus. The pages are bleached, durable paper made from kelp and other marine weeds. The inks contain such ingredients as coral, flaked gold, crushed platinum shells, and purple snail ichors.

Author: Assise of Spica, Canopus of Chorea was a traveling priest of the god Naris. He encountered the locathahj while staying in a small village on the Moonfish Coast, on the main island of an archipelago in the Turquoise Sea.

History: The book was once part of the famous *Carnbrook Collection*, a collection of unique and strange dictionaries, lexicons, and vocabularies that was kept in an abbey in the inlands of Carnbrook (Bytopia) and which is said to have been among the largest of its kind to have ever existed. The entire collection was stolen from the abbey on a night when a howling horde of demons was let loose on the building and the tower that housed the collection collapsed in an inferno of green, syrupy flames.

¹⁾ High-Common is the written form of the common tongue of the magical world of Yxx, used mostly in official documents, much like French and Latin were used in the history of Earth.

Source/Origins: A misinterpretation of "27 volumes that comprise a set of primitive encyclopedias": Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991)

Spherogenesis of the Multiverse

Setting: Any (World of Greyhawk)

Requirements: NWP *Reading/Writing (Common)*

Author: Unknown.

Size: 62.82 cm tall, 46.615 cm wide, 31.41 cm thick; 3,141 pages.

Description: A large book with covers of tough, pinkish leather, which, when kept to the light, feature embedded striations of mauve, purple, and pale blue. Prominently displayed on both covers is a sphere or globe composed of seven circles, each inlaid with precious metals and gemstones of a different color that slowly fades to match that of the next. The colors used are red, orange, yellow, green, blue, indigo, and violet. The outer rim is embossed and picked out in beaten silver. Hammered into the rim on the front cover is a text, likely the title of the book. The same text is on the spine, incorporated in a silver frame that contains a centrally placed embossed sphere.

Within are pages of yellowed, curling parchment, sewn to a waxed cord binding, stretched and nailed to the spine. Polychrome manuscript enriched with many spherical diagrams and illustrations.

Lore: A copy of a relatively well-known thesis on the notion that the multiverse is born of a sphere.

DM: Copy. Uncommon. Good condition. Title on the front cover and spine.

Reading the title and manuscript requires the NWP *Reading/Writing (Common)*.

Spell Research: The book is 1d20×5% likely to contain an important clue to one of the spells listed below. If this is the case, a Wizard studying this book while researching that spell¹⁾ receives a +1d10% bonus to his Chance to Learn Spell check. Note that acquiring this book may count towards the costs required to research the spell²⁾.

The book may contain an important clue to one of the following spells, as determined by the DM or by random die-roll: **II:** *Flaming Sphere*; **IV:** *Otiluke's Resilient Sphere*; **VI:** *Globe of Invulnerability*; **VI:** *Otiluke's Freezing Sphere*; **VIII:** *Otiluke's Telekinetic Sphere*; **IX:** *Prismatic Sphere*.

NWPs: The book can be of use to individuals who want to improve any of their NWPs *Arcanology*, *Research*, and/or *Sage Knowledge (Philosophy)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Spherogenesis of the Multiverse* contains a thesis on the notion that the multiverse is born of a sphere and how this pertains to spells that aim to recreate and/or contain parts and/or aspects of it in magical spheres. It uses the thesis as a basis for the research a number of spells, while it uses descriptions of others to prove its point.

Research: Sages believe the covers were made of the skin of a beholder of Oerth.

Although the book has been attributed to the legendary Otiluke of Oerth, scholars doubt that this is the case. Some rare sources suggest that the author of the underlying book may, in fact, be “a distant relative of their more famous namesake”. However, this is disputed by most scholars, who believe that the author is not related to Otiluke in any such way.

History: Although this is not likely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, the legendary elven king who led his people in an epic journey across their world after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace. Some specialized sages might know that the book was part of a large number of writings by various authors, gathered by the king into a unique, extensive collection of works that dealt with the spells, life, works, and deeds of the famous Otiluke. Some of these scholars might know of a rumor that suggests that studying the entire collection would allow a Wizard to transcribe all spells devised by Otiluke. Others may suggest that king kept parts of this collection in a large, plain, gold, globular container with a diameter of 88 cm, which rested on a sturdy, dark wooden frame shaped somewhat like a giant tuning fork.

¹⁾ For example, when attempting to copy it into his spell book from another spell book; when attempting to do so from a scroll; when studying under a mentor; v. **DMG**, p. 61: “Acquisition of Spells Beyond 1st Level” and p. 65: “Determining Research Time” and “The Cost of Spell Research”.

²⁾ The suggested value of the book is 1d10×200 gp.

Source/Origins: *Spherogenesis of the Multiverse*: Bruce Heard, *Spells between the Covers*, in: *Dragon 82* (TSR, 1984); Several hundred books dedicated to the study of magic: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991); Spellbook, *Spherogenesis of the Multiverse*: Dale Henson et al., *Encyclopedia Magica. Volume Three* (TSR, 1995)

Succinct Systoigium of the Suloise Languages

Succinct Systoigium of the Suloise Languages. Suloise; Succinct Systoigium of the Suloise Languages. Lendorian; Succinct Systoigium of the Suloise Languages. Lendorian Elvish; Succinct Systoigium of the Suloise Languages. Fruz

Setting: World of Greyhawk (Lendore Isle)

Requirements: NWP *Reading/Writing (The Common Tongue)*

Author: His Venerable Mercy, Haerxes Quognar, Prelate of Almor.

Size: Each volume 33.1 cm tall, 26.9 cm wide, 4.2 cm thick; around 210 pages each

Description: A set of four quality books bound in dark blue leather, with two lines of text in gold-pressed letters on each of the front covers, perhaps the titles of the works.

Within are pages of soft, thick, white, high-quality paper, neatly sown in place and featuring a polychrome manuscript in a steady hand.

Lore: Four studies of as many Suloise languages.

DM: Original. Unique (No known copies). Good condition. Possibly incomplete. The title of each book is on its front cover (See below).

Reading the title and understanding the dictionaries requires the NWP *Reading/Writing (The Common Tongue)*.

NWPs: *Volume I* can be instrumental to individuals who wish to acquire the NWP *Ancient Languages (Suloise)*; *Volume II* for *Ancient Languages (Lendorian)*; and *Volume IV* for the NWP *Modern Languages (Fruz)*. *Volume III* can be of use to individuals who want to improve their NWP *Sage Knowledge (Languages)*. Note that acquiring and/or improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Succinct Systoigium of the Suloise Languages* is a concise encyclopedic study of certain dialects and languages spoken in the Flanaess, all of them with a connection to the languages of the mythical Suel Empire.

Succinct Systoigium of the Suloise Languages. Suloise

This volume translates Suloise to the Common Tongue.

Suloise is an ancient and once widespread language that became all but extinct when the Rain of Colorless Fire destroyed the Suloise Empire. It is said to be the only permitted spoken language for discourse within the hierarchy of the Scarlet Brotherhood but it is rarely spoken otherwise, even among the few scholars who know the language. Therefore, it exists primarily as a written language, read by those who delve into the surviving arcane tomes of the Suel peoples (scholars, sages, mages, illusionist, bards). A derivative of the language, Fruz, is spoken by the other major Suel group, the barbarians.

Succinct Systoigium of the Suloise Languages. Lendorian

This volume translates phonetic renderings of Lendorian words to the Common Tongue.

Lendorian is an obscure dialect of Suloise once spoken in some of the Spindrift Isles and known to a scattered few in other eastern islands. It is comprehensible to speakers of Suloise and the Common Tongue but it is unrelated to Fruz. Lendorian is used primarily by educated people but also by seamen and sea voyagers and it is a spoken rather than written tongue.

Lendorian is especially rich and subtle in its vocabulary as it pertains to weather conditions and natural phenomena, as befits its usage.

Succinct Systoigium of the Suloise Languages. Lendorian Elvish

This volume speaks of the unique language known as Lendorian Elvish.

Lendorian Elvish is a unique, highly complex, symbolic language unique to the Olvenfolk of the Spindrift Isles. It fulfills the functions of philosophical discourse, religious devotions, and social intercourse. The language cannot be learned in a normal manner. Rather, an elf newly arrived in Lendore gradually develops an understanding of the language as it is implanted into its mind in a series of revelatory stages. This is said to parallel a growingly otherworldly nature, drawing the elf painlessly away from its attachments to matters mundane.

Succinct Systoigium of the Suloise Languages. Fruz

This volume translates Fruz to the Common Tongue.

Fruz, also known as The Cold Tongue, is the language of the Frost, Snow, and Ice Barbarians; it is predominantly Suloise with some Flan influence. It has no relation to the Common Tongue and even speakers of Suloise find it hard to comprehend.

Research: Some learned sages believe that the underlying books comprise but four volumes of a much larger work, in line with the habit of authors rarely numbering volumes of ongoing projects – at least not until their research has reached its conclusion.

History: The underlying books were once part of the famous *Carnbrook Collection*, a collection of unique and strange dictionaries, lexicons, and vocabularies that was kept in an abbey in the inlands of Carnbrook (Bytopia) and which is said to have been among the largest of its kind to have ever existed. The entire collection was stolen from the abbey on a night when a howling horde of demons was let loose on the building and the tower that housed the collection collapsed in an inferno of green, syrupy flames.

A knowledgeable sage may suggest that at least some of the books may have been consulted by Revort Leyhar from the Grey College of the University of Greyhawk when he was researching his 44-volume *Exegesis of Linguistic Usage by the Flanaess Peoples*. He may even add that Revort is generally agreed to be the greatest authority on languages in Oerik and that he would, if asked about the underlying volumes, unavoidably and exhaustively start arguing that, of the dialects discussed in the books, only Suloise is used by enough folk to be properly called a language.

Source/Origins: A misinterpretation of “27 volumes that comprise a set of primitive encyclopedias”: Randy Maxwell, *Ex Libris*, in: *Dungeon* 29 (TSR, 1991)

Sukarra's Spectroculum

Setting: Yxx (Ashurhad)

Requirements: NWP *Ancient Languages (Azbakat)*; *Read Magic* for spells

Author: Sukarra, Grand-Seer of Ashurhad.

Size: 33.3 cm tall, 31.3 cm wide, 13 cm thick; 668 pages.

Description (See below): A voluminous tome with covers of heavy leather, red with brown and yellow mottling. Set into both covers and radiating out from a point halfway down the spine, are numerous raised strips of a dull, silvery metal, which reach or cross a line in the same metal that runs in a half-circle from the upper left to the lower left corner, in effect combining to form, as it were, a tilted setting sun. Four of these strips grow thicker toward their end and reach all the way across each cover, two to the corners and two to about a fifth up and down the edge. A fifth, horizontal strip runs straight down the middle of each cover and ends in a circular clasp to which is attached a red leather strap that holds the book closed. Eleven raised bands of the same metal run equidistantly down the spine. Within are numerous pages of light yellow parchment sewn to a fine, supple leather inner spine backing. The pages are secured additionally by fine leather front and back pieces. At intervals, there are vellum stubs for insertion of additional pages. The pages are edged in gold and feature a manuscript, illustrations, diagrams, tables, and mystical symbols in rich, polychrome inks.

Lore: A spell book of the famous arch-mage Sukarra that also contains important notes on the construct known as *Sukarra's spectroscopus*.

DM: Original. Unique (No known copies). Good condition. Untitled.

Reading the manuscript requires the NWP *Ancient Languages (Azbakat)*¹⁾. The spells are written in an arcane language and a Wizard must cast *Read Magic* if he wants to read them for the first time.

Cover Ornament: The ornament on the cover is made of *ithildin*²⁾, which appears dull and lusterless by day or in sunlight, often all but invisible against surrounding metals, while, under the moon or stars, it gains a soft, silvery brilliance and shimmers with a fine white light.

NWPs: The book can be of use to individuals who wish to improve any of their NWP *Arcanology* and *Sage Knowledge (Engineering. Optical Devices)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Resistant: The book makes its item saving throws as “Leather”, with a +2 bonus when saving against Acid, Magical Fire, Disintegration, and Lightning (v. **DMG**, p. 58: “Item Saving Throws”).

Contents: *Sukarra's Spectroculum* contains an important treatise on the theory of refractive values, lenses, prism's, kinetoscopic devices, kymographs, spectacles, telescopes, stereopticons, kaleidoscopes, magical lanterns, and various intricate contraptions for the creation of *spectral oracula*, as well as the author's first notes on the famous and mysterious *spectroscopus* he would build later in life.

Spells: The book contains the following spells, in order, on 68 pages: **I:** *Detect Magic, Read Magic, Enlarge, Unseen Servant*; **II:** *Detect Invisibility, Knock, ESP, Scare*; **III:** *Wraithform, Hold Person, Dispel Magic*; **IV:** *Charm Monster, Wizard Eye*.

Research: The covers are fashioned of fire wyrm skin. The ornaments on the cover are of *ithildin*².

The book is widely considered to be the first spell book of the famous arch-mage Sukarra, from a time when his magical prowess was not yet what it would later become.

Sukarra's spectroscopus was an intricate and very large construct supposedly capable of showing images from the future, apparently by catching rays of light and manipulating them to this effect.

History: Although this is not likely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹ Azbakat is a language of ancient Ashurhad on the magical world of Yxx.

² *Ithildin* is a relatively soft alloy of mithril and an unknown metal (or metals), possibly lead or quicksilver. Used almost exclusively for inlay and decoration, it appears dull and lusterless by day or in sunlight, often all but invisible against surrounding metals. Under the moon or stars, it gains a soft, silvery brilliance and shimmers with a fine white light.

Source/Origins: Tomes about astronomy, mechanical and structural engineering: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon* 30 (TSR, 1991)

Sulphur, Influence and Actions

Setting: Forgotten Realms

Requirements: NWP *Reading/Writing* (*Illuskan*)

Author: Orlum Uskar of Luskan (See below).

Size: 29 cm tall, 21 cm wide, 2.5 cm thick; 177 pages.

Description: A relatively thin volume with covers of dull brown leather. Burned into the front cover are a rhomboid in a rectangular cadre and containing numerous runic letters, perhaps the title of the book.

Within, sewn to a flexible inner spine, are pages of a stiff, vellum-like material inked in black, with the manuscript divided in two columns per page and occasionally featuring formulae and occult and mystical symbols.

Lore: A copy of a relatively well-known study of sulfur, its compounds, and its uses more in particular.

DM: Copy. Uncommon. Good condition. Title on the front cover.

Reading the title and manuscript requires the NWP *Reading/Writing* (*Illuskan*)¹.

Spell Research: The book is 1d20×5% likely to contain an important clue to one of the spells listed below. If this is the case, a Wizard studying this book while researching that spell² receives a +1d10% bonus to his Chance to Learn Spell check. Note that acquiring this book may count towards the costs required to research the spell³.

The book may contain an important clue to one of the following spells, as determined by the DM or by random die-roll: **II:** *Pyrotechnics*; **III:** *Flame Arrow*; **IV:** *Fire Charm*; **IV:** *Fire Shield*.

NWPs: The book can be of use to individuals who are working towards acquiring the NWP *Alchemy*. Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Contents: *Sulphur, Influence and Actions* is a study of sulfur, a non-metallic, tasteless, odorless, brittle, solid element, pale yellow in color, estimated to be the ninth most abundant element in the universe, and, after oxygen and silicon, one of the most abundant constituents of minerals.

Excerpt: "Sulphur, being among the most prevalent of the nine elements, a most abundant constituent of minerals, and known to the Ancients, is essential to all life when contained within, as in minerals, but hostile when without, most reactive, and inimical to the undead."

The text comprises succinct descriptions of a number of processes to obtain pure sulfur, one of which involves mixing the raw material with other solid materials and heating it to above the melting point of the element, then draining the liquid sulfur away from the solid impurities, and finally further purifying it by distillation; and others that involve collecting the gases emitted when ores of copper or zinc are roasted or when pyrite is burned. It describes sulfur as appearing in two different forms: *rhombic sulfur*, which is stable at room temperature and includes brimstone and flowers of sulfur, the latter obtained by sublimation (the process in which a vapor condenses directly to a solid upon cooling); and *prismatic sulfur*, long needle-like crystals that are obtained when liquid sulfur is cooled slowly, and which is stable only between 96 °C and 119 °C, changing slowly to rhombic form at room temperature. The author also describes the importance and uses of various sulfur-containing ores, such as the sulfides pyrite, galena (lead sulfide), cinnabar (mercury sulfide), sphalerite (zinc sulfide), and chalcopyrite (copper iron sulfide); and the sulfates gypsum (calcium sulfate) and heavy spar (barium sulfate).

The rest of the book describes the various "influences and actions" (uses) of pure sulfur and its compounds, describing the element as "being one of the most reactive of all the elements" and as pertinent to various alchemical processes, such as in the creation of acids, sulfides (in combination with all the metals except gold and platinum), black gunpowder, fertilizer, matches, paper pulp, insecticides, fungicides, rubber (vulcanization), and insulating agents (sulfur conducts electricity poorly). For magical purposes, sulfur is used as a deterrent for water and water-based creatures and effects (sulfur is insoluble in water); as a material component of various fire-based spells (e.g., *Flaming Sphere, Fireball, Melf's Minute Meteors, Fire Trap, Conjure Elemental (Fire), Flame Strike*), some spells associated with specific protections (e.g., *Guards and Wards*) or undead (e.g., *Hold Undead*); and in some processes associated with summoning type II demons (e.g., ingredient of the ink used to inscribe the special parchment scroll for *Cacodemon*) and the petrifying gaze of basilisks (e.g., component of the ink required for the creation of a *scroll of protection from petrification*).

Research: Footnotes in some indices suggest that the original may have an unknown, different title, with *Sulphur, Influence and Actions* as its subtitle.

Author: Although an old index lists the book as being from the hand of the mage Arbane the Mighty, this is contradicted by more recent sources, which suggest that it was written by a sage called Orlum Uskar of Luskan, likely on commission. Interestingly, it is known that Arbane the Mighty spent at least some time in Luskan, where he briefly saw the book known as *Nchaser's Eiyromancia*, as suggested in *Index of Books Mighty & Miscellaneous*.

¹⁾ Illuskan is a regional language that is largely spoken by barbarian folk and a few cities in the North, Ruathym, as well as on the Moonshae Isles. It traces back to the Illusk Empire and it is written with the Thorass alphabet.

²⁾ For example, when attempting to copy it into his spell book from another spell book; when attempting to do so from a scroll; when studying under a mentor; v. **DMG**, p. 61: "Acquisition of Spells Beyond 1st Level" and p. 65: "Determining Research Time" and "The Cost of Spell Research".

³⁾ The suggested value of the book is 1d10×200 gp.

Source/Origins: *Sulphur, Influence and Actions*: Bruce Heard, *Spells between the Covers*, in: *Dragon 82* (TSR, 1984); Sulfur: University of Chicago (ed.), *Encyclopaedia Britannica, Volume IX* (Encyclopaedia Britannica, Inc., 1982; 15th Edition); Spellbook, *Sulphur: Influence and Actions*: Dale Henson et al., *Encyclopedia Magica, Volume Three* (TSR, 1995)

Sygrammus of the Phthix Phlogistum

Setting: Yxx (Elemental Plane of Air)

Requirements: NWP Reading/Writing (*Euryediel*); see below

Author: Uphius Quod.

Size: 44 cm tall, 34 cm wide, 16 cm thick; 544 pages.

Description: A large book with covers of polished, lacquered, chestnut-colored wood protected by a broad edge of a soft, silvery metal with a yellow hue. This edge is divided into 34 sections, each featuring an embossed, intricate pattern of leaves, plants, and various birds, and marked by a circular symbol inlaid with a variety of blue minerals. A large metal ring inlaid in the center of the front cover features similar ornaments and encloses a disc of some deep blue mineral, into which a medallion and numerous depictions of birds (pheasants, cuckoos, partridges) have been inlaid with a white wood.

Within are pages of snow-white paper with a slight, clouded, bluish tinge. Polychrome manuscript in a strong, flowing hand and blue and gold inks, enriched with ligatures in blue, white, gold, and, occasionally, pale yellow, green, and orange.

Lore: A study of the material and energetic qualities of elemental air.

DM: Copy. Rare. Good condition. Title on the title page.

Reading the manuscript requires the NWP Reading/Writing (*Euryediel*)¹⁾.

Specialist Content: Understanding the contents of the book requires the NWP *Alchemy*.

NWPs: The book can be of use to individuals who wish to improve their NWP *Sage Knowledge (Alchemy, Elemental Essences)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Sygrammus of the Phthix Phlogistum* is a study of the aspects of elemental air and, more in particular, its material quality – an 'invisible force' that lends 'matter' or 'substance' to wind, creating elemental air. It argues that it is this material quality that creates pressure and it proposes various theories as to what, exactly, it could be. It discusses the effects of this quality on air-based elements and how it interacts with the energetic quality of elemental air and matter in the Prime Material Plane in particular. It proposes ways to have the one exist without the other and reflects on how removing this material quality would influence matter in the Prime Material Plane. It speaks of the Quasi-Elemental Plane of Vacuum and argues that one of its aspects is the depletion of wind – or the energetic aspect of elemental air – and of the Quasi-Elemental Plane of Lightning and how this realm seems, in part, to be fueled by the increase of wind. It speaks of harnessing this 'increased wind' and how it can be used to magically propel matter in the Prime Material Plane.

The title page is an exact, smaller representation of the front cover, leaving white borders and with the title added to it.

Research: The covers are fashioned from cedar wood, protected by a lacquer based on saffron, holly berries, and hazelnuts. The protective edges and central feature are of polished tin, inlaid with sapphire, turquoise, zircon, and blue spinel. The deep blue mineral inlay in the center of the cover is lapis lazuli, inlaid with *lignum aloe*.

History: Although this is not likely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹⁾ Euryediel, also known as Euridiël, is a language spoken by some creatures of air, such as sylphs, ariels, and other creatures associated with the Elemental Plane of Air.

Source/Origins: Tomes about aviation: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Synchronolysis of Astrapoconium and Aneimochalcum

Setting: Yxx (Aquila, Anaiath) (Quasi-Elemental Plane of Lightning, Quasi-Elemental Plane of Dust) (Player's Option Rules)

Requirements: NWPs *Secret Languages (Aurumetulat)* and/or *Ancient Languages (Ancient Elvish)*; see below

Author: Norbanus Aherobarbus, with *marginalia* by Thiondar, King of the Ch'thar.

Size: 23 cm tall, 15.5 cm wide, 2 cm thick; 136 pages.

Description: A small, slender book bound in tan leather. Taking up most of the front cover is an embossed cadre containing, from top to bottom, a rectangle, a square containing a circle, and another rectangle. Within are pages of stained paper featuring a monochrome manuscript, two columns per page, with wide margins containing scribbling in a different, elegant hand.

Lore: A highly advanced study of two quasi-elemental essences.

DM: Original. Copies very rare. Average condition. Title on the title page.

Reading the title and manuscript requires the NWP *Secret Languages (Aurumetulat)*¹⁾. Reading the *marginalia* requires the NWP *Ancient Languages (Ancient Elvish)*.

Specialist Content: The contents deal with two exceptionally advanced studies of alchemy and the reader must be an Alchemist or Transmuter of 6th-level or more or have the NWP *Sage Knowledge (Alchemy, Elemental Essences)* 12 in order to fully comprehend them.

NWPs: The book can be of use to individuals who wish to improve their NWPs *Sage Knowledge (Inner Planes, Quasi-Elemental Plane of Lightning)* and/or *Sage Knowledge (Inner Planes, Quasi-Elemental Plane of Dust)*.

Contents: *Synchronolysis of Astrapoconium and Aneimochalcum* discusses, in alchemical terms, the synchronization of two processes that aim to intensify the immaterial quality of elemental air while depleting the material quality of elemental earth at the same time, in an attempt to create an unknown element consisting of both *astrapoconium* (the mythical fusion of lightning and dust, also sometimes, erroneously, referred to as *lightning dust* or *dust of lightning*) and *aneimochalcum* or *wind-metal* (a mythical element that is believed to be the result of processes that simultaneously augment the immaterial quality of elemental air and diminish the material quality of metal as it is part of elemental earth). The author relies heavily on a number of theories that define quasi-elemental dust and quasi-elemental lightning and their aspects and qualities.

Throughout the book, there are many notes by a second individual, which often refer to other books (e.g., *Aerographia Aeronautica*).

Research: The leather of the covers was alchemically created of the essence of a sand demon or dust scurry (v. **CMM**, *Sand Demon*) and then stretched over thin tin plates.

The *marginalia* seem to suggest that the book was used by an individual studying the mythical metal *urlium*²⁾. A knowledgeable sage may find that this individual did not grasp much of the contents of the book.

Author: A knowledgeable scholar or historian may be able to suggest that the *marginalia* were made by Thiondar, King of the Ch'thar, a legendary elven king who led his people in an epic journey across their world after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

History: Although this is not likely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹⁾ Aurumetulat is a secret alchemist's language used by the alchemists of Aquila to record their findings. As a secret language, it can be compared to the secret languages of Druids and Assassins, which means that it can normally only be taught by alchemists, none of whom will teach it to individuals not associated with their art without good reason. In addition, because each alchemist will typically use obscure crypticism, mysticism, symbols, and unique words and names to protect his discoveries, an individual wishing to learn the language must either be an alchemist or have an NWP associated with alchemy (e.g., NWP *Alchemy, Sage Knowledge (Alchemy)*).

²⁾ *Urlium* is a mythical, weightless metal of the lost world known as Lemuria. The secrets of its forging are only known to the gods, known as the High Gods to the people of that world.

Source/Origins: Tomes about alchemy and aviation: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

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ENTRIES IN SMALL CAPITALS (BOLDFACE) are titles of works described in this volume. Underlined entries are the names of their (*possible*) authors. **ENTRIES IN SMALL CAPITALS** are the colloquial names of works described or refer to works mentioned in the various entries, the latter not usually described in any detail. **Entries in gray** are original titles or names of books or some of their contents, provided where deemed relevant and/or where they have been changed. This index does not pretend to be complete.

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The Incomplete Book of **Books & Tomes**

III

"The west and south walls are lined with open bookcases containing leather-bound books and lacquered scroll cases. Most of the books and scrolls in the shelves are of no interest, but there is a rare copy of Friar Hyckum's shocking tale *Dragons of Depravity*, worth 1,000 gold pieces."

—Dave L. Arneson and David J. Ritchie, *Temple of the Frog* (TSR, 1986)