

# The True Grimoire: An Alternative Familiar

Jasper eyed the book warily. It was a hefty tome to be sure, but not the size he had expected from an archmage of the Suleistarn wizard academy. The leather appeared to be from an ibyx and was dyed a rusty red-orange. Two heavy golden clasps secured the book, their potent magic having thwarted Jasper's best attempts to learn the contents within. At first, when he had defeated the archmage Atrus, Jasper had gawked at its unremarkable appearance – plenty of wizards had finer spellbooks. The tome was a symbol of Atrus' truce and ceding of the villages under his dominion to Jasper. According to the agreement, Jasper would have possession of the spellbook for one year, when its ownership would return to Atrus. At first he thought this was plenty of time to peruse the book and divulge its secrets, but after a week of battling with various traps, Jasper was having doubts.

Circling the book like a predator, he invoked the names of power he had learned from years of scrying on his nemesis Atrus. "Dominus Libram! Answer my call, for I am your master now! Your will is broken. Your master's back is broken. Hear me!" With a wave of his hand, Jasper cast a charm spell upon the book specially prepared to take advantage of an intelligent mind. Jasper had long suspected Atrus imprisoned a greater fiend within his spellbook to better protect it. Should Jasper gain control of this fiend, he would not only gain access to the book's contents, but an important ally to destroy Atrus once and for all.

The book burst open in a flash of crackling energy! At last! His hands opened to grasp the tome, but Jasper knew better. Approaching the dais on which the tome rested, he gazed upon the page. Before his very eyes words appeared as if conjured from the air, glowing with a faint light: *An intriguing spell. No doubt you spent hours in its design, but alas I am no fiend. May I suggest the "Argentis Text" in your library for an approach better suited to intelligent objects? Though I have to say, I found your execution quite good really. It rivaled some of Atrus' finest spellcasting. No wonder you defeated him.*

Jasper gazed with wonder upon the words. "How is this possible? Who are you? An imprisoned mage, once enemy to Atrus? An intelligent object crafted at his own hand? Some form of extraplanar creature? Tell me, I conjure you to do it!"

Fire become ink. Ink became words: *Very well, if you must know... I am the Grimoire Liberantia, loyal familiar to his lord Atrus of Suleistarn, wrongly accused by YOU – Jasper of the Raventongue. Wrongly imprisoned for three years because of YOUR false accusations. Flogged and beatend for the practice of "witchcraft" by inquisitors following your venomous lead. And I have been sent to reap my master's vengeance!*

No sooner had Jasper used a telekinetic grip in attempt to close the book, than its voice swirled about him, weaves of magic pouring into his mouth and eyes, circling his wrists. "No! No, it's impossible! This is the very spell I just cast upon you!" Despite his best efforts to resist, Jasper found himself succumbing. Fortunately, his skill as an enchanter bought him time. Within minutes his will would be broken – he must act!

Looking up he saw the book rising above the dais, magical power emanating from it. Preparing a quickened spell, Jasper shot a bolt of lightning at the book. Hit square on, the book was flung backwards into the shelves, which collapsed upon it. Desperately scrambling across the floor, Jasper tore through his collection of books in frantic search for the book. "No! I need you to free me from the magic! You will obey me, book of Atrus! Answer me!"

Yet, he could not find it. Jasper had won the duel with Atrus and had gained control over much land, but Atrus' grimoire had cast the final spell in an act of self-sacrifice. Ironically, it had not even been a spell of the archmage Atrus that broke Jasper's will, but a spell of his own creation. The last memories of his life as a free man would be searching madly for the grimoire. Each book he opened, however, had the same sentence emblazoned within in burning writing: *My master's will be done.*

# TRUE GRIMOIRE

Where other wizards rely on their simple spellbooks, yours is something remarkable – a true grimoire. It may have been gifted to you by your mentor or perhaps it was passed down through a lineage at the covenant where you learned magic and you are the latest recipient. Rarely, a true grimoire is found by a young wizard through fortune or mishap, or inherited due to death of a family member. If using the rules for spellbook sizes & variants, a grimoire must be medium-sized or greater. Unlike a spellbook, a true grimoire has 10 hit points to start (most spellbooks only have 2 hit points).

Level	Save Bonus	Int	HP Bonus	Special
2	+0	10	+0	First rank power
3-4	+1	11	+2	First rank power
5-6	+2	12	+4	Second rank power
7-8	+3	13	+6	Second rank power
9-10	+4	14	+8	Third rank power
11-12	+5	15	+10	Third rank power
13-14	+6	16	+12	Fourth rank power
15-16	+7	17	+14	Fourth rank power
17-18	+8	18	+16	Fifth rank power
19-20	+9	19	+18	Fifth rank power

Table: Grimoire Ego*	
Attribute	Ego Points
Each +1 of Intelligence bonus	1
Each first rank power	1
Each second rank power	1
Each third rank power	2
Each fourth rank power	2
Each fifth rank power	3
Each 1st-3rd level spell imbued	1
Each 4th-6th level spell imbued	2
Each 7th-9th level spell imbued	3
*Base ego is determined on 2d6	

## Powers Common to All Grimoires

**By the Book Casting:** A wizard can perform an extended rite (see sidebar) using their grimoire as a component. When you do this, you can imbue the extended rite spell with up to three levels of metamagic (i.e. instead of two) without increasing its spell level. This requires spending 5 times the amount of time the spell needs.

**Limited Empathy:** Your grimoire is treated similarly to an intelligent item, usually having an alignment and outlook similar to your old mentor. Its purpose is simple: To receive great magic onto its pages. Though intelligent, a grimoire is limited to one-way empathy. Such empathy might include flinging itself open when eager to receive a new spell the wizard has just found, falling off the shelf and hitting the wizard on the head out of jealousy for his reading another spellbook, throwing up a cloud of dust in the wizard's face upon opening when feeling neglected, or emitting a dim glow to be noticed by the wizard's apprentice after the wizard was captured,. Sometimes the wizard finds messages written in his hand in the grimoire that he doesn't remember writing (e.g. "I really ought to rebind my grimoire; the poor thing is falling apart") – these are attempts at communication on the part of the grimoire.

**Hungry Personality:** A grimoire's purpose is simple – to receive great magic onto its pages. However, each grimoire has a unique personality and a type of magic it prefers above others (see Table – Grimoire Personalities). The grimoire considers spells of this sort to be superior, and jealously keeps them for itself. When such a spell is scribed into your grimoire, you must make a Will save (DC = grimoire's ego). If you succeed, the spell is scribed as normal. If you fail, the grimoire "devours" the spell, and the spell is called a "contested spell." Put a star by the spell in your spellbook. Any time you memorize the spell, there is a chance that your grimoire has given you a "look-alike" spell of the same level. When you cast the memorized spell, you must make a Will

save (DC=grimoire's ego) or else the spell has been replaced by a duplicate. However, for each contested spell in your grimoire, the grimoire gains +1 Spell Resistance. Rather than deal with this problem, many wizards choose not to scribe such "hungry-making magic" into their grimoires, or else give up those pages bearing such preferred spells to their grimoires as a gift.

**Shared Spells:** At your option, you may have any spell (but not any spell-like ability) you cast on yourself also affect your grimoire. The grimoire must be on your person at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the grimoire if the grimoire leaves your hand and will not affect the grimoire again even if it returns to your hand before the duration expires. Additionally, you may cast a spell with a target of "You" on your grimoire (as a touch range spell) instead of on yourself. A wizard and his grimoire can share spells even if the spells normally do not affect an object.

### ~ Extended Rites ~

An extended ritual requires 4 times the amount of time be spent casting the spell. It is impossible to hide while doing this, as it involves many arcane gestures and elaborate phrases spoken aloud. An extended rite cannot be used in conjunction with meta-magic that eliminates the need for components. A spell with a base casting time of less than one round is assumed to have a casting time of one round before applying the x4 modifier. At the end of the ritual, the wizard makes a Spellcraft check (DC 15+spell level). If successful, the wizard may apply two levels' worth of metamagic feats (which the wizard must have) without increasing the level of the spell slot required. If the check fails, the spell is cast as normal.

**Table: Grimoire Personalities**

Personality	Benefit to Wizard	Preferred Magicks
Analytical	+3 Appraise checks	Spells which analyze, most divination magic
Eavesdropper	+3 Listen checks	Spells like <i>clairaudience/clairsentience</i> and <i>scrying</i> , Spells that innocuously "listen in"
Enigmatic	+3 Bluff checks	Spells that deal with concealing the truth like <i>secret page</i> , <i>misdirection</i> , and <i>obscuring mist</i>
Iconoclast	+3 Balance checks	Reversible spells
Introverted	+3 Hide checks	Spells that isolate like <i>mislead</i> , <i>invisibility</i> , <i>mind blank</i> and <i>sequester</i> , Spell preventing scrying
Know-it-all (the Fake)	+3 Bluff (really doesn't know it all)	Spells that convince others the grimoire is a know-it-all, like <i>suggestion</i> or <i>charm person</i>
Long-winded	+3 Concentration checks	Spells with casting times longer than 1 round
Mystic	+3 Spellcraft checks	Spells with "magic" in the name, Spells which target other spells or effects wizard's casting ability (e.g. <i>mnemonic enhancer</i> )
Punster	+3 checks to solve word games	Spells with punning names, Spells dealing with language or riddles (e.g. <i>tongues</i> )
Sage	+3 bonus on checks involving any one Knowledge skill you already know	<i>Legend lore</i> spells, Spells geared towards research or obtaining knowledge, Spells with particularly long-winded and obscure names
Sarcastic	+3 Intimidate	Spells with tongue-in-cheek names, Spells with the acid descriptor, Spells that poison
Show-off	+3 Perform checks	Spell with "wiz-bang" effects, Spells that make the grimoire look good, Showy spells

## Grimoire Powers

### FIRST RANK

**Extra Pages:** Your grimoire contains +10 pages per wizard level gained since choosing this ability (e.g. a 16<sup>th</sup> level wizard who chose extra pages at 7<sup>th</sup> level gains 90 pages – 9 x 10).

**Grimoire's Gift:** Your grimoire is the gift that keeps on giving. Automatically scribe the following 1<sup>st</sup>-level spells if you haven't already: *comprehend languages*, *detect true grimoire*, *erase* and *reconstruct the ruined page*. In addition, you get these additional spells at each of the following character levels: (3<sup>rd</sup>) *book lock*; (4<sup>th</sup>) *phantom trap*; (5<sup>th</sup>) *secret page*; (6<sup>th</sup>) *sepia snake sigil*; (7<sup>th</sup>) *explosive runes*; (8<sup>th</sup>) *mnemonic enhancer*; (9<sup>th</sup>) *fire trap*; (10<sup>th</sup>) *mage's private sanctum*; (11<sup>th</sup>) *legend lore*; (12<sup>th</sup>) *contingency*; (13<sup>th</sup>) *instant summons*; (14<sup>th</sup>) *bind true grimoire*. Specialists without access to certain schools still must abide by those restrictions, and do not scribe forbidden spells. If this power is taken after 2<sup>nd</sup> level, the wizard only benefits from those extra spells listed at her current level or higher. Thus, a 15<sup>th</sup> level wizard would gain no benefit from the grimoire's gift.

**Margin Notes:** You gain a +2 circumstance bonus on all Knowledge (Arcana) and Spellcraft checks made when you have time to peruse your grimoire for 4 hours.

**Sighted (Ex):** Although it has no physical sensory organs your grimoire can telepathically sense its environment as well as any creature with normal vision and hearing. Darkness (even supernatural darkness) is irrelevant, as are areas of supernatural silence, though your grimoire still can't discern invisible or ethereal beings. The grimoire's sighted range is 40 feet.

**Traveler's Friend:** Your grimoire weighs half of its normal weight (i.e. 1-1/2 pounds for 100 page grimoire). In addition, it can survive for three rounds in any conditions before taking damage. For example, if submerged for four rounds, it only starts suffering water damage on the fourth round. Lastly, when randomly determined effects target your party or belongings (e.g. a pack of mules are stolen in the night), your grimoire is never effected, your subconscious link protecting it from damage and theft. However, malicious attacks directly targeting your grimoire, thefts aimed at the grimoire, and area effect spells function normally.

### SECOND RANK

**Booby-Trapped:** You can cast any of the following spells into your spellbook and extend the duration indefinitely (i.e. permanent); such spells are triggered by a simple condition you set forth when you cast them (e.g. "Anyone besides myself touching this tome" or "This spell shall be triggered when my spellbook is opened by anyone other than myself or the noble house Druchar"). You may dispel the booby-trap at will with a simple gesture. Each time you select this power, you may invest 4 levels worth of booby-trap spells.

Likely booby-trap spells include: *erase* (1), *touch of idiocy* (2), *magic mouth* (2), *phantom trap* (2), *explosive runes* (3), *sepia snake sigil* (3), *illusory script* (3), *secret page* (3), *fire trap* (4), *fear* (4), *mage's faithful bound* (5), *symbol of sleep* (5), *mirage arcana* (5), *guards & wards* (6), *symbol of persuasion* (6), *eyebite* (6), *spell turning* (7), *power word blind* (7), *trap the soul* (8), *symbol of insanity* (8).

**Floating:** (Ranged) On command, your grimoire hovers off the ground at a level suitable to being read. It can move at a speed of 10 feet per round, and will obey all one word commands you give it (these don't have to be spoken and can be telepathically transmitted). Any weight put on the book causes it to collapse to the ground.

**Guarded Writing:** Harder for other wizards to understand, immune to *erase* and other magics which alter writing. All attempts to decipher suffer a -4 circumstance penalty on the Spellcraft check. Even using *read magic* on the grimoire doesn't eliminate the need for a Spellcraft check, instead adding a +10 competence bonus to the roll.

**Speech:** The grimoire gains the ability to communicate with the wizard, but only when he is by himself or at least out of earshot of others. Really, this represents the grimoire spontaneously deciding to communicate; before it was just watching the wizard to judge whether they were worth talking to. Alternately, the grimoire is quite shy and didn't feel like speaking until the wizard put it at ease.

**Unremarkable:** When stored on the shelves of a library along with other books, your grimoire is unremarkable, disguising both its physical appearance and its magical aura. Spells like *detect magic* will not find the book, though a *true seeing* spell will. Creatures that peruse the library tend to find your spellbook last, and unless specifically looking for it, must make a DC 10+I/wizard level Will save or else fail to recognize it as a spellbook (e.g. it appears to contain scribbled arcane formula of a failed mage, or a romance novel about wizards).

### THIRD RANK

**Easy Scroll-maker:** You pay one-half the experience points needed for creating scrolls of spells stored in your grimoire. Alternately, you may pay the full price and add +1 caster level to all spell on the scroll which are found within your grimoire.

**Scroll "Eating":** You may place a scroll in your grimoire, closing the book around the scroll. The grimoire then makes an ego check (using its ego as the Spellcraft skill) after one round. If successful, you open the grimoire to find the scroll immediately scribed within. However, a maximum of eight spell levels may be "eaten" in this way each day. Pages from spellbooks cannot be used in this way – only scrolls. Any spells which are considered preferred magicks by the grimoire are automatically considered to be *contested* spells.

**Scry on Grimoire:** You can use a *scrying* spell on your grimoire once per day.

**Spell Resistance:** Your grimoire gets a SR of 5 + your wizard level.

**Spellbook Link:** You may leave your grimoire at home and magically attempt to access its pages through another of your normal spellbooks, thus minimizing the risk of injury to your precious grimoire. Make an Intelligence check (DC= grimoire's ego) to determine what spells the grimoire will share with the spellbook.

Succeed by 5 or more...	Your grimoire is impressed at the spellbook. Of course, it's no true grimoire, but it shows merit nonetheless. You can access any 6 <sup>th</sup> level or lower spell in your grimoire.
Succeed by 4 or less...	Really, I'm only doing this for you. Your grimoire values that even if you don't take it with you, at the very least you are willing to consult its material above that in common spellbooks. You may access any 3 <sup>rd</sup> level or lower spell in your grimoire.
Fail by 4 or less.....	Though suspicious, your grimoire is willing to share any 1 <sup>st</sup> -level spells or cantrips with the spellbook...albeit grudgingly. The grimoire feels you owe it.
Fail by 5 or more.....	Your grimoire is offended! Share spells with <i>that</i> mundane spellbook? How dare you! For the next 24 hours it takes twice as long to prepare spells in your grimoire.

### FOURTH RANK

**Archmage's Collection:** In order to take this power you must have filled your grimoire with spells so that it can't possibly fit anymore. In addition, you must possess a number of scrolls equal to you wizard's level (i.e. a 13<sup>th</sup> level wizard must have 13 scrolls) and successfully scribe them into a new spellbook. That spellbook is now considered to also be your grimoire, gaining all the benefits of the old one. Possessing both spellbooks does not cause any of the powers to stack (i.e. you only get a +4 bonus from margin notes, not +8). The personality in your old grimoire cohabitates both spellbooks at once. Both spellbooks benefit from bonus hit points, saves, and any spell resistance your grimoire might have. When you fill your next spellbook, this ability allows you to extend the powers of your true grimoire to a number of spellbooks equal to your Intelligence bonus (e.g. A wizard with an Intelligence of 18 may extend the grimoire's powers to 4 additional spellbooks).



**Hidden Pages:** On a command word, the spellbook's pages shift to reveal an entirely different set of spells. This allows you access to double the number of pages in your spellbook. The hidden pages must contain spells that are unique (i.e. non-SRD spells), or else are tied together by a certain theme (e.g. exploiting weakness). These spells must be physically stored in another spellbook of yours.

**Library Infiltration:** As long as you are in a library (a place where roughly 100 or more books are kept), you can access your grimoire or at least some part of it. Whenever you are in a library without your grimoire, you may magically attempt to draw it from the shelves. Make an Intelligence check (DC= grimoire's ego), modified by any defenses the library may have (usually -1 penalty per spell level of defense). In libraries that are unprotected by magical means (and given sufficient time), you may 'take 20' on this check, but only in such libraries. If the library is focused on the preferred magicks of the grimoire or is a particularly prestigious library, the DM may give the grimoire penalties to its ego for the purposes of this check.

Succeed by 5 or more...	You find your grimoire on the shelves. If your grimoire has the <i>archmage's collection</i> ability, then only one spellbook's worth of spells can be found.
Succeed by 4 or less...	Either the library put up resistance or your grimoire is just being arrogant. Your grimoire managed to plant 20 spell levels into the books of the library.
Fail by 4 or less.....	The library is either well-defended or your grimoire finds its organization detestful and the librarians careless. Your grimoire managed to slip up to 3 spell levels into the books of the library.
Fail by 5 or more.....	The library's defenses are iron-clad; your grimoire could not penetrate it. Or else your grimoire doesn't consider it to be a library at all and is offended.

**Self-Scribing:** (Ranged) Your grimoire writes itself! When you scribe spells, you may dictate to your grimoire as a quill dances over the page or the words magically appear, seemingly crafted from the air out of fire and light. This takes as long as you would to scribe spells. Though you cannot go out and adventure, you can work on other magical projects during this time. Dividing your attention in this way imposes a -2 penalty on your Spellcraft check to scribe and -2 penalty on a relevant check (if any) for your other magical project.

**Spell Absorption:** Once per day, when you make a counterspell attempt you may instead attempt to absorb the spell into your grimoire, provided it is with you. Having your grimoire readied (as per the ready action), you fling it open as the spell is cast. In the case of showy spells (lightning bolts and fireballs), onlookers can see it get sucked into the book. More subtle spells (charm or divination) are less obvious, though the caster knows what happened. You make a caster level check; if successful, your grimoire absorbs the spell into it. If you fail, you may not attempt to counterspell and the spell occurs normally. Note that failing can have dire consequences for your grimoire if the spell is destructive in nature. Flinging open a grimoire in front of a lightning bolt may mean the grimoire's demise. Absorbed spells are translated into magical formulae which are held for 24 hours. If you study your spellbook during this time, you may attempt to learn the absorbed spell. After 24 hours, the formulae fades. During this time, the original caster does not have access to the spell.

## FIFTH RANK

**Cast From Self:** Having become attuned to the forces of the wizard's magic, the grimoire can now cast any spell stored within that is of the wizard's specialized school as if it had the Eschew Material Component feat. Those spells calling for components worth over 25 gold, requiring the sacrifice of experience points, or requiring multiple casters (i.e. rituals) cannot be cast by the grimoire. It casts as if it were a 10<sup>th</sup> level wizard, and it may only cast three spells per day. Alternately, one of these spells may be substituted with aiding the wizard in a collaborative ritual. In this case, the grimoire acts as a 10<sup>th</sup>-level caster.

**Soul Receptacle:** Your bond to your grimoire is so great, that it stores your soul when you die. You are immune to effects like *trap the soul* so long as your grimoire is within 10 feet +10 ft/level. Outside that distance, it takes your soul one day before reaching the grimoire (and it is subject to hostile magic). Once within the grimoire, your soul is preserved indefinitely, allowing you to be resurrected from the pages. In addition, anyone opening the grimoire gains the benefits of a *speak with dead* spell in regards to you only. While within the grimoire, you may attempt to beat its ego (on a caster level check) in order to gain access to any powers it has.

**Secret Contents:** Even you do not know all of the knowledge your grimoire contains. Each time you achieve a new level, make an Intelligence check (DC= grimoire's ego). No spells can be applied to increase your Intelligence for the purposes of this check. Interpret the results as below...

Succeed by 5 or more...	Find an extra spell within your grimoire's pages.
Succeed by 4 or less...	Gain a +2 bonus to any one Knowledge skill
Fail by 4 or less.....	No result
Fail by 5 or more.....	A spell is trapped, you get cursed, or one of your spells becomes <i>contested</i> by the grimoire

## New Spells: From the Grimoire

### Detect True Grimoire

Divination

**Level:** Wiz I

**Target:** A pile of books (1 book/wizard level)

**Components:** V, S, M

**Duration:** Instant

**Casting Time:** Full round action

**Saving Throw:** No

**Range:** 5 feet

**Spell Resistance:** No

This spell detects the presence of a wizard's true grimoire. If used on a grimoire with the *unremarkable* power or in a library a grimoire has infiltrated via the *library infiltration* power, the wizard casting the spell makes an opposed caster level check against the wizard whom the grimoire belongs to (done in secret by DM). Success indicates the caster has determined the presence of the grimoire and isolated which book it is.

### Reconstruct the Ruined Page

Divination

**Level:** Wiz I

**Target:** One page/level

**Components:** V, S

**Duration:** Instant

**Casting Time:** One minute/page

**Saving Throw:** No

**Range:** 5 feet

**Spell Resistance:** No

This spell allows the wizard to make sense out of a damaged page (or stone tablet, inscribed bronze plaque, etc). In order to cast the spell, the wizard must have some scraps of the book in question. The wizard can extrapolate 25% of the original's content (thus a book that is 50% burned can be rewritten at 75% of its original content). The wizard studies the page(s) in question, and afterwards can craft a duplicate of the original text. There must be something to work with; so an entirely burned book can't be reconstructed, but a book whose middle pages didn't burn can. If the page(s) held a spell, the wizard can only scribe it if of sufficient caster level.

### Book Lock

Abjuration

**Level:** Wiz 2

**Target:** One book

**Components:** V, S, M

**Duration:** Permanent

**Casting Time:** Standard action

**Saving Throw:** No

**Range:** Touch

**Spell Resistance:** No

This spell magically locks a book. A wizard can freely pass their own *book lock* without affecting it; otherwise, a book secured with this spell can be opened only with an Intelligence check or a successful *dispel magic* spell. The Intelligence check base DC is 10 (+ego if it is an intelligent book like a grimoire); success indicates a loophole in the spell has been found or the grimoire has been tricked into opening. A wizard cannot cast this spell on a grimoire that is not their own without first casting *bind true grimoire*.

**Material Component:** Gold dust worth 25 gp

### **Bind True Grimoire**

Enchantment (Compulsion)

**Level:** Wiz 7

**Target:** A known true grimoire

**Components:** V, S, M

**Duration:** See text

**Casting Time:** One hour

**Saving Throw:** Will negates

**Range:** 5 feet

**Spell Resistance:** Yes

When a wizard captures a rival's true grimoire, then begins the process of breaking the grimoire's will to its new master. Most grimoires grow quite fond of their masters and are loathe to share their secrets with others. Thus, a wizard designed *bind true grimoire*. The grimoire targeted gains the benefit of any spell resistance and it's former master's Will save (though a wizard who has willingly given up their true grimoire as punishment, to save their life, or as ante for a wizard's duel forfeits the save). During the hour of spell-casting, the wizard must overcome (or set off) any traps (including *arcane lock*) held within the spellbook. Once this trap disarming process is complete, the wizard binds the grimoire to his will. The former owner has their connection to the grimoire severed and no longer benefits from any of its powers. In addition, the new wizard may now cast spells into the grimoire (e.g. their own *arcane lock*), ignoring any spell resistance. When researching from the grimoire, the new wizard ignores the *guarded writing* power. If the new wizard has their own true grimoire with the *archmage's collection* power, the new grimoire can be enslaved to the older one.

**Material Component:** A lock of the former owner's hair which must be burned, a vellum statuette of an open book, and various props worth 1000 gp.