

The Incomplete
Book of
Books & Tomes
II

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A DEFGHIJKL of Books,

**Being The Second 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.**

**“Many old and decaying books line the selves of a huge bookcase
(none are of significant value or magical).”
—Vince Garcia and Bruce Rabe, Puppets (TSR, 1989)**

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Introduction

Forward

This is the second 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

As before, 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, and Ed Greenwood, without whom none of this would have been possible.

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, DMs 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.

Dandarzil's Celestial Manuscript

(The Celestial Manuscript)

Setting: Ardha (Planescape)

Requirements: NWP *Reading/Writing* (Serabrus)

Author: Dandarzil.

Size: 93 cm tall, 73 cm wide, 14 cm thick; 5,500 pages.

Description (See below): A jacket of pale white, highly polished leather with an incandescent, metallic sheen and featuring tiny scales. It protects a book bound in wooden covers with corner pieces of demonic faces sculpted from a bluish, steel-like metal.

Within are very thin paper pages of exceptional quality. Polychrome manuscript in rich purple and gold inks and executed in a beautiful hand. All in all, the book is in as-new condition, looking as if it has just been written.

Lore: A study of the holy language Serabrus, attributed to one of the greatest mages of all time.

DM: Original. Only three known copies. Excellent condition. Untitled (See below).

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

Magic: The book radiates a "Strong" aura of Abjuration magic, which is due to the numerous powerful enchantments placed on it to protect it from any type of damage and degradation, as well as a "Dim" aura of Alteration magic, which is connected to the magical properties of the front cover.

Touching the Book: When the front cover is touched, the words "The Celestial Manuscript" and Dandarzil's *sigil* magically appear, both in a flowing, fluent script executed in sparkling *highgold*²⁾.

NWPs: The book can be instrumental to individuals who want to acquire the NWP *Sage Knowledge* (Languages, Serabrus). Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Resistant: The book is impervious to any kind of damage, magical or otherwise.

Contents: *Dandarzil's Celestial Manuscript* is a study of the holy language Serabrus, describing all of its many complexities.

Research: The book radiates "Strong" and "Dim" auras of magic (Abjuration and Alteration, respectively).

The dust jackets are moon drake skin. The covers were cut from singular sheets of magical Bytopian *starleaf quenga*³⁾. The corner pieces are *gravanium*⁴⁾ and they are meant to resemble minor warding spirits. The pages are made from the wood of a celestial flowering tree. The manuscript is executed in the legendary, sub-magical inks of light blue roses known to sages as *caerulatramentum*.

Author: The work has long been established as being from the hand of Dandarzil, the legendary arch-mage of times long gone, who authored numerous important works on many subjects, among which is believed to be the mythical *Creatura*⁵⁾.

All known copies of the underlying work were written by the first apprentices of Dandarzil.

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⁾ Serabrus is a language spoken by solars and other great entities of the upper outer planes. The language is characterized by such depth, nuance, and complexity that a mere mortal can only learn it if they have Intelligence 20 or higher and the NWP *Sage Knowledge* (Outer Planes, Upper Outer Planes).

²⁾ *Highgold* is a rare variety of gold with an innate affinity for magic and mined on mana meridians and ley lines on Ardha. In some cases, depending on where it is found, *highgold* already has magical qualities of its own. The secret of working it is said to be known only to elves, dragons, and possibly some legendary celestial, dwarven, and human smiths.

³⁾ *Starleaf quenga*, also known as *starleaf oak*, is an exotic, hardy wood, possibly of extra-planar or otherworldly origin and known to be impervious to such pests as bookworms, woodworms, and *lignovora*.

⁴⁾ *Gravanium* is a legendary blue metal that is said to be as strong as steel while having a negative weight, so that it has the ability to actually lift objects if not weighted down. It can only be worked by a master smith.

⁵⁾ *Creatura* is a legendary, monumental encyclopedia to which all manner of qualities have been attributed, chief among which is that it supposedly contained descriptions of all living creatures, their origins, history, and habits, as well as a collection of 100 unique spells. Although some of the oldest literary sources do mention the existence of this encyclopedia, many scholars of today doubt that it ever existed.

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

Deceptions & Stratagems. Volume III

Setting: Planescape

Requirements: NWP *Ancient Languages (Old Common)*; see below

Author: Smargut of Skaw, Lowly and Most Unworthy Slave of Dread Gallus.

Size: 34.5 cm tall, 28.5 cm wide, 4.5 cm thick; 404 pages.

Description: A book with covers plated with sheets of some blackened metal, attached and hinged, although still only barely so, to a covering and spine of a thick, somewhat scruffy, black and intensely dark brown leather. Both plates feature extensive decorations of a definite diabolic nature (chained bones and skulls, creatures burning in large fires, flaming gates and portals) within an ornate, embossed rectangle that leaves only tiny margins to each side. In addition, seemingly crudely but decisively cut or chiseled into the front cover is a text – perhaps the title of the book – surrounding a circular mask-like symbol of a horned, grinning, diabolic face. Attached to the spine, about halfway down its length, is a symbol of a circle containing three equidistantly placed vertical lines with their ends extending slightly, and in the same blackened metal as used for the cover plating.

It would seem that the book has suffered some considerable structural damage in the past, leaving the metal plates all but detached from the rest of the cover and the spine. Also, distinct discoloration of the leather on the spine suggests that some ornaments are missing above and below the symbol.

Within are several gatherings of parchment pages, many of which, grouped and singly, are no longer attached to what remains of an inner spine. All pages are heavily stained and weathered and have their discolored edges torn, folded, and curling.

On the pages is a fading, monochrome manuscript in an irregular and untidy hand, occasionally featuring some occult runes and symbols. Throughout the book are many scribbled notes in varying hands and inks of different colors, between lines, in the margins, and otherwise all over the pages.

Lore: A copy of an infamous, controversial treatise of various topics concerning large-scale warfare in the lower outer planes.

DM: Copy. Very rare. Bad condition (Damaged, missing pages). Title on the front cover; name of the author on the title page.

Reading the title and most of the manuscript requires the NWP *Ancient Languages (Old Common)*¹. Reading the *marginalia* and annotations requires knowledge of numerous other NWPs, with some examples given below.

Magic and Evil: The book radiates “Dim” auras of Abjuration and Invocation/Evocation magic, which is due to its ability to damage chaotic evil creatures that touch the book. In addition, if detected for (e.g., *Detect Evil*), the book radiates a distinct aura of evil.

Touching the Book: Any chaotic evil creature touching the book immediately suffers 1d6 points of damage for each of its levels or Hit Dice (save vs. Paralyzation for half damage).

Fragile: Handling the book with undue care will prompt it to pass an item saving throw vs. Fall at a -2 penalty (as “Pottery” in this case to simulate its weakened state; v. **DMG**, p. 58: “Item Saving Throws”), with failure indicating that it deteriorates further – more pages will come loose, the metal plates may fully detach. In other cases, the book makes its item saving throws normally, as “Leather”.

NWPs: Despite its controversial contents, the book can be of use to individuals who would want to improve any of their NWPs associated with the non-diabolic fiends of the lower outer planes (e.g., NWPs *Folklore*, *Nether Lore*), with those associated with mass combat against them (e.g., NWPs *Defensive Tactics*, *Military Science*, *Military Tactics*), and/or with knowledge of the lower outer planes in general (e.g., NWP *Sage Knowledge (Outer Planes)* and its various specializations). Note that improving an NWP requires the necessary number of free character points or NWP slots.

Alternatively, the DM may allow an individual who has read the book a chance to remember some important combat-related detail about a non-diabolic fiend (e.g., a demon, a daemon) when he would be in a situation where he or any of his associates would benefit from such knowledge, perhaps after passing an Intelligence check, with bonuses or penalties applied as dictated by the situation.

Contents: *Deceptions & Stratagems. Volume III* deals with various topics associated with large-scale warfare on the battlefields of the lower outer planes, as seen from a diabolic point of view and, more especially, as it pertains to a supposed eternal war the author seems to believe rages between the various denizens of the lower planes. The text contains sections on infernal cohorts, regiments, and legions and how these are best used against different opponents, in various types of terrain, and in varying conditions as they occur in the lower planes. It also speaks of the traditional weaknesses of individuals and armies of different kinds of lower-planar denizens, as known from classical tradition, and also of defensive structures, terrain, and environment and how to use these to advantage.

Excerpt (NWP *Ancient Languages (Old Common)*): “Although we are well advised to acknowledge in the lumbering *goristroi* a certain skill at ascending sheer stone faces – to which the despairing ululations of those who failed to defend their fortifications against such attacks that permeate the dungeons of Our Terrible Majesties bear testimony – making handholds in sheer stone with their claws, more often than not such improvidence presents us with an opportunity to destroy the beasts malodorous.

“While precariously poised thusly, their Brobdingnagian bulk renders them vulnerable to falls and the beasts suffer greatly from exactly that. It is our experience that numerous magicks easily unsettle them and push the beasts of the heights, sending

them hurtling down to be broken on the rocks below or, more amusingly so, onto the weapons of their fellows at the foot of the walls."

Excerpt (NWP Secret Languages (Byazomai)²⁾: "Bigby's Forceful Hand, Dig, Fly, Levitate, Repulsion."

Excerpt (NWP Ancient Languages (Old Common)): "Weak-minded and buffoons, the noisome creatures have proven especially vulnerable to manifestations of fear, driving them back to cower behind each other and whatever else their minuscule minds deem fit for this purpose.

"In this respect, some of our lesser commanders, much to our dissatisfaction and equally so to their immediate detriment, have proposed that jackalheads, worthless cowards, be employed against goristroi (unclear: escalades, assaults on entrenched positions on the heights).

Excerpt (NWP Reading/Writing (Common)): "cf. Volume II, Jackalheads (arcanadaemons)."

"In our experience, (unclear: demonic or Abyssal commanders), fools all, rarely order their goristroi over the walls, often waiting until we have led them to desperation or when an unfortunate diversionary attack has drawn off most of our defenders. Let all be advised to take this as a sign of weakness and counterattack."

Excerpt (NWP Ancient Languages (Old Common)): "Goristroi citadels are kept busy with cannon fodder and inferior troops until broken, routing the lesser troops surrounding them. It is to our great satisfaction that, on occasion of the Immolation Triumphant of Henjar, the Despicable, this was accomplished by having troops harry the beasts malodorous from two directions, causing the (unclear: slow-witted behemoths?) to turn from one attack to the other, unaware, as befits them, that their movements led to the battering and subsequent destruction of the worms within the citadel.

"When broken thusly, flying cohorts of abishai will take a citadel with ease and ferocity, striking the goristro in the neck with axes, pole-arms, and cleavers, sending it to (unclear: Abyssal demure?)."

Research: The book radiates "Dim" auras of magic (Abjuration and Invocation/Evocation).

The metal parts of the covers are made of *cursed iron*³⁾. The leather used for the covers and spine was made from the prepared skin of a dretch and then stretched over boards of *faux fallax* wood⁴⁾. The black ink that was used for most of the manuscript contains traces of venom of various rare and exotic snakes. The inks used for the *marginalia* are of various, usually non-magical origins (e.g., standard sepia ink).

A reader will notice that pages 5 and 66 to 324 are missing.

Some experts versed in the lore of the planes have proposed that the book is based on a translation of an older, much larger original work which they attribute to a pit fiend called Mellagorus⁵⁾ and which supposedly dates back to a time that saw the paladins of man lay siege to the iron fortresses on the bleak planes of the Nine Hells. However, as is often the case with works of knowledge as found in the underlying work, many sages dismiss the book as a work of fiction or, perhaps, the efforts of a sadly misguided individual.

Although much of the undoubtedly terrifying nature of a supposed original is now obviously lost, one expert is on record as having said that the book still gives "a frightfully clear idea of what level of cold calculation pit fiends possess while calculating the most devastating strategies".

¹⁾ *Old Common* is a generic term for an archaic version of the common tongue that, today, is found mostly in dusty old tomes and librams. Usually, individuals with the NWP Reading/Writing (Common) who pass an NWP check at a +2 penalty can understand most of a text written in *Old Common*.

²⁾ Byazomai (pronounced: bee-azomai) is a secret language used by Demonists and mages belonging to orders that worship demons. 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.

³⁾ *Cursed iron* is a colloquial name for iron that has been worked in accordance with the traditions of diabolists, cold-forged, treated with acids, and then subjected to vile rituals to make it inimical to demons and creatures associated with them.

⁴⁾ *Fallax* wood is wood that was taken from the *fallax tree* on the Layer of Delusion, a legendary lesser layer of the Abyss said to be home to poison flowers and attacking trees. However, while there are some indications that these trees and the layer actually exist, most items supposedly made from *fallax* wood will typically be made of some variety of wood exotic to an area, often peddled by gypsies, witches, and traveling salesmen proclaiming it to have many magical powers. Sages specialized in the lore of the lower planes typically refer to items made from such woods as being made of *faux fallax* wood. It should be noted that such items are not necessarily lacking in magical quality.

⁵⁾ There is no mention of this name in the recognized infernal indices.

Source/Origins: Demon, Greater – Goristro (*Deceptions and Stratagems*): Jon Pickens *et al.*, *Monstrous Compendium Annual Volume Three* (TSR, 1996)

Dheitrich's Diary

Setting: Forgotten Realms

Requirements: NWP Reading/Writing (Common)

Author: Dheitrich.

Size: 22 cm tall, 15 cm wide, 1.5 cm thick; 75 pages.

Description: An unremarkable book bound in high-quality leather.

Within are pages of high-quality paper, featuring a manuscript in black ink and a neat, calligraphic hand.

Lore: The journal of a priest of Oghma.

DM: Original. Unique. Average condition. Title on the first page.

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

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

Contents: *Dheitrich's Diary* is the diary of Dheitrich, a priest of Oghma, God of Knowledge, Invention, Patron of Bards. It contains daily entries describing his mundane activities, private thoughts, and his life in Bard Keep, a center of knowledge and learning in the mountains north of Silvermoon until it was destroyed a century ago in a rebellious uprising of a powerful priest of Oghma named Khossack.

The last few entries confirm the sad end of Bard Keep:

Excerpt: “Uktar the 11th: All is woe! Khossack has been acting strangely lately. He has been talking to the acolytes a great deal. I have heard whispers that he is a heretic, that he speaks blasphemy. I cannot believe it. My heart is aching.

“Uktar the 12th: All is madness! The brothers of the temple are at war with each other. Khossack claims to be the rightful high priest. He has rallied many followers to his cause and intends to seize the temple. Min did everything in his power to avoid this violence, but to no avail.

“Uktar the 13th: All is lost! Min has set the tower ablaze, attempting to destroy the temple rather than allow it to fall to the heretics. I have escaped here to the library. I will not let this accumulated knowledge fall to Khossack and his pirates. I have driven all from the library and have unbound the book controlling the rooms. The shifting rooms that I love shall be my tomb. I have hidden the 16 pages of the control book, page by page. I hope one day the temple will be cleansed and the library opened again. May Oghma the Binder damn Khossack and his followers.”

There is no record of Dheित्रich's lonely death.

Research: The ink used for the manuscript is plain sepia ink.

Although this would, perhaps, be difficult to find out, the book was once trapped with a *glyph of warding*, which would blind anyone triggering it for 2d12+24 hours.

Although somewhat scarce in exacting detail, the diary could be of interest to local historians, sociologists, and those with an interest in the religion of Oghma and the various ceremonies, rites, and observances of his clergy. It remains unclear why Khossack rose against his brethren. Some say he became enamored of some dark magic, others that his mind was warped by illithids, yet others that he was magically corrupted by an evil mage, and still others speculate that his mind was defiled by reading a *book of vile darkness*.

Source/Origins: *Dheित्रich's Diary*: Randy Maxwell, *Ex Libris*, in: *Dungeon* 29 (TSR, 1991)

Diary of a Gargoñan Spy

Setting: Known World (Savage Coast, Red Steel)

Requirements: NWP *Reading/Writing (Espa)*

Author: Unknown.

Size: 21 cm tall, 12 cm wide, 3 cm thick; 52 pages.

Description: A small, slender book of scruffy, stained leather and with a canvas spine. The covers are featureless except for a single, small hole in the lower right corner of the front cover. The book has obviously suffered from prolonged exposure to moisture at some time in the past.

Within are pages of cheap parchment, brittle, stained and curling and damaged at the edges and with traces of mold on the pages where they are attached to the spine. Monochrome manuscript that all but takes up all of each page, in an untidy hand and a vague, dark green-gray ink.

Lore: A journal that is best known for its notes on manscorpions.

DM: Copy. Rare. Bad condition. Untitled.

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

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

Contents: *Diary of a Gargoñan Spy* is a part of the journal of a Gargoñan spy that contains many notes on the nature, history, and culture of the manscorpions of the Savage Coast.

Excerpt: “Even today, I still loathe the sight of the folks of Nimmur. Half-man and half-scorpion, they instill fear and repulsion in my very soul. It's been a few years since I snuck deep into the great Ziggurat of Er. From the shadows, I spied on one of their priestesses. Her entire body was covered with gross make-up. She approached a fountain and washed the make-up off, with obvious delight. Nausea almost overcame me when I realized her body was translucent. With the brazier glowing behind her, I could see a black heart through her translucent chest, pumping some evil ichors through her veins.

“I could hear dark incantations echoing from the cavernous halls below. Soon, others joined her, coming out of a great stone gate leading underground. They all showed the same ghastly translucence. I suspected the make-up covering their bodies was in fact intended to conceal this strange feature rather than being a simple cosmetic element. I was soon to confirm my theory. I must have made some noise then, for one of the manscorpions pulled a sword and rushed in my direction. I fled and, by luck, reached a concealed door in the side of the temple. I kicked it open just before the manscorpions lunged at me. As the sun poured in, the creatures screamed in pain and retreated suddenly. A mere caress of the sun's rays had blistered and cracked their skins. I fled, never to return.”

Research: The covers are fashioned from low-quality cow skin stretched over two sheets of thin, cheap, pale wood and connected to a canvas spine. The inks are based on plant extracts rather than inks extracted from such animals as squid and octopus.

Sages believe that the book is a copy of a section of a larger original of which no traces remain. Indeed, it has been suggested that the covers may very well be parts of the covers of this original, which has led some scholars to believe that this original was destroyed at some point and that the underlying pages comprise all that is left of the text contained in the original.

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. It was entered as “Diary of a Gargoñan Spy—Unsigned” in a catalogue of that library and it is as such that the book is mentioned in most indices of today.

Source/Origins: *Diary of a Gargoñan Spy—Unsigned*: Bruce A. Heard, *The Known World Grimoire*, in: *Dragon* 192 (TSR, 1993)

Diatessaron of Metallourgios

A Compilation of Four Teachings of Metallurgy

Setting: Yxx (Olympus)

Requirements: NWP Reading/Writing (High-Common); see below

Author: Issiurph, High-Eminent Magister of the University of the Court of Sylamar, by His Majesty's Grace (See below).

Size: 82 cm tall, 47 cm wide, 42 cm thick; 1,200 pages.

Description: A large, very thick book in a sorry condition, with thick, soiled, calfskin covers of a sickly white color, and held shut by solid bronze clasps. On the front cover is a text, perhaps the title of the book.

Within are soiled parchment pages of poor quality with manuscript in damaged, metallic, bluish ink obviously once enriched with a golden sparkle. The inks are in an advanced state of decomposition and handling the book often results in the release of tiny, ephemeral clouds of gold dust.

Lore: A compilation of four legendary works of the cyclope Metallourgios, with essential treatises on metallurgy.

DM: Incomplete copy (Translation). Very rare. Poor condition. Title and subtitle on the front cover.

Reading the title and manuscript requires the NWP Reading/Writing (High-Common)¹⁾.

Specialist Content: Understanding contents requires the NWP Sage Knowledge (Alchemy, Metallurgy).

NWPs: The book can be of use to individuals who would want to improve any of their NWPs associated with (advanced) metal-working (e.g., NWPs Mining, Sage Knowledge (Alchemy, Metallurgy), and/or Smelting). Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Diatessaron of Metallourgios* is an extensive work based on four of the teachings of the legendary cyclope Metallourgios. These teachings deal with the science of extracting metals from ores; the purification of these metals; the processing of these metals; and the refining of these metals.

Research: The covers are calfskin stretched over copper plates. The inks are enriched with gold dust.

The book is considered to be a poorly made copy of a lost original. Interestingly, it seems likely that the copper sheets used for the covers may once have been much larger, which has led some sages to believe that they may be all that remains of a larger original, which may or may not have been Issiurph's original. To complicate matters even further, Issiurph's supposed original is most likely to have been a translation of an earlier, lost compilation by Logose the Umbrant, which may have been called *Compendium of Ancient Metallurgy* (Follezal, Nysphaunt). Despite its low quality, the underlying book is highly desirable because it contains four teachings instead of the usual three in most other copies – which nonetheless often have the same title as this book.

The underlying work and all other versions and copies like and of it are loosely based on an original work that was wrought by nine cyclopes, pupils of Metallourgios all, which is known as *Enneion of Metallourgios*. There is some confusion as to the appearance of this work, although it is generally accepted that it was of truly gargantuan proportions. Some sages claim that the work comprised nine copper-bound books, one for each of nine teachings, and that each book was so heavy that it required four cyclopes to lift. Others suggest that the book consisted of many magical metal *enneagons*, all part of a gargantuan revolving contraption. They base this assumption on an ancient index that mentions the *Wheel of Metallourgios*, a construct that was supposedly consulted by Metallourgios when he wrought his works. The whereabouts of this nine-fold work – whatever it was or looked like – are unknown.

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 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⁾ 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: *Encyclopedia of Metallurgy*: Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991)

Disclosure of Pragmatic Mysteries

Volume I; Volume II

Setting: Ardha

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

Author: Ebonarde of the Moanwater.

Size (Volume I): 45 cm tall, 30 cm wide, 5 cm thick; 47 pages.

Size (Volume II): 45 cm tall, 30 cm wide, 2 cm thick; 21 pages.

Description: A set of two books with covers of an exotic, greenish brown wood. On each of the front covers is a text, perhaps the title of the book, inscribed with a greenish yellow substance that exudes a faint, sweet smell. Within are pages of thick, pale green paper featuring a polychrome manuscript in an elegant hand, often enriched with orphic runes and symbols and at times accompanied by aesthetically pleasing illustrations.

Lore: A collection of notes on magical and alchemical research.

DM: Original. Copies very rare. Good condition. Title on the front covers (See below).

Reading the title, subtitles, and manuscripts requires the NWP *Reading/Writing (Alvaiazolais)*¹⁾. The words on the front covers read “Volume I” and “Volume II”.

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

Contents: *Disclosure of Pragmatic Mysteries* comprises two librams with notes on magical research.

Volume I contains notes on an inconclusive study of a spell that seeks to combine *Foresight* and *Contact Other Plane*.

The book also contains the following spells, in order, on 37 pages: **VI: Legend Lore**; **V: Contact Other Plane**; **II: ESP**; **I: Detect Magic**; **II: Past Life**; **III: Alamir's Fundamental Breakdown**.

Volume II is wholly dedicated to the process of concocting a magical brew that grants the imbiber the ability to descry untold treasures and hidden extravaganzas (*potion of treasure finding*).

Excerpt: “For this broth, one useth: seedpods of the *basira* plant, taken from the fens of the Moanwater; one or two golden *zico's* once part of the ill-famed troupe of the pond faerie Yayipke, as described by the historian Fastyke; a single *aspid* scale²⁾, laterally striped, of a dragon that owns at least 132 *pelars* or a treasure otherwise; the crushed sediment of one Laeral's tear.”

Research: The covers are of rare *ironawood*, which is said to have a mentally strengthening effect, as described by Zaklar, *Eiodark* of Basal Wood (*Unrealisms of Acquisitive Intellectual Idiosyncrasies*). The text on the front covers is inscribed with a balsam of saffron and *sanguine*, mixed with juice of an odoriferous tamarind. The paper is resistant mangrove paper, prepared in the manner of Werninck (*The Art of Thaumaturgical Inscriptions*).

Apart from its considerable value as a book of spells, *Volume I* would be a useful addition to the libraries of an individual with the NWP *Research*. *Volume II* would be mostly of interest to alchemists, apothecaries, and sages specialized in alchemical lore.

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⁾ Alvaiazolais is an old, obscure dialect spoken in rural Numendhir and believed to be based on an ancient language spoken on a lost world. It is distinguished by its Arcadian quality and known mostly from old songs and books of folklore, as well as, strangely, some of the most notable works of some of the greatest mages of past and present.

²⁾ *Aspid* scales are described in *Regular Aspid Scales*, a libram from the hand of Mankoy, the Grave Robber of Mong.

Source/Origins: Several hundred books dedicated to the study of magic: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991); Jack Vance, *Cugel's Saga* (Timescape Books, 1983)

Disruption of Constructed Implementations of Cognitive and Extra-Temporal Infinities

Being an Elementary Treatise on the Fundamentals of Transformation, Transmutation, Transfiguration, and Metamorphoses

Setting: Yxx

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

Author: Rass Magus the Elder.

Size: 37.5 cm tall, 26.5 cm wide, 8.5 cm thick; 1,250 pages.

Description: A thick book with covers of what appears to be a cheap, flat brown leather that has turned almost gray with age and use. Inlaid into the front cover is a rectangle in dark brown leather, in which sits an oval inlaid with the same material and consisting of many smaller interconnected ovals, perhaps reminiscent of a small necklace of ringlets. This oval contains yet another oval, this one inlaid with a flat, light blue leather, somewhat clouded but otherwise featureless.

Within are numerous pages of thin, brownish yellow paper and a single bookmark of red cloth sticks out from the pages at about an inch down from the front cover. The pages feature a manuscript in black ink, interspersed with many diagrams, tables, and schematics in the same ink.

Lore: A book on infinities and their perception in timeless environments.

DM: Original. Copies very rare. Good condition. Title on the title page.

Reading the title and manuscript requires the NWPs *Reading/Writing (Temthole)*¹⁾.

The bookmark sits between pages 251 and 252, which does not seem to be of any particular significance.

Specialist Content: Understanding the contents of the book requires the reader to be a Chronomancer of at least 6th level, a Transmuter of 12th level, or an individual with the NWP *Sage Knowledge (Demi-Plane of Time)*.

NWPs: The book can be of use to individuals who would want to improve any of their NWPs associated with the metaphysical aspects of time and transmutation magic (e.g., NWPs *Philosophy*, *Sage Knowledge (School of Magic, Alteration)*). Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Disruption of Constructed Implementations of Cognitive and Extra-Temporal Infinities* is a discourse on the disruption of compound applications of perceived and extra-temporal infinities. It speaks of time and how the conscious and unconscious mind deal with the subject, in timeless environments and the material world, with emphasis on how this pertains to – and influences – metamorphic magic in the material world.

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⁾ Temthole is a complex language of the magical world of Yxx. Its origins are a matter of debate, with some sages believing that it has never actually existed.

Source/Origins: Several hundred books dedicated to the study of magic: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Dissertation of Spectrathurgical Incantations

Setting: Ardha

Requirements: NWP *Arcane Languages (Fendragxshe)*

Author: Mysmer, The Arch-Phantasmalist and Supreme Spectradigitator of Dream Valley.

Size: 16 cm tall, 26 cm wide, 4 cm thick; 192 pages.

Description: A tall, thin book with covers of mauve, scaly leather. On the front cover is a text in mother-of-pearl inlay, perhaps the title of the book.

Within are parchment pages with black edges, as if the book was exposed to searing heat at one time.

Lore: A complex treatise on mind-influencing spells and hypnosis, often seen as essential reading for Enchanters.

DM: Copy. Rare. Average condition. Title on the front cover.

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

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

Contents: *Dissertation of Spectrathurgical Incantations* is a thesis that thoroughly looks into the basics of hypnosis and spells and effects that affect the mind, more in particular those that lead to a misinterpretation of reality (e.g., *Blur, Hypnotic Pattern, Confusion*).

Research: The covers are dyed pseudo-dragon hide stretched over thin *duskwood* sheets.

The book is considered indispensable for mages specialized in mind-influencing spells.

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.

Source/Origins: DM, *Hypnosis and Hypnotism. What It Is and How Does It Work*, by Mesmer, for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Diwan of Sidi Ben Sirwa and the Jinniyeh

Setting: Eshed, Al-Asir, Ardha

Requirements: NWPs *Ancient Languages (Asir)*, *Ancient Languages (Hazrat Sihrsha)*, and/or *Reading/Writing (Numendhirian)*

Author: Mumwazir of Asfahan; *marginalia* and translations by individuals unknown.

Size: 35.6 cm tall, 27.8 cm wide, 9 cm thick; 77 pages.

Description: An old, rather magnificent book with covers of ornate golden frames containing pierced sheets of gold, inlaid with sumptuous patterns of ivory and splendidly decorated with gemstones in rich hues of red, yellow, green, and blue, the whole depicting what appears to be a young man and a young woman meeting in the paradisaical garden of a palace of sorts, rich in flowers, birds, and all manner of similar animal life. Worked into a cartouche on the front cover is a text in a swirling script, likely the title of the work.

Within are pages of a sumptuous, thick form of purple vellum lettered in silver and gold, with *marginalia* in similarly rich inks but from a different hand. There are also three greenish, papyrus pages, which feature a manuscript in gold ink.

Lore: An anthology of songs and poems from a mythical desert kingdom.

DM: Original (See below). Very rare. Good condition. Title on the front cover.

Reading the title and the translation of some of the *marginalia* requires the NWP *Reading/Writing (Numendhirian)*¹⁾.

Understanding the book requires the NWPs *Ancient Languages (Asir)*²⁾, while reading the *marginalia* requires the NWP *Ancient Languages (Hazrat Sihrsha)*³⁾.

Magic: The book radiates a "Dim" aura of Abjuration magic, which is due to its resistance to damaging effects (See below).

NWPs: The book can be of use to individuals who would want to acquire any of the NWPs *Ancient Languages (Asir)* and/or *Ancient Languages (Hazrat Sihrsha)*, as well as to individuals who would want to add some poems and songs to their repertoire (e.g., a Bard, individuals who would want to improve any of their 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: A *minor rune of protection* woven into the covers makes that the book makes its items saving throws as either "Leather", "Metal", or "Thin Wood", whichever is the most favorable, and with a +1 bonus when saving against "Disintegration" or "Lightning" (v. DMG, p. 58: "Item Saving Throws").

Contents: *Diwan of Sidi Ben Sirwa and the Jinniye* is divided into two sections, with the largest comprising an anthology of poems and songs of love and romance from Sidi Ben Sirwa, a poor *sha'ir*, to an unnamed *jinniye*. The songs and poems speak of the stars and the moon; of the *souk* and the *hammam*; of *shah-mat* and *kismet*; of the *arwat* and sherbets; of falcons and the hunt; of the *sirocco* and the desert; of *attar* and the *paranja*; of the *hookah* and *hashish*.

It can be gleaned from the text that the singer or poet is meant to be accompanied by two musicians, one playing a reed flute and the other a tambour.

The *marginalia* are mostly translations in Hazrat Sihra of some sections of these poems and songs, while they also feature some musical notations. There are also some *marginalia* in Numendhirian.

On the frontispiece is a rich, polychrome painting of a Nubian princess or *jinniye*, obviously of true artistic value. The three papyrus pages, which comprise the second section of the work, translate some of these translations to Numendhirian.

Research: The book radiates a “Dim: aura of magic (Abjuration). The covers of the book are known to sages as *chrysoxylogemum* covers⁴⁾. The material used for the pages is usually referred to as *byzantium*⁵⁾.

The poems and songs are much older than the book itself and it has been suggested that the first section of the book may be a sumptuous copy of a much older work. In like fashion, some sages have proposed that the papyrus pages are actually translations of sections in this supposed older work, which could make them older than the rest of the pages. At least one scholar has suggested that these translations were made for the research of a number of unknown spells that are believed to be lost today.

Among the most famous of the songs in the book is one that is colloquially referred to as “*Kaif Jinniye*”, which is still sung in the inns and taverns of Nubia and which should be translated roughly as “Praise be to the *jinniye*”.

The painting on the frontispiece is relatively well-known and universally acclaimed – to such an extent even that it has inspired many other works of art. Although the *Imperial Index of Fine Arts* refers to it as “*Nkandaka*”, which roughly translates as “The Nubian Queen”, it remains unknown how it came by this classification.

Author: Mumwazir of Asfahan is a famous poet from a lost desert kingdom usually referred to as the Desert Caliphate of Al-Asir. This is the only known work from her hand. The *marginalia* and translations of some of them are from unknown authors. The frontispiece is from the hand of an unknown artist.

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⁾ Numendhirian is a language of Ardha, perhaps best likened to the common tongue.

²⁾ Asir is an ancient, lost language of Eshed, which was spoken in a mysterious land usually referred to as the Desert Caliphate of Al-Asir, of which no traces exist today. Asir does not have a fixed alphabet or lettering and each sentence is written as if it were a work of art of its own.

³⁾ Hazrat Sihra is an ancient language of the djinn.

⁴⁾ *Filum granum* covers consist of thin, forged, ornate bands of *highgold* framing filigree patterns, all set on lacquered flame mahogany. On some worlds, *filum granum* covers that also feature gemstones are called *chrysoxylogemum* covers.

⁵⁾ *Byzantium*, also known as *purple vellum*, *purpervellum*, or *purpurium*, is a sumptuous form of vellum dyed purple and usually lettered in silver and gold.

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

Doors and Passages of Parallel Worlds

Setting: Any (Forgotten Realms)

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

Author: Neph Theth-Zont.

Size: 21 cm tall, 15 cm wide, 1.3 cm thick; 67 pages.

Description: A small, slender book with weathered covers of some pale, mottled material, with a text in red ink on the front cover, possibly the title of the work.

Within are thick, curling pages of parchment featuring a monochrome manuscript in brown-red ink.

Lore: A copy of a fairly common collection of notes on the nature of doors, passages, and transportation, based on the controversial notion that there are multiple prime material planes.

DM: Copy. Uncommon. Good condition. Title on the front cover.

Reading the title and manuscript requires the NWP *Ancient Languages* (*Archopaleion*)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: I: *Hold Portal*; II: *Knock*; I: *Jump*; II: *Wizard Lock*.

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

Contents: If anything, *Doors and Passages of Parallel Worlds* seems to be a collection of *marginalia* and comprehensive footnotes on the connective and conveyant aspects of actual, physical doors and portals, somewhat complex and esoteric in nature, from which can be gleaned that some spells that affect them are based on the principle that an entity can only have a “real presence” in one prime material plane at a time, arguing, for example, that the ability of an extra-planar entity to negate magically held portals and the inability of a prime material entity to open a door affected by a magical lock are both based on the same magical principle.

It also contains some interesting, albeit succinct notes on planar vortices – connections between the various planes of existence and the many supposed alternate material planes – explaining how they connect each prime material plane to its own Ethereal Plane; how, therefore, one “cannot travel between alternate primes entirely by the Ethereal Plane, though it is possible to travel between the Prime Material Plane and the inner planes”; and how this relates to some spells that transport creatures from one location to another.

Research: Covers of vellum over boards of a thick, cardboard-like material.

The book comprises some of the *marginalia* and footnotes as they were found in an ancient, complex, lost dissertation on the highly controversial notion that there are “alternate material planes”, famously describing the latter as “all other prime material planes that operate from the same basic realities as ours”.

Author: Although the book was once attributed to Lethchauntos the Black, this is disputed by most scholars of today. Indeed, the confusion seems to have been caused by a misinterpretation of an ancient *onomanonicon*⁴⁾ that mentions this Lethchauntos as once having owned one of the earliest copies of the book – coincidentally, around the same time that he owned *The Nathlum*.

¹⁾ *Archopaleion* is a generic term for an ancient, dead language known only from old manuscripts. It is perhaps best likened to the Latin or Ancient Greek of Earth and, as such, should be regarded as one of the forbears of the common tongue of today.

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.

⁴⁾ 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: *Doors and Passages of Parallel Worlds*: Bruce Heard, *Spells between the Covers*, in: *Dragon 82* (TSR, 1984); Alternate Prime Material Planes: Jeff Grubb, *Manual of the Planes* (TSR, 1987); Spellbook, *Doors and Passages of Parallel Worlds*: Dale Henson et al., *Encyclopedia Magica. Volume Three* (TSR, 1995)

Dorval's Guide to Herbal Concoctions

Setting: World of Greyhawk (Yxx)

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

Author: See below.

Size: 38 cm tall, 16 cm wide, 35 cm thick; 1,457 pages.

Description: An old, sturdy, thick tome, bound in covers of some vegetable material that seems to have been weathered quite a bit over time – there are many blemishes and the color is that of a mold-like grayish green. On the cover is a text in a flaking gold and burgundy paint, perhaps the title of the book.

Within are papyrus pages with a polychrome manuscript in green and gold inks and in a peculiar, scribbling hand, enriched with ample illustrations in the same hand.

Lore: An interesting albeit controversial work on herbal brews and applications from the enigmatic Dorval the Didact.

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

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

Recipes: Note that the supposed qualities of the herbs and their recipes are based on superstition more than anything else and that none of the recipes are guaranteed to work as described in the book. It is left to the DM to decide how much more work a herbalist would have to put into the recipes before they generate any of the described effects (v. **DMG**, p. 120-122: “Creating Other Magical Items” for tips). In any case, making sure that any of the recipes described below generate effects as described will require passing an NWP *Herbalism* check, with any penalties as decided by the DM.

None of the effects described below work in combination with each other and their effects are not cumulative.

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

Contents: *Dorval's Guide to Herbal Concoctions* contains a list of herbs, plants, trees, and fungi and the properties attributed to them by common, superstitious folk. However, in some cases, it also summarily describes how to use these herbs in magical concoctions, powders, and talismans¹⁾. The book makes a distinction between black witches and ‘Black Magic’ (mostly associated with archetypal witches, curses, and evil spirits) and white witches and ‘White Magic’ (mostly associated with protection, blessings, and healing).

Some examples are:

Augur's Wine (Linden; *Tilia vulgare*; temperate forest; Black Magic): When a black witch crushes fresh linden leaves and adds them to wine, the imbibor can see into the future. He also becomes very drunk immediately after this.

The imbibor is allowed, once, to divine whether an action in the immediate future (within one-half hour) will be beneficial or harmful to a querent – which may be himself – with the chance for receiving a meaningful reply being

70% (as a limited version of *Augury*). Unfortunately, the imbiber also becomes greatly intoxicated (v. **DMG** 1st Edition, p. 82-83: "Effects of Alcohol and Drugs").

Benedicta (St.-Benedict's herb; *Geum urbanum*; temperate woodland; White Magic). When the fresh herb is placed in a bag by a white witch and worn around the neck, the wearer is immune to poison.

The talisman grants the wearer a +2 bonus to his saving throws vs. Poison for two weeks.

Holy Rue (*Ruta graveolens*; temperate to warm open terrain; White Magic): A sprig of rue dipped in *holy water* by a white witch and rubbed on the body will protect the recipient from evil.

This will grant the recipient a +1 bonus on his saving throws against effects generated by evil creatures for four hours. The procedure uses up the sprig.

Horse Bane (Moonwort; *Botrychium lunaria*; temperate to warm; Black Magic). A horse that treads on the leaves of moonwort goes lame.

This requires a Witch to speak the correct *curse* and the horse is allowed a saving throw vs. Spell. The leaves must still be on the plant.

King's Cup (Grimace palm; *Lodocea maldivica*; very rare; isolated tropical islands). The large, oddly shaped seed is a preventative for poisons. The seed is very rare and highly prized by kings, lords, and others who might be the object of assassination attempts.

A cup made from the seed neutralizes all poisons in it. It functions for one year.

Lustral Water (Verbena, the Sacred Herb; *Verbena officinalis*; temperate forest; White Magic): When a white witch adds the ground, fresh herb to red wine, the imbiber is overcome by lust and strength.

Drinking the wine induces uncontrollable lust in Druids and white witches and grants them a +2 Strength bonus for 1d6+2 turns.

Mugwort Cap (Mugwort; *Artemisia vulgaris*; temperate to warm open woods and heath; White Magic): Wearing a sprig from the plant protects the wearer against flying evil creatures, which will not be able to see or detect him. Such creatures are allowed a saving vs. Spell at -3 to avoid this effect, with success meaning that they will target the wearer before any other individuals who are not similarly protected.

Excerpt: "If a fresh sprig of the plant of *mugwort cappe* be carried and worn so as to be visible from above, so shall the wearer be unseen by any evil thing that is in flight".

Peony Talisman (Peony; *Paeonia officinalis*; temperate to warm climes; White Magic): A talisman made by a white witch and worn around the neck protects the wearer from spells.

Wearing the dried root in a pouch on a leather thong around the neck will add a +2 bonus to a single saving throw against magic and then turn to useless dust. If worn thusly, it will react to the first spell thrown at the user.

Redcap (Scarlet pimpernel; *Anagallis arvensis*; temperate to warm poor soil; White Magic): The leaves are a potent cure for the magic of black witches.

When eaten, the leaves act as *Dispel Magic* against a single enchantment or *curse* cast on the eater by an evil spell caster, operating as if they were a Wizard equal in level to the level of the Druid who picked the plant. After 30 days, the leaves lose this ability and they become a mild narcotic causing the user to sleep for 1d4 hours.

Scorpion Plant (Sweet basil; *Ocimum basilicum*; moist lands in warm climes; Black Magic): A black witch mixing the freshly picked leaves with horse dung will create a scorpion.

The scorpion is a regular scorpion that remains for 24 hours. It can be sent to attack a single individual if subjected to the proper incantations within one hour after its creation.

The Centaury (Centaury; *Esythraeci centaurium*; moist lands in temperate climes; Black Magic): A black witch mixing the plant into food accepted freely causes the eater to fall in love with her.

The plant must administered by a Witch and the eater will either become enamored (opposite sex) or enthralled with the first individual they see (save vs. Spell to avoid). An enthralled eater is treated as if they were *charmed* by the individual for 1d4+4 turns (as *Charm Person*). Both conditions can be ended by subjecting the victim to a successful casting of *Dispel Magic* (vs. the level of the Witch who administered the plant).

The Devil's Favor (Mandrake; *Mandragora officinarum*; warm climes; Black Magic): A black witch's wounds will be healed when she consumes the fresh root.

The root will cure 8 points of damage, minus 1 point for every day since it was picked.

The Devil's Feces (*Ferula asafetida*; very rare; warm to very warm climes; Black Magic): A black witch eating the roots is protected from all devils.

Eating the roots grants a Witch protection from a single devil summoned by her in the same manner as the proper pentagram – i.e., the devil cannot touch her or target her with any spells or magical effects. The duration ranges from 8 to 1 turns, as determined by the freshness of the root, with fresh meaning that the roots are consumed within 1 hour of harvesting them. Each hour after that, the duration is reduced by 1 turn until the roots lose their potency (for this purpose).

The Devil's Testicles (Mandrake; *Mandragora officinarum*; warm climes; Black Magic): Black witches and mages use the fruit in many fertility rituals, for the creation of orcs, and to greatly increase the fecundity of goblinoids.

The Devil's Touch (The devil's hand orchid; *Orchid gymnadenai*; tropical rainforests; Black Magic): A black witch striking a living creature with a single of the orchid's beautiful but foul-smelling flower will bring bad luck upon the victim.

This requires a Witch to utter the proper *curse*, upon which the victim will suffer a -3 penalty on his next saving throw. The effect is non-cumulative. The blossom wilts within 1d2 days, upon which its potency is lost.

The Emperor's Herb (White Magic): A mythical herb said to grow in temperate climes and that is said to cure any disease if consumed within three days of being picked by a white witch.

The Hypersicum (White Magic): A legendary herb said to grow in temperate warm climes that protects the user from undead and evil.

A good Priest who consumes the fresh herb in the round immediately before his attempt will enjoy a +1 bonus on his attempt to *turn* undead.

Thief Root (Springwort, blasting root; *Euphorbia palustris*; temperate to warm marsh and waterside; White Magic): A Thief eating the entire root immediately before he attempts to open a lock will enjoy a +10% bonus to his Open Locks check. The root loses 1% of this effect for every week since it has been dug up (down to a minimum of 5%).

Excerpt: "The *thieve's root* will spring open all locked doors."

Witch Dust (Black hellebore; *Helleboris niger*; temperate climes; Black Magic): A black witch sprinkling the dust from three dried and powdered roots onto a creature or object (no larger than man-sized on either case) will render the subject *invisible*.

The effect lasts for 1d6+2 turns. If the dust is washed or blown away, the subject becomes visible.

Witch Talisman (Wolf's-claw; *Lycopodium clavatum*; temperate to warm climes; White Magic): A talisman made by a white witch and worn around the neck will bring good luck for 30 days.

The herb must be picked in accordance with a very complicated ritual (+5 penalty to NWP *Herbalism* check, -1 for every additional slot spent on the skill). The talisman will act as a *luckstone* +1 for 30 days after the herb was picked.

Witch Tears (Giant puffball; *Calvatia gigantea*; temperate and warm climes; Black Magic): The giant puffball is large fungus that can be up to 1 foot across. When it is burst by a black witch, it will cause all creatures to start sneezing and weeping uncontrollably.

The Witch must utter the proper *curse* when she bursts the fungus. The resulting cloud has effects much like *dust of sneezing and weeping*, affecting all living creatures within a 10×10-foot area, causing them to fall into fits of sneezing, their eyes watering uncontrollably for 5d4 rounds (save vs. Poison to avoid). Affected creatures have great difficulty casting most spells; they suffer a -2 or +2 penalty, as appropriate to all die-rolls; any opponents make their attacks at a +2 bonus to hit. The fungus must still be in the ground for this effect to occur. It can be picked and used for other purposes but it is rather fragile and it will burst with any hard blow, wasting its contents.

Research: The covers are of willow bark, which may have been painted white at one time. The pages are of very old papyrus.

Although the book is generally attributed to the mysterious Dorval the Didact – and even thought to be a rare addendum to *Dorval's Herbarium* by some – there are numerous sages who doubt that either is the case, mainly because of the highly speculative nature of the contents. Indeed, most sages agree that the current title of the book was added at a later date. Still, powerful divinations regularly point to Dorval as being the author.

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*.

Source/Origins: *Herbalist's Handbook*: Randy Maxwell, *Ex Libris*, in: *Dungeon* 29 (TSR, 1991); William Fawcett, *The Druid in Fact and Fiction*, in: *The Dragon* 32 (TSR, 1979)

Draskilion's Principal Exsufflation of Materialization, Procurement and Perception Alteration

Setting: Any

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

Author: Draskilion the Arch-Mage.

Size: 23.7 cm tall, 15.2 cm wide, 5.1 cm thick; 666 pages.

Description: A relatively small book with covers of some black-green, reptilian leather reminiscent of crocodile skin and inlaid with iron to provide extra security. The book is kept shut with two iron bands running the width of its covers and ending in ornate clasps shaped somewhat like a crocodile's maw, the 'teeth' of each clasp interlocking with those of the other. On the front cover, also inlaid with iron, is a text, quite possibly the title of the work.

Within are pages of thin, dry, somewhat brittle paper, which seems to have been exposed to a source of great heat at some point. The pages are sewn together and secured to a fine, supple leather spine backing and they are secured additionally by fine leather front and back pieces. They feature a polychrome manuscript in a minuscule script and executed in a variety of black and colored inks.

Lore: An extremely dangerous spell book that is said to be obsessively sought by an unfriendly and bothersome demon.

DM: Spell book. Original. Unique. Good 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.

Repercussions: Because of the author's dealings with numerous demons, anyone owning the book has a 66% chance every 26 days that one of these fiends will appear to claim its "just reward for services rendered", which will usually involve it attempting to slay the owner and taking his soul to the Abyss. Ideally, such demonic entities should not include any of the demon nobles and princes in the various monster manuals, although they would certainly involve named demons. Among the more fearsome of these demons is the major demon Siragle (v. **CMM**, *Demon, Major Demon – Siragle*). It is left to the DM to determine whether this fiend has already claimed its reward.

NWPs: The book can be of use to individuals who would want to improve any of their NWPs *Alchemy, Arcanology, and/or Research*. 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: *Draskilion's Principal Exsufflation of Materialization, Procurement and Perception Alteration* is a libram of the infamous evil arch-mage Draskilion that contains some of his earliest notes regarding the creation of a unique magical amulet. While it can be gleaned from these notes that this amulet must have been a version of an *amulet of life protection*, there is not nearly enough information about the subject to create such an item. Still, certain notes indicate that Draskilion used at least some of the spells described in the book in his later attempts to create his amulet, most notably *Khazid's Procurement*.

The book contains the following spells on 55 pages: **I:** *Conjure Spell Component, Gaze Reflection, Read Magic*; **II:** *Sense Shifting*; **III:** *Wizard Sight*; **IV:** *Minor Creation, Wizard Eye*; **V:** *Khazid's Procurement, Mind Fog*.

Research: The covers are demon skin stretched over ivory plates inscribed with various hateful runes. The inks are black sepia ink and polychrome gem inks.

The magical amulet Draskilion attempted to create is known to sages as *Draskilion's amulet of life*. The fact that the book contains a description of *Khazid's Procurement* is not usually seen as evidence that any of the other spells in it are somehow required for the creation of this amulet.

Author: Draskilion the Arch-Mage was an evil mage who decided that he would search for a plane of existence where he would have little to worry about outside interference. A mage of considerable power, he strove to find such a place, to construct a portal between the planes, to beat the denizens of this new plane into submission, and to mold the place to his use. Although of considerable wealth and ability, Draskilion soon found that he would require some assistance to complete so colossal a task and he sought aid from several beings mightier than himself. Not surprisingly, several malignant powers proved to be more than willing to offer their assistance – in exchange, of course, for a price that most mortals would not consider wise – or even sane. Not to be deterred, Draskilion summoned further aid, performing the staggeringly complex lost spell known as *Unspeakable Incantation of the Julizeen*, until he made a minor error in the 138th gesticulation, wiggling the ring finger on his right hand rather than the little finger on his left. As a result, his entire body was enveloped in a million tiny green and black tongues of hungry, licking fire and, in a matter of seconds, his material form was consumed, ending the career of Draskilion the Arch-Mage abruptly, if fittingly.

Since the majority of the contracts Draskilion made with the malignant powers mentioned above were payable upon his death and involved the surrendering of his soul, news of Draskilion's material destruction quickly reached the notice of these entities. However, when the mage's immortal essence failed to show up to make good his promises, several of the more powerful entities involved were, as one sage puts it, "very disappointed with Draskilion, to say the least". Perhaps most to be feared of these is the demon Siragle (See above). Indeed, it has been suggested that the untimely demise of at least some former owners of the underlying book may have been the result of the machinations of this fiend.

Source/Origins: Michael Shel, *Sleepless*, in: *Dungeon 28* (TSR, 1991)

Drenal's Notes

Setting: World of Greyhawk

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

Author: Drenal Farkahn (See below)

Size: 33 cm tall, 33 cm wide, 15 cm thick; 100 pages.

Description: A square book with covers of heavy 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 and secured to a fine, supple leather spine backing. Separating the various sections are leather inserts of a suppler version of the leather used on the covers. Polychrome manuscript in a meticulous hand, enriched with fine and detailed illustrations and many mystical symbols and runes.

Lore: A book with notes from the mage Drenal.

DM: Copy. Very rare. Excellent condition. Untitled.

Reading the manuscript requires the NWP *Reading/Writing (The Common Tongue)*. 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: *Drenal's Notes* contains most of the notes made by the mage Drenal, starting in his adolescent years in Veluna and comprising everything he saw or heard that had any relevance to magic and its practice and enchantments and charms more in particular.

From the book, it can be gleaned that Drenal Farkahn was born and raised in a small town close to the city of Veluna. He was raised near a forest shared by elves, halflings, and humans alike and he fell into the company of a small and peculiar group of elves and half-elves during his adolescence. Though unrelated, the group adopted the name "The Brothers Arcane".

As a young adult, Drenal left Veluna for a life of adventure, joining a large adventuring band near Thornwood in Northern Bissel, which became the base of operations for his new adventuring companions. His notes made during this period deal with everything that could have an influence on magical applications, describing samples of every interesting phenomenon of mineral, vegetable, or animal material. Every once in a while, about twice a year, Drenal would still travel to Veluna to discuss his findings with his magical cohorts there.

Within his new adventuring group, Drenal was an outcast and the notes reveal him to be quiet, moody, and an eccentric. He seems to have been making notes on his surroundings even while the rest of the group was in combat or puzzled over some barrier that held them back. It seems that he carried ink, pen, and paper everywhere he went, jotting down notes whenever he could and taking samples of every interesting mineral, floral, and faunal phenomena as before. While his preoccupation with his own interests and not the interests of the party as a whole must have caused much discontent, it seems that Drenal's outcast status spurred his accomplishments along. The notes end rather abruptly with a series of hasty remarks on some phenomena ahead of his companions. Scattered throughout the book are many notes on Drenal's research into various spells, some of which are described in the book.

Spells: The book contains the following rare, possibly unique, spells on 38 pages: **II:** *Drenal's Annoying Poke*, *Drenal's Distraction*, *Drenal's Dry Ink*, *Drenal's Stone Flame*; **III:** *Drenal's Amok Needles*, *Drenal's Eyesore*, *Drenal's Sound Barrier*.

Research: The covers are of wyvern hide.

Despite the fact that the title page seems to claim the opposite, most sages agree that the underlying book is not from the hand of Drenal himself. However, there is no information as to the identity and nature of the individual who did write it.

Some sages have suggested that many of Drenal's spells have to do with the taunting he received. Indeed, a few of them have to do with needles, which seems to have begun when his fellow adventurers made fun of him because he had a sewing needle but no thread. It would appear that Drenal was teased unmercifully about this and that it was this that drove him to "give a purpose to his seemingly useless sewing needle".

Drenal's long career seems to have come to an abrupt end when, it is said, he suddenly disappeared without a trace.

The book could be of passing interest to an arcanologist.

Source/Origins: Drenal's notes: Nicholas Baran, *Arcane Lore. The Spells of Drenal Farkahn*, in: *Dragon 210* (TSR, 1994)

Durango's Arcanabulum

Setting: Ardha

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

Author: Durango the Magnificent.

Size: 62 cm tall, 46 cm wide, 12 cm thick; 400 pages.

Description: A large book with covers of a smooth, soft, midnight-blue material.

Within are silver-edged parchment pages of a pinkish hue and featuring a manuscript in silver inks.

Lore: A manual for the creation of carrionettes, especially valuable because it includes a description of *Wish*.

DM: Duplicate (One of four originals). Copies very rare. Excellent condition. Untitled.

Reading the manuscript requires the NWP *Reading/Writing (High-Numendhirian)*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.

Static Electricity: Stroking the book will build up electrostatic energy.

Resistant: The cover is especially resistant to chipping and grazing and it makes its item saving throws as "Hard Metal" where such effects are concerned (e.g., Crushing Blow, Fall; v. **DMG**, p. 58: "Item Saving Throws").

Contents: *Durango's Arcanabulum* provides the reader with detailed information on the creation of animated puppets known as carrionettes (v. **CMM**, *Carrionette*), as well as with the descriptions of the spells required during the process. The would-be creator must be a Wizard of at least 14th level and he must cast the spells himself. The cost of the materials used are 1,000 gp per hit point of the carrionette and fashioning one carrionette requires the mage one month of work – or 1d4+16 days if he gets help from a skilled woodworker and alchemist.

The book contains the following spells, on 42 pages: **I:** *Ventriloquism*; **VI:** *Geas*; **VIII:** *Polymorph Any Object*; **IX:** *Wish*.

Research: The covers are hellcat skin over plates carved from a single triceratops bone each. The book was obviously made by an expert bookbinder.

The author, who is also known as Durango the Puppet Master, is one of the most respected Animancers known today. He created the four copies for his peers, which remain unknown.

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⁾ 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.

Source/Origins: Several hundred books dedicated to the study of magic: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Echo and Resonance of the Great Void

Setting: Forgotten Realms

Requirements: NWP's *Reading/Writing (Roushoun)*

Author: The Reverel Sussurustle.

Size: 44.5 cm tall, 27.5 cm wide, 14.5 cm thick; 532 pages.

Description: A large, very heavy book with inch-thick covers constructed of overlapping roughly triangular sheets of what seems to be a glossy black metal radiating outward from a circular centerpiece consisting of what seems to be some sort of black mineral. On the cover – and rather crudely stamped into it – is a series of runes, perhaps the title of the book.

Within are two different groups of pages, with one consisting of 101 sheets of polished electrum each graven with runes, graphemes, symbols, and glyphs and the other of 431 sheets of brittle parchment featuring a manuscript in black. All pages are held in two binding rings of a metal best described as a strangely resilient variety of lead.

Lore: The original of a very rare treatise on an unknown void-like phenomenon and its supposed *gate*-like qualities.

DM: Original. No known copies. Good condition. Title on the front cover. The book weighs 65 lbs.

Reading the title and manuscripts requires the NWP *Reading/Writing (Roushoun)*. The manuscript on the parchment pages is written in Roushoun, using the Imaskari alphabet. The text on the electrum pages is written in a strange, possibly archaic dialect of Roushoun, using an equally strange version of the Imaskari alphabet.

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:** *Find Familiar*; **III:** *Monster Summoning I*; **IV:** *Monster Summoning II*; **V:** *Monster Summoning III*; **VI:** *Monster Summoning IV*; **VII:** *Monster Summoning V*.

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

Contents: The electrum pages of *Echo and Resonance of the Great Void* contain a highly specialized treatise of the nature of something it refers to as “Great Void”, a phenomenon perhaps best likened to a strange mixture between the concepts of “death”, the Astral Plane, and the various negative quasi-elemental planes. It details the absorbing qualities of this phenomenon – and, indeed, its lack of reaction to any and all stimuli – in extreme detail, possibly as tested by the author, before attempting to apply its own findings to a number of effects that seem to be based on exactly the opposite of these qualities. It usually refers to these opposite effects as “echo” and “resonance”.

The parchment pages seem to build on this notion and contain detailed research on various dimensions as supposed by the Wizard School of Conjuraction/Summoning, with particular emphasis on the *gate*-like affects associated the various *monster summoning* spells in particular.

Research: A rare, largely unknown work mentioned in only three obscure, unique indices, each of which give a different description of the materials the book is made of. The first of these, an ancient, untitled book known only to scholars as *The Fleuster*, describes it as being made of “a material not unlike a mixture of black lead and hematite, with a centerpiece of black pearl both effervescent and dull”, while another mentions obsidian as being the main material used for the covers and “a centerpiece of either black jasper or jet”. The third index that mentions the book does not describe the materials as such, although it refers to the book several times when describing the sobrefacient qualities of certain metals and minerals such as hematite, onyx, lead, black jasper, and black opal. Mages or other specialists conducting their own research into the materials used in the creation of the book will find that the results will depend on the day of the month. On the 3rd, 5th, 9th, 15th, 25th, and 28th of each month the metal will be an alchemical mixture of lead, adamant, and jet-black *tirillium*, the latter being a largely unknown metal that is rumored to have mentalistic qualities. On all other dates, the metal will turn out to be a unique alloy of lead, hematite, and black jasper. In similar fashion, the mineral centerpiece will be black pearl on the 3rd, 9th, and 28th of each month, black jasper on the 5th and 25th of each month, and either jet or hematite on the 15th of each month.

Author: Although some rare sources suggest that the book was written by the evil mage Whisper³⁾, most sages of today doubt that this is the case, perhaps most notable because the creation of at least some parts of it seems to

predate the birth of this individual. However, some sages have suggested that Whisper may have possessed the book at one time and that it was he who stamped the title into the front cover and, perhaps, authored the parchment pages.

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.

³⁾ There is some evidence of the existence of a spell book titled *Echo & Resonance of the Great Void* from the hand of one Whisper Jaanis, which supposedly contained the spells *Find Familiar*, *Monster Summoning I*, *Monster Summoning II*, *Monster Summoning III*, *Monster Summoning IV*, and *Monster Summoning V*. Indeed, it is even said that this Whisper made 50 copies of the book and highly promoted it, without success, and that he eventually destroyed all of these copies. Some sources even go as far as classifying the supposed original as "one of the most rare published spellbooks in existence".

Source/Origins: *Echo and Resonance of the Great Void*: Bruce Heard, *Spells between the Covers*, in: *Dragon 82* (TSR, 1984); Spellbook, *Echo & Resonance of the Great Void*: Dale Henson et al., *Encyclopedia Magica. Volume Three* (TSR, 1995)

Electrical Phenomena on Other Planes

Setting: Aldanor

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

Author: Tarvian the Blue (See below).

Size: 129 cm tall, 99 cm wide, 29 cm thick; 145 pages.

Description: A large book with covers of meticulously cut sheets of tarnished copper, held together by a spine of small interlocking hinges. Stamped into the center of the book and inlaid with a silvery metal is a symbol representing a stylized serpent, somewhat like the letter "S". Above it is a text, inlaid with the same material and likely the title of the book.

Within are pages of pale yellow paper featuring a polychrome manuscript of mystical runes, symbols, and diagrams.

Lore: A libram on the study of electricity and how it affects the multiverse.

DM: Original (See below). Very rare. Good 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.

Magic: The book radiates a "Faint" aura of Invocation/Evocation magic as well as a "Moderate" aura of Alteration magic, which is due to the *lightning trap* and the flying aspect of the book, respectively.

Lightning Trap: When the book is handled without speaking a command word, the book will release a *lightning trap*, which will cause 1d4+9 points of electrical damage (as *Fire Trap* cast at 9th level but inflicting electricity damage). It will do this only once for each individual. The command word is unknown. Although the trap is obviously a version of *Fire Trap*, the book contains no description of such a spell, nor any notes on its research.

Flying Book: If the individual who triggered the trap handles the book after that without speaking the command word, the book will animate and fly away to return to the tower of the author at MV Fly 12 (C).

Contents: *Electrical Phenomena on Other Planes* contains some notes on a study of electricity and its effects on the multiverse.

Spells: The book contains three rare, possibly unique, spells on 20 pages: **II:** *Sibroc's Bloodbird*; **IV:** *Tarvian's Lightning Balls*; **V:** *Tarvian's Electric Screen*.

Sibroc's Bloodbird

(Alteration, Invocation/Evocation)

Level: Wiz 2

Range: 10 yds

Area of Effect: See below

Duration: 12 hrs/level

Casting Time: 1 rd

Components: V S M

Saving Throw: None

Sibroc's Bloodbird enables the caster to call into being a blood red, bird-like entity roughly similar to a falcon (the bird), which he may then use for one of two purposes.

1) Spoken Message: This application of the spell allows the caster to have the bird deliver a spoken message to a single recipient named by him when he casts the spell. The message can be in any language the caster can speak or read aloud and it can be up to 1 minute long for each of his levels (up to a maximum of 10 minutes). The bird will repeat the message verbatim and so that it can be heard by any creatures within 20 feet of it.

2) Deliver Item: This application of the spell allows the caster to have the bird carry a single, small, non-magical item or object to a single recipient named by him when he casts the spell. This object may weigh no more than 2 lb and it must be single item (e.g., the bird cannot deliver a liquid in a glass jar or ring in a box but it could deliver either the ring alone or the empty box; it could deliver a piece of parchment with a message written on it in ink).

In all cases, the bird must be told the location and general appearance of the recipient. These definitions must be comprehensive and definitive but they need not be extremely accurate (e.g., the caster can direct the bird "to Tarvian Blue, in his

study”; to “a [specified] goblin in a [specified] cave on the slopes of Mount Gundabath”; but not to “Fanthalas, at the inn” or “a skeleton in a house in Guinmaran”).

If properly instructed, the bird will fly toward its goal unerringly at maximum speed, never landing (under normal circumstances) until it gets to its destination. It moves at the equivalent of MV Fly 3 (A) for every three levels of the caster. Note that the bird may take quite some time to get to its destination and that the recipient must remain in the location stated by the caster during all of that time, with the spell ending the very moment this is not the case. It will also end if the bird cannot find the recipient or the location for any other reason. Whenever the spell ends, the bird disappears, leaving a small puddle of blood; an object carried by it will fall to the ground.

The bird should be treated much like a regular, small falcon with respect to its senses (e.g., telescopic vision, it cannot see invisible creatures) and combative abilities (v. **CMM**, *Falcon*). It will never initiate a fight but it will defeat itself when cornered until the first opportunity to escape arises. Note that the bird is a magical creation and that it can be *dispelled*.

The material components of *Sibroc's Bloodbird* are the feather from the wing of any bird and a drop of blood from the creature to which the bird will be sent. The blood used in the spell has to be relatively fresh (up to a maximum of six months old).

Notes: *Sibroc's Bloodbird* is a very rare spell.

As an unofficial spell, *Sibroc's Bloodbird* will only work as described at the DM's discretion.

Source/Origins: Name withheld, *Sibroc's Bloodbird*; *Winged Messenger*: Paul Richards, *Treasure Chest. Words of Wonder*, in: *White Dwarf 68* (GW, 1985)

Tarvian's Electric Screen (Invocation/Evocation)

Level: Wiz 5

Range: 5 yds/level

Area of Effect: One 15×15-ft square/level

Duration: 1 turn + 1 rd/level

Casting Time: 5

Components: V S M

Saving Throw: ½

Tarvian's Electric Screen enables the caster to call forth a two-dimensional field of electrical energy, covering a 15×15-foot area for each of his levels. He can place the screen in any position he likes – horizontal, vertical, anything in between – and he can shape it in any form (e.g., so as to fit into a arched doorway), both as determined by him when he casts the spell.

Creatures touching or passing through the screen suffer 1 point of damage for every level of the caster (up to a maximum of 18 points; save vs. Spell for half damage; round fractions down; down to a minimum of 1 point).

The material components of *Tarvian's Electric Screen* are two volt tails.

Notes: *Tarvian's Electric Screen* is a very rare spell.

As an unofficial spell, *Tarvian's Electric Screen* will only work as described at the DM's discretion.

Source/Origins: Name withheld, *Tarvian's Electric Screen*; *Wall of Electricity*: Terry Saul and Gary Saul, *Treasure Chest. Spells*, in: *White Dwarf 38* (GW, 1983)

Tarvian's Lightning Balls (Invocation/Evocation)

Level: Wiz 4

Range: See below

Area of Effect: One creature per round

Duration: 1 rd/level

Casting Time: 4

Components: V S M

Saving Throw: ½

Tarvian's Lightning Balls enables the caster to hurl a small, heavy metal ball at a single creature, upon which it will blossom into a ball of lightning that remains for a number of rounds equal to his level and which will jump from creature to creature for as long as it exists.

The caster must be able to see the initial target, which must be within 40 yards of him, plus 20 yards for each of his levels (e.g., 180 yards for a 7th-level caster; up to a maximum of 280 yards for a 12th-level caster). Each round after the first, the ball will jump to a new target, which must be within the same distance and visible to the caster (e.g., once per round, a 7th-level caster can cause the ball to appear 180 yards away from its last location). Note that the ball may jump back to a creature it has struck earlier – although not without having hit another creature before that – and that the spell does not protect the caster from the jumping ball.

First Target: When the metal ball reaches the first creature (thrown by the caster) the caster must make a to hit roll, with a direct hit meaning that the creature suffers 1 point of damage from the metal ball, plus 1 point of electricity damage for each of the caster's levels (up to a maximum of 12 points of electricity damage; e.g., for a total of 8 points of damage for a 7th-level caster). The creature is allowed a saving throw vs. Spell to halve the electricity damage, modified considerably for a creature carrying, holding, or wearing an armor and/or shield containing a significant amount of metal: an individual wearing scale mail or chain mail suffers a -2 penalty on his saving throw; one wearing splint mail or banded mail a -3 penalty; a -4 penalty for plate mail; a -5 penalty for field plate; and a -6 penalty for full plate armor; a metal shield adds another -1 penalty to the saving throw. Note that creatures not hit directly by the metal ball still suffer electricity damage, as applicable.

Subsequent Targets: After the first round, the lightning ball will jump to a second creature, providing there is one within range and the caster can see it. The ball will prefer creatures wearing metal armor over those that do not, targeting creatures with the biggest saving throw penalty first (e.g., full plate armor over plate mail or chain mail armor). It will hit its target automatically and

all targets after the first suffer electricity damage only (the metal ball no longer exists) to an amount of 1 point for each level of the caster, minus 1 point for every round the ball has been in existence (e.g., 6 points for a 7th-level caster in the second round, 5 points in the third, and so on; save vs. Spell for half damage, as above).

In all cases, the ball may set fire to combustibles, melt lead, copper, bronze, silver, and gold (item saving throws for items held, worn or carried by creatures who failed their saving throws; v. **DMG**, p. 58: "Item Saving Throws").

The spell ends whenever it cannot find a suitable target.

The material component of *Tarvian's Lightning Balls* is the small heavy metal ball the caster must hurl at his first target.

Notes: *Tarvian's Lightning Balls* is a very rare spell.

As an unofficial spell, *Tarvian's Lightning Balls* will only work as described at the DM's discretion.

Source/Origins: Name withheld, *Tarvian's Lightning Balls*

Research: The book radiates "Faint" and "Moderate" auras magic (Invocation/Evocation and Alteration, respectively).

The text and symbol on the front cover are inlaid with mithril.

Some stories suggest that the book is magically animated and that it will fly away if handled improperly – to an unknown location.

Tarvian the Blue, also known as Blue Tarvian, is a renowned mage from Aldanor. It has been suggested that Tarvian the Blue may be the pseudonym of a mage called Sibroc – or the other way round – and some scholars point out that it is not unusual for the mages of Aldanor to change their names multiple times during their careers. Others suggest that a mage called Sibroc copied the underlying book from an original from the hand of Tarvian and that he added the spell that bears his name.

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.

Source/Origins: DM, *Electrical Phenomena on Other Planes*, by Tarvian the Blue, for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon* 30 (TSR, 1991)

Encheiridion Panoplia Gargantua

The Legendary Anasesen Collection

Volumes I-CLXXII

Setting: Ardha

Requirements: NWP *Ancient Languages (High-Linneian AJ)*

Author: The First Preceptor of the Imperial Pantographic Bicentennial Symposium of Old Hydrangea.

Size: Each volume 112 cm tall, 84.3 cm wide, 172.75 cm thick; 994 pages each, except *Volume XXXIII* (993 pages).

Description: An enormous amount of very large books with covers fashioned of very high quality leather. The front covers feature texts inlaid in gold, likely the titles of the volumes.

Within are pages of some exotic wood obviously of exceptional quality. Polychrome manuscript and engravings of outstanding quality and in countless colored inks of unrivaled saturation and brilliance.

Lore: An encyclopedia on a legendary collection of glorious armors from the golden era of the Linneian emperors.

DM: Originals. Unique (No known copies; see below). Complete. Perfect condition. Title, subtitle, and volume number on the front cover. Subtitle on the title page.

Reading the title, subtitle, volume numbers, and manuscripts requires the NWP *Ancient Languages (High-Linneian AJ)*¹⁾.

Magic: Despite its unusual resistance to damage of all kinds, the book does not radiate a magic aura, at least not one that can be detected today.

NWPs: Because of the rarity of information on the subject, the books will be of crucial importance to individuals who wish to improve any of their NWPs associated with history (e.g., *Ancient History (Golden Age of Hydrangea)*, *Sage Knowledge (History)*, *Sage Knowledge (History, Golden Age of Hydrangea)*, and *Sage Knowledge (History, History of War)*) but also such NWPs as *Armorer*, *Heraldry*, and *Sage Knowledge (Genealogy)*.

Resistant: The book is wholly impervious to damage of all kinds, whether magical or mundane.

Contents: *Encheiridion Panoplia Gargantua* contains an extensive description of a mythical collection of glorious Linneian Armors²⁾.

Volume III contains, among various other things, a splendid reproduction of the legendary, heavily jeweled, "High-Imperial State Cuirass" of the Linneian Emperor Anasesen III, The Son of Chaos³⁾.

Research: The covers consist of Carnbrook rothé calf skin worked in the *monasterial* fashion⁴⁾ and stretched over 1.2-cm thick boards of *hyperion* wood⁵⁾ of perfect quality. Inlays of an unknown, exceptionally bright alloy of *highgold*⁶⁾. The pages were wrought from Linneian *sunrose* wood⁷⁾ of unusually high quality, which has effortlessly withstood the ravages of time.

The processes of preparing the pigments for the inks are lost today, as is all knowledge of the *highgold* alloy.

Although the existence of the underlying books has never been proven conclusively, some ancient sources mention a trio of books known as *Urga*, *Sallasar*, and *The Achenkin*⁸⁾, which are believed to be translations in Antique Chimeric of *Volume III*.

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⁾ High-Linneian AJ is an ancient language of Ardha, an old version of Linneian that was spoken during the magical renaissance.

²⁾ The Linneian Armors are ancient armors that date from the golden era of the Linneian emperors of Ardha, an era that is also known as *Ancor Joathoulus* (which translates as "The Sea of Decadence") and which later became known as the Golden Age of Hydrangea or the Age of the Fourteenth Dynasty of Tiamhaidh, as defined in the Luishluighe Post-Ingol Era NVB.

³⁾ This armor is said to be so strikingly beautiful that it brought the Demiurge Jaldabaoth, Bringer of Doom, to tears.

⁴⁾ Leather that has been worked in *monasterial* fashion, sometimes called *monasterial leather*, is leather of exceptional quality, often of exotic origin, that has been treated in a special process known only to the monks of a monastic order dedicated to Celendir, God of Knowledge and Magic. It is known primarily from the covers of the most exceptional of books.

⁵⁾ *Hyperion* wood is wood taken from the Hyperion peach tree, a tree that is known only from legend and myth. Its fruits are said to "have a taste divine" and they can reputedly be used to create the most expensive desserts and liqueurs, examples of which are believed to be accessible only to the grandest of emperors. The tree is believed to grow only on the legendary world Hyperion although persistent rumors suggest that they were once also cultivated in the gardens of mythical High-Borogravia, in which case their branches would bear thorns.

⁶⁾ *Highgold* is a rare variety of gold with an innate affinity for magic and mined on mana meridians and ley lines on Ardha. In some cases, depending on where it is found, *highgold* already has magical qualities of its own. The secret of working it is said to be known only to elves, dragons, and possibly some legendary celestial, dwarven, and human smiths.

⁷⁾ *Sunrose* wood is a mythical wood taken from the Linneian *sunrose*, a rose-like bush or tree with blooms that reportedly release a magical pollen.

⁸⁾ These books are named after the most famous societies or individuals that are known to have owned them, namely The Praeceptorium of Urga, a very exclusive collective of mages, for *Urga*; the Arch-Dimensionalist Sallasar, The Veiled Grand-Magister of the Dimensions of Evielan, for *Sallasar*; and His Esteemed and High-Born Lordship, Grand Baron Efraim Achenkin, *Kaiark* of Scharrode, for *The Achenkin*.

Source/Origins: *Bronze Methodology*: Randy Maxwell, *Ex Libris*, in: *Dungeon* 29 (TSR, 1991)

Epic Saga of the Great Conjurers

Setting: Any (World of Greyhawk)

Requirements: NWP Reading/Writing (Common)

Author: Unknown.

Size: 63 cm tall, 43 cm wide, 13 cm thick; 390 pages.

Description: A large tome with covers of ornately carved ivory, with a clasp and hinges of an exceedingly dark wood with fine ornamental silver inlays. Both covers are worked in an impressive design depicting a number of mages engaged in fights with fantastical opponents (dragons, chimerae, hydrae) in equally fantastic landscapes (spiraling mountains, multiple suns, living forests), with each cut space filled with colored glass, the whole giving the covers the appearance of a complex mosaic or even a stained glass window.

Within are many fine, curling parchment pages featuring a polychrome manuscript in two columns, executed in bright inks, enriched with complex ligatures, and with stylized ornaments along the edges of each page.

Lore: A copy of a fairly well-known collection of biographies of some mages of legend.

DM: Copy. Uncommon. Excellent condition. 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: **V: Mordenkainen's Faithful Hound**; **VI: Conjure Animals**; **VII: Cacodemon**; **VIII: Monster Summoning VI**.

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

Contents: *Epic Saga of the Great Conjurers* contains an account of the legends about a number of mages of legend, among whom the legendary Mordenkainen of Oerth. It speaks of their adventures and contains accounts of numerous encounters and battles with fantastic monsters, such as dragons, snake-headed hydrae, chimerae, purple worms, two-headed trolls, iron golems, and efreet. It also deals with some of the spells used by these heroes.

Research: This is a copy of a work that is sometimes attributed to the legendary Mordenkainen of Oerth. Although some rare sources suggest that the author may, in fact, be "a distant relative of their more famous namesake", most scholars agree that the author of that or this work is neither Mordenkainen nor related to him at all.

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: *Epic Saga of the Great Conjurers*: Bruce Heard, *Spells between the Covers*, in: *Dragon* 82 (TSR, 1984); Spellbook, *Epic Saga of the Great Conjurers*: Dale Henson et al., *Encyclopedia Magica. Volume Three* (TSR, 1995)

Exalted Draconic Lore

Setting: Ardha

Requirements: NWP *Ancient Languages (T'irallian Script)*

Author: Sir Dorsyan Silvermane "Dragon Slayer", Commander of the Grand Order of Knights of the Crown.

Size: 59.7 cm tall, 63 cm wide, 20 cm thick; 4,295 pages.

Description: A large, oblong book of singular quality and bound in leather dyed *monestal phthalo*, with a text, perhaps the title of the book, neatly cut into the leather and thus revealing its original grayish color.

Within are pages of thin, exceptionally high-quality vellum and that feature a polychrome manuscript and numerous illustrations.

Lore: A unique study of some aspects of chromatic dragons.

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

Reading the title and manuscript requires the NWP *Ancient Languages (T'irallian Script)*¹⁾.

Transcribing Spells: The quality of this work is so extravagantly high that it gives a Wizard a +45% chance to transcribe spells into it.

NWPs: The book can be of use to an individual who wants to improve his NWP *Sage Knowledge (Zoology, Reptilian Monsters)*. 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 +4 bonus (v. **DMG**, p. 58: "Item Saving Throws").

Contents: *Exalted Draconic Lore* is a collection of accounts bound in one volume, which deal with chromatic dragons and their abilities (breath weapons, spell-like abilities, dragon spells). There are many exceptionally fine, detailed, polychrome depictions of these dragons, which clearly show their various features.

Research: Covers of scalamagdrion skin. Pages of highest-quality clouded Hydrangean vellum.

The book was created by the legendary Master Hetman Tsurin, the master bookmaker famed for his high-quality work and the numerous spell books he created for the various legendary mages of his time. Tsurin was notoriously addicted to Hyperborean beetle snuff and legend has it that his books can always be recognized by a faint residue of this drug on their pages.

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⁾ T'irallian Script is the written version of a truly ancient language believed to be derived from the magical languages of the dragons of old. It is characterized by its polite, complex, fawning syntax and it can be learned only by individuals who also have the NWP *Sage Knowledge (Ancient Languages)*.

Source/Origins: DM, *How to Handle a Dragon*, by Dorce Dragonslayer, for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Fables of Burdock

Setting: World of Greyhawk

Requirements: NWP *Ancient Languages (Old Oeridian)*

Author: Isidro of Bedlum.

Size: 33 cm tall, 22 cm wide, 3 cm thick; 53 pages.

Description: A folio with covers made of a relatively thick, soft, cardboard-like material, damaged and frayed at the edges. Glued onto the front cover is what appears to be a sheet of paper or vellum featuring a faded depiction of a rakish hero climbing to the top of a tall mountain, where an impressive castle sits among the clouds. Above it is what appears to be a text in surprisingly regular lettering, perhaps the title of the book.

Within are some four dozen pages of relatively thick, obviously old, parchment with a monochrome manuscript in black ink and a steady, flowing hand.

Lore: A partial copy of a legendary¹⁾ collection of fables believed to speak of *Heward's Mystical Organ*.

DM: Copy. Very rare (One of three known copies). Average condition. Untitled (See below).

Reading the manuscript requires the NWP *Ancient Languages (Old Oeridian)*. The text on the front cover has never been deciphered, not by means magical, not by means mundane. It is, in fact, for all intents and purposes, garbage, a collection of unconnected characters without any relation to each other²⁾.

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

Contents: Scarce in exacting detail, *Fables of Burdock* contains a number of fables, some of which speak of a mystical organ that many sages believe may be the legendary artifact or relic known as *Heward's Mystical Organ*. Most fables that mention the organ claim that it has been ravaged by time and that some of its pipes have been silenced, while abuse and neglect have supposedly made some keys and stops unworkable. All make mention of – or hint at – the fact that the organ can still work mighty magicks when properly played and that would-be organists should be careful to play the instrument lest they suffer the direst of consequences.

One fable mentions that the bellows which sends a rush of wind to the pipes is worked by a conjured and chained air elemental of huge size. Another goes into some detail on how not to play the organ, speaking of the stops on the instrument, each of which causes the pipes to sound in a different voice, and that pulling the wrong stops caused the summoning of something undesired or the casting of some terrible spell. In like fashion, if the wrong keys are depressed – or the right ones are not – something called up will be unbound or the magic might backfire. A third fable warns against playing the organ improperly and having one's alignment changed.

From the work, it can be gleaned that the organ has 77 great and small pipes, a console with many keys of black and white beneath 13 ivory stops, and three great foot pedals.

Research: The book is recognized as one of three known copies of a, much larger, original that most scholars believe has been lost. There is no reference to 'Burdock' in any of the known indices and *onomatopomicons*³⁾ and the word may be a name of a person, a world, or perhaps even a plane of existence. However, one scholar has tentatively suggested that the original may actually have been titled *Fables of Burdick* and that this "Burdick" was the name of a woman, perhaps the mother or grandmother of the author, and renowned for her knowledge of fables and fairy tales.

Knowledgeable sages may inform interested parties that the depiction on the cover is much older than the covers themselves and that the book used to contain a title page with the words "Fables of Burdock" written on them in the same hand as the rest of the manuscript.

It should be noted that some scholars believe that the fables do not actually speak of *Heward's Mystical Organ* but rather of a number of different instruments that may or may not have existed in Oerth's past.

None of the fables speak of the foot pedals and it remains unknown what purpose they serve. In like fashion, none of the fables speaks of the exact location of the organ, with one mentioning a cathedral, another an underground cavern, another a castle in the clouds, and yet another of a mountain top.

Little is known of the author, except that he was a mage of renown who lived several centuries ago.

¹⁾ Only very few knowledgeable mages and sages will have some exacting knowledge of the original *Fables of Burdock*. Most others will know of its existence only from its mention in *Ultimate Book of the Master*, which states: "In the pages of the *Fables of Burdock* there is mention of a musical instrument of large size, an organ of such power that the mighty and terrible enchantments possible to cast by playing upon it are only hinted at."

²⁾ The DM is, as always, free to give his own meaning to the symbols, perhaps as a complex clue that could lead to the discovery of *Heward's Mystical Organ*.

³⁾ An onomanomicon is an index or catalogue of known mages, usually mentioning (parts of their) lives and (some of their) deeds and spells.
Source/Origins: *Fables of Burdock*: Gary Gygax, *Dungeon Masters Guide* (TSR, 1979)

Faffalst's Radixionary

(Twenty-four volumes)

Setting: Ardha

Requirements: NWP *Arcane Languages* (*Thaugomnimatrixial Runes*); see below

Author: The Gyved Faffalst, Decipherer of Passado, Grand Omniarch of Fervengale.

Size: Each volume 27 cm tall, 20 cm wide, 9 cm thick; around 1,485 pages each.

Description: A series of 24 books with covers of burgundy parchment. On each front cover is a runic symbol inlaid with ivory.

Within are pages of high-quality, titan-white, silk-like vellum featuring a polychrome manuscript.

Lore: A collection of complex tables that aim to determine the compatibility of materials for use in the manufacture of magical items.

DM: Original. Complete copies very rare; incomplete copies uncommon. Good condition. Volume numbers on the front covers.

Reading the volume numbers and manuscripts requires the NWP *Arcane Languages* (*Thaugomnimatrixial Runes*)¹⁾.

Specialist Content: The contents of the books are of a highly specific nature and understanding them requires Intelligence 17 or more as well as the NWPs *Numeracy* and *Sage Knowledge* (*Radixional Numerology*).

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

Contents: *Faffalst's Radixionary* contains tables in thaugomnimatrixial divisions of Faffalst's own design, which allow the informed reader to calculate measurable numeric sequences by applying a certain set of rules based on a *radix* (a number used as the base of a system of numbers), eventually allowing him to determine the compatibility of materials. After he has made numerous, relatively simply measurements, the reader can use the tables to calculate the *panthaugial* and *axiomagical* values of even the most exotic of materials, metals, and minerals, both organic and inorganic and in any physical state, including magical materials. These values are of importance to mages researching the manufacture of complex magical items, allowing them to avoid using materials that would conflict with each other to generate undesired side effects. Note that the books do not indicate what these effects might be – it just alerts the reader to the possibility of such effects occurring.

The tables are based on the *radixional* values Faffalst attributed to materials on which he performed the required measurements, which makes it impossible to use the tables to determine the effects of materials than cannot be measured or which he did not measure, nor do they give any indication on whether the use of a material would be desirable for the manufacture of a particular magical item.

As such, the value of the book lies mostly in its ability to provide a mage with the possibility to determine whether any measured materials would 'clash' and in the fact that its tables list many, many unique and exotic materials.

Research: The covers are fashioned of giant weasel skin. The pages are *silkvellum*²⁾. The colored inks are used in accordance with the System of References.

The legendary *Radixionary* was used by the greatest mages of the last eras for the creation of some of the most important and famous magical items (e.g., the *Ollamh Harp of Pandarus*, *Nalgamir's Law*, the *Twin Blades of Malygris*, *Phenquor's Avenging Phantoms*, *The Oracle of Flame*, and *Faffalst's Crystal Matrix*). Some sages suggest that the *Recorder of Ye'Cind* was also manufactured using the book.

Later sources refer to Fervengale as the Sunken World of T'in-R'l barr.

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⁾ *Thaugomnimatrixial runes* are highly specialized magical runes used in rare numerological manuscripts and complex magical tables.

Understanding texts written in them usually requires an advanced degree in one or more specialist NWPs.

²⁾ *Silkvellum* is a lush, soft, usually magically prepared form of vellum that is smooth as silk and as flexible as thick paper.

Source/Origins: Several hundred books dedicated to the study of magic: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Famous Recipes of the Beastlands

(One scroll)

Setting: Ardha (Planescape)

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

Author: Haglarr Akxblatt.

Size: 55 cm wide, 20 cm diameter; 20 m long when unrolled.

Description (Cloth): A rolled-up cloth featuring a depiction of a water nymph approaching a sleeping young man in a forest.

Description (Scroll): Kept in the cloth is a scrolled parchment of obvious quality.

Lore: A collection of recipes based on extra-planar fauna and flora.

DM: Original. Copies rare. Cloth in excellent condition; scroll in good condition. The title and name of the author are prominently displayed on the first section of the scroll.

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

Magic: The cloth radiates a “Moderate” aura of Conjuraction/Summoning” magic, which is due it being a *tablecloth of feasting*²⁾.

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

Contents: *Famous Recipes of the Beastlands* contains 300 “famous recipes” using the flora and fauna of a realm it calls “the Beastlands”. The recipes are quite extensive and contain such details as how to catch the required creatures; of skinning, preserving, and preparing them, with special attention to the functions of all manner of glands with dangerous contents; and so on.

Among the recipes are “such Beastland classics as” smoked giant moray eel with orange flaked mushrooms and *bok choy*; a 12-pound Blackwood woolly rhino-steak, served on a bed of Rugged Valley wild spinach; crown of Galda wood smoked hogs ribs filled with black pouch mushrooms and wild rye; the famous Beastland breakfast of double baked axe beak omelet with slices of horned bull bacon on steaming iron-corn bread, baked jumbo beans with witch-apples, and fresh longhorn milk; crusted, upside-down gohlbrorn bulette blood pie; and roast twin fhorgeling with garlic and pepper, served with Thorndale’s Famous Fleashorn Stout (v. **MC19**, p. 39: “Roast Fhorgeling with Garlic and Pepper” for a partial recipe).

Research: The cloth radiates a “Moderate” aura of magic (Conjuraction/Summoning).

The cloth containing the scroll is actually a *tablecloth of feasting*, which has no charges left but which is exactly large enough to contain the scroll.

Most recipes are believed to come from a people known as Beast Hunters, trappers and wild men living or working in these Beastlands.

¹⁾ Planar Common, also referred to as Planar Trade and Planespeak, is the trade language used by creatures of the outer planes. 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 the planar city known as Sigil.

²⁾ A *tablecloth of feasting* is thick, richly embroidered, and difficult to fold and move (weight 30 lbs). It will automatically adjust to fit any table on which it is placed (up to 900 square feet). Once per day, upon uttering the command word, the cloth can create a lavish meal (as *Heroes’ Feast* cast at 15th level; no furniture; food bestows no magical effects; food does not vanish if the meal is interrupted). The cloth can hold up to 100 charges. it is unknown if and how it may be recharged. Suggested XP/GP Value: 500 xp/4,000 gp.

Source/Origins: No. 117 of 168 titles the DM told the players to come up with themselves: Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991); *Tablecloth of feasting*: J. Jasper Owens, *Bazaar of the Bizarre*, *Tablecloth of feasting*, in: *Dragon 145* (TSR, 1989)

Fazazax’s Thesaurus Bibliographica

Volumes I-XII

Setting: Yxx

Requirements: NWP *Arcane Languages (Zabarze)*

Author: Fazazax of Zhandyve.

Size: Each volume 39.9 cm tall, 53.3 cm wide, 18 cm thick; about 900 pages each.

Description: A collection of twelve large, heavy, oblong books with dull brown, scaly leather covers and spines, the edges protected with beaten copper strips fitted with two copper claps. A symbol is stamped into the front cover and inlaid with copper. About halfway down the spine of each book is another symbol, also inlaid with copper.

Within are sheets of vellum sewn to a binding of silk and coated with a wax-like substance. Polychrome manuscript in high-quality inks and featuring many mystical runes, symbols, and diagrams.

Lore: Most mages will know that this is an essential and very important work on the acquisition, keeping, and maintenance of magical librams, books, libraries, and collections.

DM: Original. Copies rare. Good condition. Untitled. Volume number one the spines.

Reading the volume numbers and manuscripts requires the NWP *Arcane Languages (Zabarze)*¹⁾.

NWPs: The book can be of use to individuals who want to improve any of their NWPs *Bookbinding* and/or *Scribe*.

Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Fazazax’s Thesaurus Bibliographica* is an extensive encyclopedia that categorizes many hundreds of ways to protect both magical libraries and their owners from a plethora of threats magical and mundane.

It speaks of bookworm banes, of the burning of special salves and oils to ward off voracious moths; of special tinctures to protect manuscripts from ink gluttons; of keeping (parts of) rooms at specific, constant, or ever-changing temperatures and degrees of humidity to provide an ideal environment for books; of special waxes against worms, beetles, gluttons, and metal-eating termites (e.g., parchment beetles, *polyvores*); of the acquisition and maintenance of special woolen rugs and carpets and of special *homunculi* to comb such rugs in the winter to remove the eggs of beetles and other harmful insects (e.g., parchment beetle, *scutophage*).

It speaks of the use of special kinds of glass for bell-glasses which, by filtering out parts of the light, prevent (parts of books) from being affected by magical and non-magical corrosion, blemishes, lichen, and molds (e.g., *yellowgold*, *hephrovulgaris*, *verdigris*, *blackrot*, *purpurhaze*).

It speaks of many rituals, some of them once per month, others once per half year, others once per year, all with different purposes; of “spring cleaning” to cleanse rooms of all manner of unwanted magical and elemental emanations; of using imported fluids to prevent the introduction of water weirds, spatter flies, and liquid worms.

It speaks of many guards, *factotums*, magical servants, statuary *automata*, and *bikbellums* to protect the library from all kinds of magical and non-magical intrusions (e.g., the placement of certain attentive creatures tasked with erecting mica screens the very moment the sleeping electrum dragon Aurignaviën²⁾ wakes up; of the instruction of highly specific servants, *bikbellums*, and *passepourtouts* to keep a close watch on books that may or may not generate unknown effects as suggested in the indices and catalogues of sages and researchers; of the construction and maintenance of certain types of statuary, animated constructs, and gargoyles that keep a constant eye out for *portals* and *gates* from semi-planes that may or may not open in libraries with certain works in them and which one does not want to open in one's own library.

It speaks of how one should guard and protect a library from a distance (e.g., *Eylile's Electrum Bell* and *Daor-Rel's Infraspectral Guard*; no spell descriptions); of the placement of minor *cantraps* to prevent astronomical conjunctions affecting certain books.

It speaks of smoking special kinds of tobacco and herbs as opposed to others because of their wholesome effect on many varieties of leather; of special fluids in which certain books must be submerged; of special waxes for specific kinds of leather (rothé leather requires waxes and techniques that differ from those required for lightning drake leather).

It speaks of the acquisition, fabrication, and maintenance of special lenses, magnifying glasses, telescopes, spectacles, and monocles, both to inspect unknown books and to read those already known. Among these are: octarine glasses; mage masks; different versions of *Boccob's golden cap* (a golden cap that can be worn on the head to protect readers from possible dismal effects generated by books that could influence the reader's brain); *spectacles of Plar Teuod Fent* (a famous illusionist); special gemstone lenses and spectacles (for protection, to better register spectral variations in inks and other generated effects, to observe changes in colors, for three-dimensional vision, for blacking out certain kinds of ink so as to make other texts readable); spectral glasses; *hypermetropic gauze*; ultravoyant lenses; infravoyant lenses; *obsidian glasses of obscurity* (to prevent the effects of certain vehement radiances of books and inks); myopic lenses (for near-sighted readers); of macroscopes, magnifying lenses and eyes, and telescopes to read books from afar (e.g., *Silonde's macroscope*).

It speaks of special salves that prevent vexations related to reading, such as *xerophthalmia* (the swelling and desiccation of the membrane lining the eyelid); myopia; ophthalmic necrosis (an especially nasty affliction that leads to *lachrymapurulence* (painful suppuration of the tear ducts) after the prolonged reading of works written in certain fragrant kinds of ink); *panophthalmia* (purulent inflammation of the entire eye); Zaxille's qualm (a sudden faint that can occur after reading typically alarming texts and which causes the eyes roll and the victim to suffer from buzzing ears and noise in the brain); mage's stare; ptosis (a severe drooping of the eyelid); shrinkage of the iris; and detachment of the cornea.

It speaks of contraptions and incenses to protect the reader and his eyes from certain fumes and gases that some books and inks release. Examples would be *Galek's filtroscope*, sometimes mockingly referred to as *Galek's eyes of the fly*, a contraption that consists of special hemispheres of filigreed black iron attached to a leather cap equipped with rotating extensions, sometimes with openings containing exotic varieties of silk, sometimes with glass discs filled with polychrome fluids; and the infamous and sometimes even dangerous *Odo's kaleidoscope*, the use of which has been proven to be beneficial only once, when Nysphaunt used it to inspect a work of the infamous mage Zagyg (Follezal, *Classifications*).

It speaks of the burning of special incenses when reading books to keep malevolent spirits at bay; to obscure divinations; to fool the senses of dream dogs; to induce states of mind; to dull the brain; to determine whether books have auras that cannot be seen with the naked eye (*spectrathurgical incense*).

It speaks of the fabrication of special reading stands, desks, and lecterns and their tools, all to be made of specific materials to prevent and ward off the effects of certain books (e.g., silver thimbles and page-turning devices and apparatuses for books that deal with undeath or lycanthropy; lecterns of particular kinds of wood or metal that counteract the effects of the influence of stone floors on certain kinds of marble covers).

Research: The book has covers of stretched wyvern hide over two pieces of oiled wood. The pages have been preserved with wax. It is said that the reddish hue of the wax is derived from dragon's blood, a common ingredient used by master bookbinders to preserve the binding.

The book is considered indispensable to owners of large magical libraries.

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 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⁾ Zabarze is an old, fairly standard but complex arcane language of the magical word of Yxx, used by mages to write theses on the theory of magic.

²⁾ Aurignaviën is an ancient, sleeping electrum dragon formerly known for its egocentric vision of life in general, its singular interest in magical books, and its love of subtle and witty conversation and exclusive tobaccos. According to some sages, most notably Isasnu (*Awakenings*), Aurignaviën will wake up one unknown day at the hour of eleven, which, according to legend, will generate a number of specific sub-spectral radiations from which books with electrum components must be protected.

Source/Origins: *Library Supply*: Randy Maxwell, *Ex Libris*, in: *Dungeon* 29 (TSR, 1991)

Fezzar's Abomination

Setting: Yxx (Underdark)

Requirements: *Read Magic*; NWP *Arcane Languages (Zabarze)*

Author: Fezzar.

Size: 33.7 cm tall, 37.9 cm wide, 4 cm thick; 91 pages.

Description: A very old book that exudes a pungent, rotting stench. It has covers of a tenuous, slick, leather which, if anything, resembles the skin of a fish. It is deep blue-green in color, dotted with barely visible bluish-gray blotches. Set into the front cover, into what may originally have been an eye slit, is a dark red gemstone that seems to have an internal golden sheen.

The book feels slightly sticky to the touch.

Within are pages crafted from very thin, polished sheets of bone with an almost brittle quality. They have been sewn together using a smelly, glistening substance, like the intestines of a fish and secured to a supple spine backing of the same material as the front cover.

Paging through the book may reveal a parchment page stuck between pages 33 and 34, which contains a polychrome manuscript featuring a collection of arcane notes and diagrams.

Lore: A spell book from the Underdark that contains some interesting spells.

DM: Spell book. Original. Copies very rare. Good 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. Reading the manuscript on the parchment page found between page 33 and 34 requires the NWP *Arcane Languages (Zabarze)*¹⁾.

Stench: The stench the book exudes is especially strong in dark, moist rooms, such as cellars, dungeons, or underground grottoes.

Sticky Film: The covers of the book tend to get sticky when it is kept or consulted in dark, moist surroundings. When this occurs, small, mostly harmless insects will be attracted to it, crawling and landing onto it, dying, and remaining stuck in the sticky film. The film will disappear when the book is brought into dry surroundings, upon which any dead insects can simply be brushed off.

Resistant: When closed, the book makes its item saving throws as "Leather" with a +2 bonus and with a +4 bonus when saving against Acid, Magical Fire, Disintegration, and Lightning (v. **DMG**, p. 58: "Item Saving Throws").

Although they appear brittle, the pages are actually capable of withstanding fierce blows and they make their item saving throws vs. Crushing Blow and Fall as "Metal".

Contents: *Fezzar's Abomination* is a spell book that contains the following spells on 91 pages: **I:** *Charm Person*, *Darkness*, *Magic Missile*, *Phantasmal Force*, *Protection from Good*, *Shocking Grasp*, *Slimespray**, *Spider Climb*; **II:** *Detect Invisibility*, *ESP*, *Forget*, *Wizard Lock*; **III:** *Dispel Magic*, *Suggestion*; **IV:** *Fezzar's Zymespore**, *Zaraïde's Noxious Wall**.

At the DM's option, the spells marked with an asterisk may be unique to this book.

Darkness – Restricted: Illusionist (Alteration)

Level: Wiz 1

Range: 10 ft/level

Area of Effect: One 15-ft-radius sphere

Duration: 2d4 rds + 1 rd/level

Casting Time: 1

Components: V S

Saving Throw: See below

Darkness enables the caster to dilute the existing light in the area of effect, creating total darkness impenetrable even to infravision. Creatures that suffer penalties in darkness suffer them in this area.

The caster must center the spell on one point within range, to which he must have an unobstructed line of sight at the time of the casting. Thus, the darkness can emanate from a point in mid-air or from (part of) a creature or some solid object of rock, wood, metal, or almost any similar substance. The effect is immobile unless it is centered on a movable object or mobile creature.

If the spell is cast upon a creature, any applicable Magic Resistance checks and saving throws apply. A successful Magic Resistance check negates the spell, while a successful saving throw indicates that the spell is centered immediately behind the creature rather than upon the creature itself.

Note that the spell may effectively blind a creature for the duration of the effect if it is successfully cast upon its visual organs (blind creatures have great difficulty casting most spells; unless their other senses are unusually keen, they suffer a +2 penalty to their Initiative checks and a -4 or +4 penalty to all other die-rolls associated with sight (as applicable; -20% or +20% for percentage rolls; e.g., to hit rolls, saving throws, Surprise checks, NWP checks); attacks against them are made at a +4 bonus to hit).

A direct casting of *Darkness* against magical light produced by a 2nd-level spell or less (e.g., *Light*, *Continual Light*, *Dancing Lights*) cancels both spells instantly, albeit only for the duration of *Darkness* when such a light effect would be continual (e.g., *Continual Light*).

The material components of *Darkness* are a bit of bat fur and either a drop of pitch or a piece of coal.

Notes: *Darkness* is a rare spell restricted to Illusionists.

At the DM's option, *Darkness* may be adapted for use by other Wizards (e.g., Transmuters) – but only after thorough research and possibly the casting of additional magic (v. **DMG**, p. 64: "Spell Research"). Note that an adapted version will likely differ from the version above in a multitude of ways.

Source/Origins: *Darkness*: Gary Gygax, *Players Handbook* (TSR, 1978)

Fezzar's Zymesporer (Necromancy)

Level: Wiz 4

Range: 60 yds

Area of Effect: One living creature

Duration: Instantaneous

Casting Time: 4

Components: V S M

Saving Throw: Neg.

Fezzar's Zymesporer allows the caster to infest one living creature within range with a real and dangerous fungoid infestation that affects its brain, causing the victim to experience an acute and lasting sense of dislocation as well as hallucinations – the perception of sights, sounds, and sensations that are not really there. The victim will find it difficult to determine what is real and what is not, quickly falling prey to the notion that both are unnatural and threatening, which influences all meaningful actions he undertakes (e.g., combat, casting a spell, studying or praying for spells). For each such action, there is a 30% chance that the victim's condition distracts him, preventing him from completing the action.

After the spell has been cast, the infestation will increase its hold on the victim's brain, increasing his chance of becoming distracted by +10% for each hour that passes, up to a maximum chance of distraction of 90% after six hours.

While the affliction will initially cause the victim try to hide his sense of dislocation and hallucinations from others (e.g., friends, party members) by claiming, perhaps, a slight headache or fatigue, his reaction to others questioning his condition and failures will become increasingly irascible until his chance of distraction gets to 60%, when pestering him will cause him to leave, fully intending to never return. It is also at this point that the chance of failure starts affecting even such mundane tasks as walking across a room, closing a door, and eating a meal.

When the chance of distraction gets to 90%, the victim must pass a Wisdom check for each action he fails, with failure indicating that he becomes catatonic for 1d4 hours, in effect quickly rendering him unable to function at all.

Since the infestation is a physiological rather than a magical effect, the caster cannot end it at will and its effects can only be countered by spells and effects that target diseases (e.g., *Cure Disease* or *Heal*).

The material component of *Fezzar's Zymesporer* is a dust ground from chromatic mold.

Notes: *Fezzar's Zymesporer* is a very rare spell.

As an unofficial spell, *Fezzar's Zymesporer* will only work as described at the DM's discretion.

Slimespray (Invocation/Evocation)

Level: Wiz 1

Range: 0

Area of Effect: See below

Duration: Instantaneous

Casting Time: 1

Components: V S

Saving Throw: ½

Slimespray enables the caster to call forth a fan-like sheet of vile, acidic droplets that shoot forth from his fingertips in a horizontal arc of about 120 degrees in front him, up to maximum range of 5 feet.

Any creature exposed to the spray suffers 1d3 points of acid damage, plus 2 points for each of the caster's levels (up to a maximum of 1d3+20 points of damage; save vs. Spell for half damage). Non-magical materials subject to corrosion (e.g., metal) not worn or carried by creatures but still touched by the acid automatically corrode, rendering them useless in 1d3+2 rounds, unless the acid is removed before that (e.g., with copious amounts of water). Magical materials are allowed an item saving throw vs. Acid (v. **DMG**, p. 58: "Item Saving Throws").

In order to cast *Slimespray*, the caster must hold his hands so that his thumbs touch each other while his fingers are spread.

Notes: *Slimespray* is a very rare spell.

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

Source/Origins: *Burning Hands*: Gary Gygax, *Players Handbook* (TSR, 1978); *Burning Hands*: Mark Middleton (comp.), *Wizard's Spell Compendium. Volume One* (TSR, 1996)

Zaraide's Noxious Wall (Alteration)

Level: Wiz 4

Range: 60 yds

Area of Effect: See below

Duration: As concentration or 1 rd/level

Casting Time: 4

Components: V S M

Saving Throw: None

Zaraïde's Noxious Wall enables the caster to change an amount of air within 60 yards of him into an immobile, swirling curtain of baneful vapors (the wall) – mauve or beige in color – which can take one of two forms, as decided by him when he casts the spell. Regardless of its form, the wall must be placed so that it is vertical with respect to the caster and it must always rest on a solid, horizontal surface.

The caster can thus either create an opaque, sheet-like wall of swirling gases and vapors covering up to one 20×20-foot area for each of his levels, never higher than 20 feet, or a ring of vapor 20 feet high and with a radius of up to 10 feet, plus 5 feet for every two his levels. The ring will persist for one round for each of his levels, the wall for as long as he can maintain his concentration (See below).

No matter its form, one side of the wall (as selected by the caster when he casts the spell) emanates billowing waves of noxious gases, inflicting 2d4 points of damage on living creatures within 10 feet of it and 1d4 points of damage on those within 20 feet. Living creatures that pass through the wall suffer 2d6 points of damage, plus 1 point per level of the caster.

Note that attempting to catch a moving creature with a newly-created wall is difficult. Such creatures are allowed a saving throw vs. Spell, with success meaning they have avoided the wall, with their MV rate and direction of movement determining which side of the wall they end up on. Of course, creatures with nowhere to go would stand little chance of escaping the arrival of the wall.

Maintaining the sheet-like wall requires the caster's full concentration, precluding him from engaging in any other meaningful actions (e.g., speak, attack, defend himself, cast a spell) other than move at half his normal MV rate or at MV 6, whichever is less. If his concentration is broken (e.g., due to desire, when moving too fast, when he suffers damage), the spell ends. The spell cannot be cast underwater.

The material component of *Zaraïde's Noxious Wall* is a vial of polluted water.

Notes: *Zaraïde's Noxious Wall* is a very rare spell.

As an unofficial spell, *Zaraïde's Noxious Wall* will only work as described at the DM's discretion.

Source/Origins: *Wall of Fire*: Gary Gygax and Dave Arneson, *Dungeons & Dragons Volume 1. Men & Magic* (TSR, 1974); *Wall of Fire*: Mark Middleton (comp.), *Wizard's Spell Compendium, Volume Four* (TSR, 1998)

Of further interest would be a number of short, scribbled notes in the margins of the last page of the spell description of *Spider Climb*, which mention gecko feet, cave fisher filament, and otyugh ichors as material components for a spell that is not mentioned in the book.

Finally, a single sheet of stained parchment found between pages 33 and 34 contains some summary notes on the research of an unknown 3rd-level Wizard spell it calls *Lysys's Lichen Lizard*, which would seem to enable the caster to call forth or create a lichen-based lizard that could carry him on its back much like a *phantom steed*, except that the lizard would have a tangible form and that it could not fly – being able to crawl along walls and ceilings instead. Unfortunately, there is not enough information on the spell for a mage to easily research it and one trying to develop the spell will have to research it as normal (v. **DMG**, p. 64: "Spell Research").

Research: The covers are specially prepared aboleth hide glued to thin boards crafted from wither birch and possibly undead treant bark, yellowish white on top and pinkish tan on the underside. The gem is a bloodstone. The pages are crafted from bone from an unknown source, possibly an artificially constructed variety. The glue contains essence of cave fisher filament.

Some indices describe the book as having been extremely dangerous to touch when it was first created, perhaps, as has been suggested, because the skin used in its creation still produced small amounts of dangerous slime. Indeed, at least one event relates of a sage dying from handling the book. Today, the book seems no longer capable of producing this slime.

Some sources suggest that a magical paste containing fly agaric was used in the creation of the covers, which may explain why they seem to attract insects.

Interestingly, some older sources claim that the spell book prevents its owner from using spells that would transport him across planes or dimensions (e.g., *Teleport*, *Dimension Door*). However, this effect has not been reported by at least three of its known previous owners, among which Ardalned of Wer-Mag, Filince de Pou, and Zodranazel.

Claiming to have had access to the legendary *Volume of Sorcery* at some point, both Suselsepar and Lynar Esterce have suggested that the notes on the pages with *Spider Climb* may refer to an unknown, lost, high-level spell that has since – somewhat inappropriately – become known as (*Fezzar's*) *Gecko Machinations* among scholars.

It was the sage Pylade of Merorath who first named the book *Fezzar's Abomination*, apparently because he did not like the looks of it.

Although the book features no title and does not mention an author, a rare index attributes it to the mage Fezzar, who most sages believe may have come from the Underdark. Others suggest this Fezzar may have come from – or at least spent some time in – an unknown realm of Ravenloft, which would explain the use of undead treant bark for the cover. How and when Fezzar came to lose the book is unknown but, even though it came on the market when the mage was only 65 years old, there are no records of any attempts made by him to retrieve the book.

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⁾ Zabarze is an old, fairly standard but complex arcane language of the magical word of Yxx, used by mages to write theses on the theory of magic.

Source/Origins: Several hundred books dedicated to the study of magic: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Fithurizion of Runes

Setting: Ardha

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

Author: Valamance, the Umber Shadow.

Size: 39.9 cm tall, 13.3 cm wide, 3.33 cm thick; 33 pages.

Description: An oblong book with covers of a strange, smooth material that seems to absorb light, which makes the book hard to locate at the best of times.

Within are pages of a thin, glossy black vellum that seems to consist of endlessly fine woven thread, perhaps much like those created by a large spider. Monochrome manuscript in various exotic black inks.

Lore: A study of *Logumbra Runes*.

DM: Original. Copies very rare. Good condition. Untitled.

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

Specialist Content: The texts are highly complex and specific and they can only be understood by a Shadow Mage of at least 6th level.

Logumbra Runes: Also known as *true runes*, *Logumbra Runes* are unreadable runes that constantly vanish or change their appearance whenever the reader concentrates on them without the necessary skills and having taken the necessary steps. The reader must have the NWP *Arcane Languages (Logumbra Runes)* and he must read the book in the Demi-Plane of Shadow or by the light of a *shadow lantern*. Even then, the runes shift and shimmer when they are read and they can mean different things in different conditions of shadow. Often, in order to grasp the full meaning of a text or, indeed, glean texts on different subjects altogether, the same text must be read again and again in different conditions of shadow, with the meaning of the runes changing each time they are read.

Without the required NWPs and preparations, the runes are impossible to decipher, even by magical means (e.g., *Comprehend Languages*). The runes cannot be spoken aloud and they cannot be reproduced in any known language without using the proper inks. Any attempt to do so will result in gibberish.

Note that the text is in Numendhirian, which means that it only describes *Logumbra Runes* and that it does not contain the actual runes themselves.

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

Contents: *Fithurizion of Runes* is a study of the script usually referred to as *Logumbra Runes*. The book explains how to create the inks required to write the runes and it describes the formulae, processes, and ingredients in detail. Among these ingredients are ichors of such creatures as shadows (the non-undead variant), ground shadow dragon scale, and wisps of shadow. The process involves something called *escamotage*, which involves shifting between the Demi-Plane of Shadow and the Prime Material Plane multiple times and writing the various runes at different times.

Research: The material used for the covers is the skin of a shadow cloaker. The pages are crafted from the skin and ichors of an *arachna*, a spider-shaped creature wholly composed of darkness reinforced with strands and wisps of shadow. The inks are similarly exotic in origin, containing such components as *shadow sepia*, essence of a shade, ground shadow dragon scales, and juice of deadly nightshade.

Nothing is known about the author other than that she is female.

History: The book was once part of the famous *Carnbrook Collection*, which was kept in an abbey in the inlands of Carnbrook (Bytopia) and which is said to have been among the largest collections of unique and strange dictionaries, lexicons, and vocabularies ever to have 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⁾ Numendhirian is a language of Ardha, perhaps best likened to the common tongue.

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

Foulkes. Notes on the Enchanted Visionary Vertebrae

(One scroll)

Setting: Known World (Savage Coast, Red Steel)

Requirements: NWP *Reading/Writing (Espa)*

Author: Sir Archibald Foulkes, Sage of Bellayne and Scholar in Ancient History.

Size: Each scroll 30 cm tall and about 200 cm long when rolled out.

Description (Box): A small, golden, rectangular box some 30 cm wide, 11 cm deep, and 10 cm tall. Although of good quality, the box is rather plain, with a simple lock.

Description (Scroll): The box is divided into two sections, one of which contains a rolled up vellum scroll, tied with a canvas ribbon featuring a text. In the other is a velvet bag containing twelve vertebrae.

Lore: A series of notes by Archibald Foulkes on a number of magical vertebrae.

DM: Original. Unique (No known copies). Excellent condition. Title on the canvas ribbon.

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

Lock: The box is unlocked. There is no key.

Magic: The vertebrae radiate a “Dim” aura of Divination magic, which is due to the fact that they can be used in rituals of divination.

NWPs: Both the vertebrae and the text will be of use to individuals who wish to improve their NWP *Omen Reading* and/or *Spirit Lore*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Foulkes. Notes on the Enchanted Visionary Vertebrae* is a collection of notes on the supposed workings of a set of 13 enchanted orcish vertebrae, which seem to be able to provide a shaman or witch doctor with information on a desired subject when used properly. The text is summary in the description of the process, which seems to involve little more than tossing the vertebrae on a table like a handful of dice after “attuning oneself to the required spirits” and phrasing the proper questions. However, it does go into some detail when it describes what must be the result of several sessions of properly using the vertebrae, apparently to glean information about certain episodes in the history of a great red dragon called Pyre¹.

Excerpt: “These twelve orcish bones are an amazing item, creating magical images and sounds in the mind of their user. They are simply tossed on a table, like dice, and depending on their facing they generate fragments of orcish lore. Although confusing and time consuming, fragments of stories could be reassembled in a logical sequence. I am convinced some of the vertebrae are missing from my set, but here is what I gathered from a long series of bone tossing:

“A great fire-breathing dragon apparently lived among the orcs of the Dark Jungle at the time these bones were enchanted. The monster was called Pyre, and ruled the orcs from a great cavern in the middle of the Dark Jungle. There it kept hundreds of slaves, including humans and nonhuman creatures of the Savage Coast, which worked to extract a strange red ore from the earth. The enchanted bones referred to the ore as *cinnabar*. Pyre used the ore to augment its magical abilities and survive well beyond what its natural age should have allowed. The bones reveal Pyre was more than five centuries old at that time.

“Pyre subjected all the orcish tribes to its power. Every moon, tribal kings paid tribute to Pyre, in slaves, food, and treasure. There were several major tribes independent of each other, with an almost infinite number of sub-tribes owing fealty to the tribal kings. When Pyre desired it, these tribes united and conducted massive invasions against their northern foes. It seemed these coincided with the natural cycle of the dragon, when it awakened from long periods of slumber.

“I suspect Pyre still lives, judging from the orcs’ continued ability to foil Nimmur and Herath’s concerted efforts to pacify them. According to visions from the orcish bones, Pyre sometimes adopted a human shape and traveled the lands outside the Dark Jungles. It spied secret places in Herath, Nimmur, and Robrenn, stole precious magical items, and killed rulers or key military leaders who showed success against the orcs’ tactics. The last images I could piece together showed Pyre tearing to pieces an obscure group of Herathian alchemists working on a new magical potion.”

Research: The vertebrae radiate a “Dim” aura of magic (Divination).

The text will be of passing interest to individuals with an interest in dragons and the history of the Savage Coast, as well as to charlatans, fraudsters, and diviners (e.g., NWPs *Fast-Talking*, *Fortune Telling*).

History: Both the notes and the vertebrae were 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.

¹ Originally from Robrenn, Pyre is a huge, ancient red dragon also known as “The Overking” or “The Vermilion Dragon”. He inhabits the deep and forbidding jungle that covers the lower part of the Orc’s Head Peninsula and rules the savage orc tribes that live there, having subjected all of them to his power. It is said by some that Pyre is what is sometimes known as a *vermillion dragon*, a red dragon that has been affected by the Red Curse and has ingested *cinnabryl*. Rather than gain only one Legacy, these sources claim, a vermillion dragon will gain several of them and hold off the side effects through the *cinnabryl* it has eaten, while these acquired Legacies cost it nothing in terms of its abilities and assets. Furthermore, it is said that, even after leaving the area affected by the Red Curse, the magical nature of the vermillion dragon combines with the *cinnabryl* to make the change permanent, that it breeds true once changed, that it lives longer than any other dragon, and that it is suspected to may have a tendency to sleep for longer periods of time in between awakenings, sleeping more deeply when at rest.

With his abilities, intelligence, and hoard of magical items, Pyre is one of the most powerful dragons on Mystara. His long life can be attributed to genius as well as power and luck, and he should not be underestimated.

Source/Origins: Visions from a set of enchanted orcish vertebrae: Bruce A. Heard, *The Known World Grimoire*, in: *Dragon 196* (TSR, 1993); Pyre: Nicky Rea, *Savage Coast. Orc’s Head* (TSR, 1996)

Foulkes. The Nimmurian Scrolls

(*Thirteen scrolls*)

Setting: Known World (Savage Coast)

Requirements: NWP *Reading/Writing (Espa)*

Author: Sir Archibald Foulkes, Sage of Bellayne and Scholar in Ancient History.

Size: Each scroll 25 cm tall and some 200 cm long when fully rolled out.

Description (Box): A rectangular box some 30 cm tall and 60 cm wide, crudely fashioned from planks of pale wood and featuring a text in faded brown paint, likely describing what is kept within. Although hinged, there is nothing else to keep the lid shut (no latches).

Description (Scrolls): In the box are 13 rather brittle papyrus scrolls, some of them tied with canvas or hemp ropes. The scrolls are obviously of some age and they seem to have suffered quite a bit over the years, with most of them featuring stains, tears, and signs of crude repairs.

The scrolls feature manuscripts in the same hand and in inks of varying quality, usually an indistinct, faded brownish or greenish black in color and sometimes illuminated with expertly drawn illustrations and schematics.

Lore: A collection of notes by Archibald Foulkes known for detailing certain episodes in the history of the manscorpions.

DM: Originals. Unique. Average condition. Title on the box.

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

NWPs: The scrolls can be of use to individuals who want to improve their NWPs *Ancient History (Savage Coast)* and/or *Sage Knowledge (Sociology, Manscorpions)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Foulkes. The Nimmurian Scrolls* is a collection of notes by Archibald Foulkes that speak of the history of the manscorpions of the Savage Coast.

Excerpt: "There was a great civilization here, centuries ago. Judging from runes and sculptures found on the walls of the old ruins near Ankesh, I now have good reason to believe this land was once home to a difference race.

"After unearthing a vault, I couldn't fail to notice the recurring motif on the bas-reliefs, very tall humanoids with the heads of bulls and powerful wings on their backs. One scene showed a lion hunt where the felines looked small in comparison with those mysterious winged minotaurs. These must have been the true, ancient Nimmurians who once ruled these lands. They were followers of Idu, whom I later equated to a mythological figure better known as Ixion.

"Their history was difficult to piece together- the manscorpions get suspicious of outsiders lurking anywhere near their *ziggurats* or ruins - but this is what I gathered. The winged beings once ruled this land in what could be interpreted as a golden age. Alas, they were losing an ancient war against the orcs in the south. At this time, newcomers appeared and offered their assistance against the orcs. Judging from the descriptions, these could be none other than the manscorpions who rule here today. They called themselves the Sohktars, a wandering tribe of unknown origin.

"The ancient Nimmurians and the Sohktars fought side by side until the orcs had been beaten back to the southern jungles. There followed an obscure era; many runes and bas-reliefs of this period have been damaged or removed for some unknown reason. I found some clues leading me to believe Nimmurians were mysteriously disappearing, and the Sohktars had been blamed for this.

"Soon afterward, the Sohktars were brutally expelled from the cities of Nimmur and a bloody war followed. Sculptures revealed that the manscorpions had armies of considerable size. Those sculptures strangely show them rising from the earth. Nimmur achieved spectacular victories, casting mysterious rays of fire, such as those at the Battle of Urn-Nileseser. The sculptures displayed fields of twisted, fiery husks, agonized manscorpions burning under the sun. But it was too late for Nimmur. There were too many manscorpions. One after another, the besieged towns fell. The Sohktars probably massacred or enslaved those who surrendered. Perhaps the survivors fled. There is no way to tell to where, since the bas-reliefs of that period all end at this point.

"I must presume that the Sohktars usurped the land of ancient Nimmur, its history, culture, and even its language. The winged-minotaur race probably died out. Of course, I wouldn't bring any of this up with the manscorpions. Simply admitting that I can read these ancient scriptures may be reason enough for these beings to seek my death. One must beware of such a ruthless and cruel people."

Research: Sages believe that the author wrote the scrolls "in the field", which would make them rough notes rather than a final work.

History: The scrolls were 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: A scroll from Sir Archibald Foulkes, Sage of Bellayne and Scholar in Ancient History: Bruce A. Heard, *The Known World Grimoire*, in: *Dragon 192* (TSR, 1993)

CHAPTER

7

Books Beginning with G

Gazette of the Norse Climates

Setting: Any (World of Greyhawk)

Requirements: NWP *Reading/Writing* (Common)

Author: Unknown.

Size: 29 cm tall, 19 cm wide, 13 cm thick; 1,222 pages

Description: A thick book with supple, white leather covers. Set into the front cover is an intricate symbol reminiscent of a snowflake, inlaid with quartz.

Within are pages of high-quality white vellum. Manuscript in a swirling hand and bright blue inks.

Lore: The original of a relatively well-known but nonetheless interesting record of the weather in a northern realm.

DM: Original. Copies uncommon. Average condition. Title on the title page.

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:** *Gust of Wind*; **IV:** *Ice Storm*; **IV:** *Wall of Ice*; **V:** *Cone of Cold*; **VII:** *Control Weather*; **VII:** *Otiluke Freezing Sphere*.

NWPs: The book can be of use to individuals who want to improve their *NWP Sage Knowledge* (Meteorology).

Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Gazette of the Norse Climates* is a record of a century of weather in the northern reaches of an unidentified world. It contains meticulous notes of the weather on a day-to-day basis, as well on the effects it has on various of the author's experiments, which include the creation of spell inks, the keeping and creation of certain material components and magical ingredients, and the casting of some spells.

Research: The book has covers of the skin of a snow serpent stretched over birch sheets. The inks contain sapphire dust.

Although the book has been attributed to the legendary Otiluke of Oerth, most sages doubt that this is the case for a variety of reasons, most prominent among which are that that renowned mage has not yet lived for a hundred years; because the northern realm and the weather in it are not known from Oerth; and because some scholars believe that the covers were made from the skin of a creature that is known only from Nehwon. Some rare sources suggest that the author of the book may, in fact, be "a distant relative of their more famous namesake" but this is disputed by most scholars, with most of these believing that the author is not related to Otiluke in any such way.

History: At one time, the book is believed to have been stolen from a well-known library by an infamous thief known only as Nine-Fingers. Indeed, an anonymous account of the theft is sometimes attributed to this astute individual. The opening paragraph of this account reads:

Excerpt: "A sleeping town under a cover of new fallen snow. The silver glow of the moon casts a dim light down upon the darkness, but does nothing to disturb the silence. On the lattices of a frost coated window, a bright island of golden light dances, shimmering and flickering as the candle flame inside the room is tossed about by the wind that forces its way through the cracks around the window. In the flickering light, an old man traces his finger across the archaic writing of a tattered grimoire, pausing every few moments to gaze out the window and lose himself in dreams of forgotten lore... knowledge... and power..."

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: *Gazette of the Norse Climates*: Bruce Heard, *Spells between the Covers*, in: *Dragon 82* (TSR, 1984); *Spellbook*, *Gazette of the Norse Climates*: Dale Henson et al., *Encyclopedia Magica. Volume Three* (TSR, 1995)

Gh'shaadz's Collection of Chalthese Quatrain Palindromes

From the 2nd Dynasty of the Era of Water

Setting: Ardha

Requirements: NWP *Reading/Writing* (High-Numendhirian); see below

Author: The High Translatrix Gh'shaadz, Second Supreme Deuterolectress of Her Majesty Sthellany Syrylstone, *Lissolet* of the House of Machassalan, Princess of Atuan.

Size: 14 cm tall, 8 cm wide, 3.5 cm thick; 1,293 pages.

Description: A booklet with soft, pliable black leather covers featuring ornamental, flowery inlays in a variety of materials of pastel hues. On the front cover is a text in gold-leaf, perhaps the title of the book.

Within are a large number of exceptionally thin, almost transparent pages of high-quality paper.

Lore: An excruciatingly tedious text that has proven to be an excellent material component of *Waves of Weariness*.

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

Reading the title, subtitle, and manuscript requires the NWP *Reading/Writing (High-Numendhirian)*¹. Although the manuscript can be read by any individual able to read Numendhirian, understanding it would also require the reader to speak Chalthese as it was spoken during the Second Dynasty of the Era of Water, a language that is believed lost today. Moreover, the author's annotations and *marginalia* are represented by symbols rather than texts and will take some time to decipher, although such will require patience rather than some special skill.

Waves of Weariness: The book can be used as a material component of *Waves of Weariness*.

NWPs: The book can be of use to individuals who would want to improve their *NWP Sage Knowledge (Languages)* as well as to those of them who want to specialize in Chalthese as it was used during the Second Dynasty of the Era of Water, a skill that is not possessed by anyone alive today and which would lead to the genesis of the NWP *Sage Knowledge (Languages, Chalthese)*. Note that improving or acquiring an NWP requires the necessary number of free character points or NWP slots.

Contents: *Gh'shaadz's Collection of Chalthese Quatrain Palindromes* contains the phonetic transcriptions of Chalthese palindromes comprising many strange, drawn, monotonous, mantra-like cries with numerous quaint changes in tone and pitch. The author has added extensive and meticulous notes to each section, explaining its type, nature, and the required changes in volume and inflections.

Research: The book can be used as a material component of *Waves of Weariness*. Several mages of note have remarked that the extent of the reach of the resonance of the mantra-like tones have a more equable effect on *Waves of Weariness* than the more commonly used texts. Indeed, it has been suggested that the nature of the tones, their monotonous quality and uncomplicated composition could allow the spell to affect more creatures than usual.

Author: The author is often derisively classified as "the second reader" of the *Lissolet* Sthellany Syrylstone.

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 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.

Source/Origins: Several hundred books dedicated to the study of magic: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Glossary of Gith Hai

Setting: Ardha (Astral Plane)

Requirements: NWP *Reading/Writing (Numendhirian)* and/or NWP *Ancient Languages (Chimeric)*

Author: Unknown.

Size: 27 cm tall, 22 cm wide, 2 cm thick; 77 pages.

Description: An old, thin volume with thick, brownish parchment covers and a text in faded burgundy ink on the front cover, perhaps the title of the work.

Within are pages of thin parchment featuring a monochrome manuscript in black ink, obviously written at some speed.

Lore: A dictionary that translates words of Gith Hai to Chimeric.

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

Reading the title requires the NWP *Reading/Writing (Numendhirian)*¹. Understanding the dictionary requires the NWP *Ancient Languages (Chimeric)*².

NWPs: The book can be instrumental to an individual who wants to acquire the NWP *Reading/Writing (Gith Hai)*. Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Contents: *Glossary of Gith Hai* is a dictionary that translates certain obsolete words of Gith Hai to Chimeric.

Research: The covers are parchment over a gray, cardboard-like material. The ink used to inscribe the title is based on human blood. The manuscript was written using standard sepia ink.

Gith Hai is an old language spoken by githzerai.

Many sages believe that the book was written in some haste and that it was probably copied from some other, unknown source. The title was obviously added to the cover at a later time.

History: The book was once part of the famous *Carnbrook Collection*, which was kept in an abbey in the inlands of Carnbrook (Bytopia) and which is said to have been among the largest collections of unique and strange dictionaries, lexicons, and vocabularies ever to have 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 Numendhirian is a language of Ardha, perhaps best likened to the common tongue.

²⁾ Chimeric is an ancient language of Ardha that was spoken in the First Era.

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

Grand Convalute of Didactic and Empirical Cantraps

Setting: Ardha

Requirements: NWP *Reading/Writing (High-Numendhirian)*; see below

Author: Praspyr of Aud.

Size: 92 cm tall, 43 cm wide, 21 cm thick; 339 pages.

Description: A large, old, obviously damaged book with covers of tarnished silver, now smoky black in appearance and held together with coarse canvas straps. The covers have obviously been polished many times in its past, which has all but erased the once impressive reliefs on both covers. A text, perhaps the title of the book, has been crudely hammered into the front cover.

Within are numerous pages fashioned from exceptionally thin sheets of beaten electrum riveted together and etched with mystical runes. Many of the pages have been crudely repaired; some have only a parts of them left while others are obviously missing.

Lore: A very rare surviving example of an important work on the workings of magic of long-ago Ardha.

DM: Original. Very rare. Bad condition (Damaged, missing pages). Title on the front cover.

Reading the title and manuscript requires the NWP *Reading/Writing (High-Numendhirian)*¹⁾.

Specialist Content: Because of the archaic nature of the original texts, the contents can only be fully comprehended by a Diviner of at least 12th level with the NWP *Thaumaturgy*.

NWPs: The book is of great use to individuals who want to try and master the NWP *Sage Knowledge (School of Magic, Divination)* and/or improve their NWP *Arcanology*. Note that acquiring or improving an NWP requires the necessary number of free character points or NWP slots.

Resistant: Despite its harrowed appearance, the book is actually exceptionally resistant to many forms of damage and it makes its item saving throws as “Metal”, with a +4 bonus when saving against Acid, Disintegration, and Lightning and a +2 bonus when saving against all other effects (v. **DMG**, p. 58: “Item Saving Throws”).

Contents: *Grand Convalute of Didactic and Empirical Cantraps* is a collection of texts, theses, and theories on the magical spells dealing with the unknown, as they are assumed to have been used by the most powerful mages of long-ago Ardha, much less powerful versions of some of which are still used by Diviners today.

Of special note is a section on spells and effects that do not rely on the intervention of higher, all-knowing entities but rather on the senses and magical prowess of the caster himself – a notion that, today, would meet with much ridicule.

Research: The covers are fashioned of silver as it was first produced after the Dark Eon. Even though they must have presented an awesome sight in their time, most sages agree that the current covers are a later addition and that the original covers were much more resplendent, as is often suggested in some rare older indices. The reason why the covers have all but been polished into oblivion is a source of much debate, with some scholars blaming an overactive *factotum*, others a vindictive one, and still others an automaton that perhaps ended up in a repetitive loop after its master, then owner of the book, died.

Although his name appears in some of the rarest *onomanomicons*²⁾ and indices, only very little is known of the author. However, since his name lacks the pomp and circumstance usually associated with the most important of the mages of old and because the texts are in High-Numendhirian, some sages assume that Praspyr may have lived much later than the age of the book suggests. This has led some to believe that he either found a way to write it in what must have been the past for him or that he somehow succeeded in instructing an entity to write it for him in that past and then keep it until some point in time when he could collect it himself.

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

Source/Origins: Several hundred books dedicated to the study of magic: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon* 30 (TSR, 1991)

Grand Summary and Lexicon of Sacumnua Grammar and Script

Setting: Ardha (Planescape)

Requirements: NWP *Reading/Writing (High-Numendhirian)*

Author: The Grand Transformancer Balesiff the Oblivious.

Size: 42 cm tall, 30 cm wide, 4.22 cm thick; 1,800 pages.

Description: A large book with a silvery, chagrin-like cover with the corners protected by a shell-shaped pieces in a bright, silvery metal. On the front cover is a text pressed in gold into burnt recesses, likely the title of the work. Within are many pages of a thin, light green, paper-like material, featuring a manuscript in deep purple ink.

Lore: A study of Sacumnua that may hold the key to finding a lost spell book.

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

Reading the title and manuscript requires the NWP *Reading/Writing (High-Numendhirian)*¹⁾.

NWPs: The book can be instrumental to individuals who would want to acquire the NWP *Secret Languages (Sacumnua)*. Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Resistant: The book is impervious to non-magical water and moisture and it makes its item saving throws as "Leather", with a +2 bonus when saving against magical water-based effects (v. **DMG**, p. 58: "Item Saving Throws").

Contents: *Grand Summary and Lexicon of Sacumnua Grammar and Script* is a study of the use of Sacumnua.

Research: The covers are made of *silver chagrin*, the magically preserved skin of a silver shark. The corner pieces are mithril. The pages are of premium quality strangeweave vellum. The manuscript is written in deep purple giant squid ink.

Sacumnua is an extremely secret tongue of the sahuagin of the planes, used only by the most eclectic of 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 priests, none of which will teach it to individuals not associated with their religion without good reason.

The book is believed to contain the only clue to the command word that is needed to retrieve Balesiff's hidden spell book²⁾.

History: The book was created by the powerful mage Balesiff the Oblivious, who apparently wrote it as a result of his attempt to avenge the supposed death of his wife and daughter at the hands of a neighboring sahuagin tribe on the coast of the Silver Shores, where he had his tower. Immediately after their disappearance, Balesiff kidnapped a high-ranking member of the sahuagin tribe, the High Pontiff of the Inner Circle of Shaaashagaa, which he subsequently submitted to a very efficient program of extremely painful torture and magical interrogation techniques. From this priest, Balesiff extracted the workings of the hitherto unknown secret tongue of the sahuagin, said to be known only and used exclusively by the most eclectic of their priests.

After he had disposed of the body of the priest and Balesiff was about to unleash his famous spell of duplication (*Balesiff's Holistic Multiplier*) on his manuscript, he noticed a small note in his wife's handwriting among the many items littering his desk, which informed him that she and their daughter had left for the weekend to visit her mother, the old witch Bobede of Harl Forest. Realizing the magnitude of his mistake, Balesiff and his family immediately moved to Mountainpeak Keep, to live out their lives as recluses.

It is said that, a few years later, the Silver Shores were raided by sahuagin armies and that most inhabitants were brutally murdered or sold into slavery, an event that sparked the Centennial War of the Ringworld Ocean. However, Balesiff had hidden the *Summary* and has not been found until this day.

Sources indicate that, in more recent years, the book may have been 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 is a language of Ardhā 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⁾ Balesiff's spell book can only be summoned by uttering its *truename*. In addition to 27 spells of his own design – among which *Balesiff's Infantile Apathy* – the book is believed to contain a number of unique spells. Among these are said to be *Teous's Plausible Green*, *Zhique's Transparent Nostalgia*, *Gorsen's Elastic Proof*, *Lordon's Occult Scale*, and *Loherras's Hideous Disdain*. Some of the most fervent admirers of Balesiff pertain to have knowledge of certain other spells included in the book, among which are supposed to be the unique *Call of the Cloudy Bounce*, *Kaxidesth's Protuberant Barrier*, *Javna's Omniscient Hand*, and the elusive *Karasane's Mock of Temperature*.

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

Grande Nautical Dictionary

Setting: Ardhā (Planescape, Elemental Plane of Water)

Requirements: NWP *Arcane Languages (Hydrangean)*

Author: The Grand Vizir Zayyān ibn Sa'd ibn Mardaniṣh.

Size: 77 cm tall, 55 cm wide, 7.7 cm thick; 3,900 pages.

Description: A large book with covers of beautifully worked sheets of mother-of-pearl. A text, likely the title of the work, is carved into both covers in a beautiful curled script.

Within are many exceptionally thin pages of a strange, silvery, clouded vellum of excellent quality, featuring a polychrome manuscript in sparkling inks with hues of mother-of-pearl.

Lore: A dictionary that translates Ancient Aydhallāh to Hydrangean and also mentions a fabled mirror.

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

Reading the title and understanding the dictionary requires the NWP *Arcane Languages (Hydrangean)*¹⁾.

NWPs: The book can be instrumental to individuals who would want to acquire the NWP *Ancient Languages (Ancient Aydhallāh)*. Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Resistant: The book is impervious to any and all effects involving water and moisture, whether magical or mundane (e.g., rain, *decanter of endless water*, *Cone of Cold*).

Contents: *Grande Nautical Dictionary* is a dictionary that translates words in Ancient Aydallah to Hydrangean. Interestingly, the book also contains some information on a legendary magical item known to some as the *Mirror of Târiq ibn Ziyâ Muâ azr Nusayr*²⁾, including how to add new spells to its 'collection' (See below), and that a marid who once owned the mirror used it to hide both the *Witchwand of Xetraa* and *Azamora's Mantle* from Azamora the Triple³⁾.

Research: It is believed that the pages of the book are wholly composed of solidified water, created in a magical process unknown today.

Ancient Aydallah is a language that was spoken by aristocrats, nobles, and nobillions in the magical heyday of the great empire of Aydallah, which included Gashrat at that time. Magic was common in Aydallah in those days and the realm was ruled by a nigh omnipotent council of arch-mages. Not surprisingly, the very numerous publications of that period are highly sought after today.

Just like the Royal Aydallah that is derived from it, Ancient Aydallah is unique in its complexity and mathemagical vocabulary, which makes it especially useful to individuals requiring such qualities for their written works.

In addition to its value as a dictionary, the book may also be of interest to some arcanologists.

Author: The Grand Vizir Zayyân ibn Sa'd ibn Mardanîsh is often considered to have been one of the most prominent Aquamancers who ever lived and his extensive travels and adventures in the Elemental Plane of Water are legendary. He is known to have created many legendary magical items, among which the mirror mentioned in the book, which he crafted with the assistance of the illustrious marid Grand Vizir Târiq ibn Ziyâ Muâ azr Nusayr.

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⁾ Hydrangean is an arcane language that is often used by Waterlords and other students of Aquamancy, be they of prime material or extra-planar origin.

²⁾ ***Mirror of Târiq ibn Ziyâ Muâ azr Nusayr:*** The *Mirror of Târiq ibn Ziyâ Muâ azr Nusayr* is a legendary magical mirror, 150 cm tall and 120 cm wide, with a broad rococo-style frame carved out of a single piece of mother-of-pearl. Although it looks like glass, its reflective surface is entirely made of water, which stays flat and within the frame no matter in what position the mirror is held or how it is moved.

The mirror will only work as described below after an individual has established ownership of it, which involves an elaborate ritual that includes fasting for one week; a 48-hour period of meditation and chanting in front of the mirror; and offerings that require applying a certain amount of the supplicant's own blood to the surface of the mirror.

Once ownership has been established, the mirror will, when so commanded by the owner, reveal to him the true appearance of any creature reflected in it (as *True Seeing* – i.e., even if the creature would be magically invisible, in disguise, or affected by a form- or shape-altering spell or effect, such as *Alter Self*, *Polymorph Self* or *Shape Change*).

In addition, when so commanded by the owner, the mirror will reveal to him the alignment of a creature reflected in it, as well as the presence of any compulsions that may be affecting that creature (e.g., *Charm Monster*, *Magic Jar*, *Domination*, *Geas*, *Quest*). This information is only revealed to the owner of the mirror, who must be in the same room as the subject and able to see its reflection in it.

A third command word allows the owner to step into the mirror – the surface will not ripple; the owner's physique will just pass through – upon which he will enter a non-dimensional space somewhere in the Elemental Plane of Water, wholly filled with the purest water. The mirror does not impart the ability to breathe water, so the owner will drown if he cannot do so. This space seems endless in all directions but the surface of the mirror will always remain a few feet behind the owner, no matter how far he tries to move away from it.

As long as he remains within the non-dimensional space, the owner cannot be located by any known means, not from the plane he left, not from the Elemental Plane of Water, not from any plane of existence. An individual looking into the mirror while the owner is in this space will only see his own reflection. The owner, on the other hand, is able to see right through the mirror from his side, much as if he were looking through an open portal, seeing and hearing everything within the room the mirror is in as if he were standing in it. However, since nothing can pass through the mirror except non-magical light and sound and the owner and anything he carries or has on his person, any adverse affects prevailing in that room (e.g., spells, poisonous or acidic gas, fiery breath weapons, gaze attacks, *harpy songs* and other magical sound-based attacks) cannot reach him as long as he remains in the non-dimensional space.

Despite all this, the greatest power of the mirror is usually considered to be its ability to reveal to its owner magical spells as if it were a spell book. This requires uttering a fourth command word and any spells thus revealed can only be read seen by the owner.

Adding a new spell to the mirror's 'collection' involves transcribing that spell on a specially created magical scroll crafted from a selection of rare seaweeds and other expensive ingredients (e.g., a choice of special pigments from powdered mother-of-pearl; several types of corals that are only found in the Elemental Plane of Water). The finished scroll must be placed upon the surface of the mirror, after which the magical words "Abrâh'khâd-Dhâbrah' khâd-Akhmal'khâd-Acbarr" must be uttered. The scroll will then disappear into the mirror and the spell will be added. Rumor has it that casting *Azamora's Spell of Aquatical Revelation* on the mirror while it is submerged in the purest water and sprinkled with a few drops of *sweet water*, will reveal a detailed description of the mirror and its abilities and command words.

³⁾ Azamora the Triple is known under a plethora of monikers, names, and suffixes, which include: The Exalted Grand-Hydromantrix; Blessed of the Bottomless Wells of Abnan'Thallar; Sparkling Mistress of the Seven Currents of the Legendary Landless World of Hydrangea; High Supreme Wave of Aquaaceä; Witch-Queen of the Eternal Depths; Arch-Liquidatrix of the Sunken Kingdom of K'Thrall; Grand Abysmal Empress of the Stale Oceans of Zo-Vombis; Fluid Arch-Magistratrix of the Aquaceptorium of Ar-Zul-Bhash; Mother of Tides; The Elder Nautinvocatrix of the Inner Current of Sheeäshuaä; and Grand-Channeler of the Sapphire Streams of Tshemb-Vith.

Source/Origins: A misinterpretation of "27 volumes that comprise a set of primitive encyclopedias": Randy Maxwell, *Ex Libris*, in: *Dungeon* 29 (TSR, 1991); *Mirror of Târiq ibn Ziyâ Muâ azr Nusayr*: Unknown

Grandologum Orbiculaire

Setting: Yxx, Ardha (World of Greyhawk)

Requirements: NWP *Ancient Languages* (Liudprand)

Author: Khellek of Roakire.

Size: 105.2 cm tall, 105.2 cm wide, 52.6 cm thick; 5,000 pages.

Description: A large, square book with covers of a material that consists of red scales; bristly, grayish hair; and coarse, thick, black hair. The covers are otherwise featureless.

Within are thin paper pages of exceptional quality that smell of rosewood with a hint of pepper. Manuscript in a strong hand and executed in a beautiful calligraphic script that seems to vibrate with some restrained inner power.

Lore: An extensive study of beholders of all kinds.

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

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

NWPs: The book can be of use to individuals who want to improve their NWP *Sage Knowledge (Sociology, Beholders)*. 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 the entries concerning beholders and their kin in the various monstrous manuals and appendices so that he can use this information in later adventures. If necessary, the DM can curb overuse of any 'book learning' by requiring a reader to pass an Intelligence check to determine whether he remembers the relevant information from what he has read.

Contents: *Grandologum Orbiculaire* is a study of the lives and habits of the beholder and its relatives. Of special interest are the chapters on some of the most legendary and powerful beholders rumored to exist, such as Xordanxx of Fell Pass, Xanathar of Waterdeep, Xygyx of the Svartjet River, Ixathinon of Ilth K'hinax, and Xasharin of Krakeland Marsh.

Research: The covers are fashioned of the hide of a chimera, taken from the section where its three heads meet.

Author: Khellek of Roakire was an adventuring mage who delved into the deepest dungeon vaults before retiring. Some sages believe that he lived among beholders and their kin in *shape-changed* form for several years to study their society and way of life.

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 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⁾ Liudprand is an obscure, ancient language of the magical world of Yxx.

Source/Origins: *Behavior of Beholder and Beholder-kin*: Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991)

Gray Book of Arricef

Setting: Planescape

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

Author: Unknown.

Size: 27 cm tall, 20 cm wide, 4.5 cm thick; 555 pages.

Description: A relatively small, nondescript but oddly compelling book with covers of a dry, dusty, grayish, leather-like material that leaves small amounts of dust or ash whenever it is picked up from some surface.

Within are pages of what seems to be the same material as the cover, only much thinner, with most of them featuring columns of text in dull black ink, both strangely boring and interesting.

Lore: A somewhat mysterious collection of stories, legends, and myths about the lower planes.

DM: Original. Copies very rare. Good condition. Untitled.

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

Magic: The book radiates a "Dim" aura of Conjuration/Summoning magic and "Moderate" auras of Enchantment/Charm and Invocation/Evocation magic. The exact reason for the first aura is left to the DM, while the second and third auras are tied to the book's ability to agitate non-evil readers.

Ash Cloud: Whenever the book is opened, it releases a 10-foot-cloud of ash that will inflict 1d2 points of choking damage to all living creatures caught within the area (save vs. Breath Weapon for half damage, down to a minimum of 1 point of damage), with each such event causing the book to lose a tiny bit of its substance until it finally disintegrates, leaving nothing but a pile of ash. There are no signs of this happening any time soon, although the DM may want to make this sooner rather than later to limit the book's use (See below).

Non-Evil Reader: A non-evil individual reading the book will experience its contents as one lengthy recitation of woe, feeling strangely compelled to read on until, after seven rounds, he must pass a saving throw vs. Spell or attack anyone in his immediate surroundings in despair for 1d4+1 rounds, with intent to kill. For as long as the effect lasts, the victim will attack continuously without ever being required to check Morale, starting with the nearest creature and moving on to the next if it is slain, fighting even his own comrades, and seeking out targets if none are within sight. He will suffer a +3 penalty to his Armor Class, a +1 bonus to hit, and a +2 bonus to the damage he inflicts. A reader who passes his saving throw feels overcome by despair and collapses to the ground, lamenting for 1d4 rounds unless attacked or otherwise disturbed.

Evil Reader: For an evil reader, the book can be an important source of information on many subjects pertaining to the lower outer planes, providing him with a chance to glean information about a single subject he wishes to learn about. In order to achieve this, the reader must state his intent and open the book, upon which he will be directed to one or more pages containing stories on the subject that will provide him with the information he seeks, albeit in

much the same way as *Legend Lore* rather than imparting any precise knowledge. For example, a reader who would want to learn something about retrievers could find the passage described below.

Alternatively, the DM may want to allow a reader to ask a number of questions on the subject that can be answered with “yes” or “no” and then give him answers in much the same way as for *Commune* – i.e., truthfully and with emphasis on the reader’s intent rather than his exact wording.

In any case, the book should not be allowed to reveal the exact statistics and qualities of creatures; the exact locations of magical items; *truenames*; fool-proof strategies; and so on.

Resistant: The book suffers only half damage from any cuts or piercing blows it might suffer and it makes its item saving throws as “Leather”, with a +2 bonus on any saving throws against cold-, heat-, and fire-based attacks.

Conversely, it suffers a -2 penalty on any of its saving throws against air- and water-based effects (v. **DMG**, p. 58: “Item Saving Throws”).

Contents (See above): The *Gray Book of Arricef* contains stories, legends, and myths about the lower outer planes. At the end of the book are 13 empty pages, with the last line on the preceding page curiously and abruptly ending in the middle of a sentence.

Excerpt (Transcript): “Now, Alhazadrin was very proud and boastful of his victory over the *Abyssal Lords*.

“‘Did I not seize the *Jewel of Ghadros* from the very hoard of Demogorgon himself? Now that I control its incalculable power, I am surely greater than any demon prince,’ he said.

“His companion and apprentice Tousef cautioned him to silence, for in his heart Tousef knew that this matter was not done with, no matter what Alhazadrin might say. The great old wizard only laughed.

“‘My tower is thrice warded against all things fiendish,’ he countered. ‘No *power* of the Abyss can touch me here.’

“Tousef bade his master a good night, and retired to his chambers. He placed the greatest trust in Alhazadrin’s powers, but nonetheless he inscribed a *rune of protection* at the sill of his door before seeking his bed.

“In the dark hour before dawn, Tousef awoke to the echoing explosions and arcane chanting of a duel of high sorcery. He swiftly dressed and prepared to go to his master’s aid, but suddenly the battle ceased, and Alhazadrin gave out a great cry: ‘No! No! Unhand me, fiend! Un –’

“An inhuman whispering and clicking was the only response, and Tousef shuddered in terror. Steeling himself, he prepared to set foot outside his door, when suddenly the evil that was in the tower moved past in the hall. Tousef stared in amazement as a huge, bloated shape out of nightmare lurched past, Alhazadrin hanging in its bladed claws.

“That was the last that Tousef ever saw of his master and he knew that the *powers* of the Abyss had sent their *Emissaries* to retrieve the mortal who had offended them.”

Research: The book radiates “Dim” and “Moderate” auras of magic (Conjuration/Summoning and Enchantment/Charm and Invocation/Evocation, respectively).

The covers and pages are fashioned of a specially prepared material based on the skin of an ash mephitis. On the covers, the material has been stretched over boards of ash.

Some of the book’s contents can be of use to those who seek to travel to the planes mentioned in the stories.

Although there is little doubt about what causes the ash cloud to appear when the book is opened, sages have long wondered about its purpose. It has been suggested that the effect is a remnant of the book’s rumored ability to call forth an ash mephitis the very first time it was opened, perhaps to deliver a message or a nasty surprise to whoever ordered the book to be made. Others have proposed that this event is yet to occur, perhaps when the book finally disintegrates, which has led to much speculation on who the final owner of the book may be.

Author: Although the author remains unknown today, some scholars have suggested that he may have been a mage called Arricef of Rivergate, who disappeared under mysterious circumstances shortly before the first record of the book’s appearance. Indeed, when, one week later, a house burned down in the same city, also mysteriously, the owner of that house, a colleague of Arricef, is on record as having lamented the loss to the flames of an unfinished book of Arricef², which he had been keeping for some weeks. Whatever the truth, most indices date the book’s first – brief – appearance to about a week after all this, apparently in the hands of an unidentified creature in a planar city called Sigil, before it disappeared, believed lost forever.

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 Interestingly, some rare indices suggest that this book may have been titled *Book of Woe*.

Source/Origins: Retriever (*Gray Book of Arricef*): Rich Baker et al., *Monstrous Compendium Planescape Appendix II* (TSR, 1995)

Grayte Wourmes

Setting: World of Greyhawk (Yxx)

Requirements: NWP Reading/Writing (Ancient Baklunish)

Author: His Sublime Magnificence, the Caliph of Ekbir, Xagern (See below).

Size: 22.3 cm long, 15.3 cm wide, 1 cm thick; 7 pages.

Description: A small folio with covers of a rich, brown leather, with their edges reinforced by triangular copper caps. The folio is kept shut by two leather straps with copper buckles. On the front cover is a text.

Within are a handful of pages of ancient, brittle parchment with monochrome manuscripts in black ink. Between pages three and four is a red, forked, cloth bookmark that is attached to the spine.

Lore: A collection of epistles about a number of chromatic dragons.

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

Reading the title and manuscripts requires the NWP *Reading/Writing (Ancient Baklunish)*.

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

Contents: *Grayte Wourmes* contains transcripts of an exchange of letters between what appear to be two or three sages discussing the existence of dragons in an unknown world. Unfortunately, it seems that the letter that started the exchange is not part of the collection.

Excerpt (Transcript): "Sir:

"I wish to take issue with the writings you have published of that alleged scholar, S. K. Eltolereth. A larger pack of lies and half-truths I have never seen before. The impressive-looking title of "Doctor of Dracology" that the professor used, was, as everyone in this field of study knows, purchased from a correspondence school. And as for that so-called "translation" of a First Age manuscript, I much doubt if the professor could even read Quenya, much less understand it! (And as everyone knows, all works of any importance were written in Quenya). This "translation" is a mass of misinformation. Draco A. is not, as stated, found in glaciers, but rather in high mountain caves, as with other dragon species. And his physical description is preposterous – the SMALLEST specimen of a cold drake was an individual 150 ft long, weighing ten tons. And as for the Professor's allegation towards the intelligence of Draco A., why, it's positively scandalous. I challenge anyone to prove the statements of S. K. Eltolereth in the face of my opposition.

"Yours, S. Maug, Esq."

Excerpt (Transcript): "Dear Sir:

"This letter is in reference to the letter from one S. Maug on Draco Arcticus. Draco Arcticus as I thought was well known, lives on the edge of the northern marshes in the high mountain passes. There, D. Arcticus lives in either natural caves or in caves and crevasses in glaciers. An interesting fact about D. Arcticus is that he sleeps during the entire summer. This is all I can give you now on D. Arcticus, as my major source of information, *The Golden Book of Worms* by Riccar of Aerie has been stolen by a shallow-faced, slanting-eyed southerner.

"Sincerely, Eldamir Konovin, University of Arnuminas."

Excerpt (Transcript): "GRAYTE WOURMES – PART II: DRACO NIGRUS

"Another rare Dragon is the tropical Draco Nigrus (Black or Spitting Dragon). It is the smallest of all Dragons, usually averaging no more than 40-50' long and weighing about four tons. Like its northern cousin, the black species has no internal fire, rather they distill a potent caustic enzyme which they spit forth in long streams when angry. Except as noted their conformation is typical. The Black Dragon preys upon all jungle animals; and its own enemies are its own kind, the Roc, and man. They seem to favor treasures of ivory. While cunning, the Black Dragon is not clever...

"(Excerpt from a First Age manuscript translated by the late Professor S. K. Eltolereth, DrD.)"

Excerpt (Transcript): "GRAYTE WOURMES – PART III: DRACO CHLORINUM

"Dwelling far to the East, the Draco Chlorinum (Green Dragon) has seldom been seen by mankind. It inhabits the mountainous regions where it constantly wars with the Mountain Giants. This warfare has so decimated both sides that they are nearing extinction - to our great benefit. Green Dragons are another non-fire breather, having a system that produces chlorine gas. Being themselves immune to the fumes, even their liars are usually filled with poisonous vapors to make them inviolate. This large type of worm measures from 90 to 110 feet long, weighs seven to ten tons, is multiwinged and multiheaded. It is a very fierce fighter and never shuns battle. Chlorinum has high intelligence and loves particularly to horde carved jades matching its own color. Some accounts state that the Eastrons actually bribe various of these monsters to protect them from other perils, paying it with valuable goods and praising it in word and sculpture; legend is difficult to separate from fact here. Green Dragons are sometimes called Chimerae because of the wide and unusual variety of body types, horns, plates, etc., found...

"(Excerpt from a First Age Manuscript translated by the late Professor S. K. Eltolereth, DrD.)"

Excerpt (Transcript): "Sir:

"Once again you insist on printing the drivel of the late fool, Prof. S. K. Eltolereth. I objected the last time with what I thought was enough force to warn you. Although I have no objections to the physical description of dragons (Draco Nigrus), any more slurs on the mental capacity of dragons shall result in the direst of consequences to you!!

"Yours, S. Maug, Esq."

Excerpt (Transcript): "GRAYTE WOURMES * PART IV: DRACO ELECTRICUS

"Draco Electricus, commonly called the Blue Dragon, has virtually vanished [unintelligible] existence. It formerly inhabited the area between the Red varieties and the Green, but it could not compete with either due to the necessity of being close to its enemy in order for its lightnings to be effective. It was also extensively hunted by certain trolls who highly prized its blue hide. Iron weapons hurled into the beast caused a great discharge of its electricity whereupon a concentrated rush of trolls would usually overwhelm it without more than half of the attackers being torn asunder. The blue dragon, of intermediate size and a body type typical of most dragons, was also handicapped by only moderate mentality and an introvert nature. Reports of Draco Electricus on the far slopes of the mountains southeast of Far [unintelligible; Khand?] are uncertain...

"(Excerpt from a First Age Manuscript translated by the late Professor S. K. Eltolereth, DrD.)"

Excerpt (Transcript): "GRAYTE WOURMES – PART V: THE MOTTLED DRAGON

"Of doubtful species, the Mottled or Purple Worm must be included in any study despite the possibility that it is not a true dragon. The creature has no wings and no [unintelligible] form of weapon unlike other dragons. Yet, its body shape does otherwise confirm to the kind as does its general behavior. The Purple Dragon has a vicious sting in the tip of its tail, on [unintelligible] of which is enough to fell an elephant. It is sly and treacherous. The species is found only on the Islands [unintelligible]..."

Research: The collection is greatly valued by sages for it is thought to contain what some believe may well be the earliest available information on the dragons of the World of Greyhawk.

It remains unknown to whom the letters were sent initially, although some very rare indices mention the name “Thangorodrim” as the possible recipient. Although the manuscripts are written in Ancient Baklunish, most sages of today agree that they were translated from another language, possibly one from another world altogether. Indeed, so far, no catalogue or index speaks of the existence of the creature described as the “mottled dragon” or “purple dragon” on Oerth, always excepting references to the subterranean purple worm.

Author: Most historians agree that the work is from the hand of one of His Sublime Magnificence’s scribes rather than from Xagern himself. Interestingly, some of these scholars have suggested that Xagern may have been one of the first caliphs of Ekbir. How the author – or perhaps the caliph himself – came in possession of the original manuscripts remains a mystery.

Source/Origins: Gary Gygax, *((Following is the text of a letter received by me))*, in: *Thangorodrim, Vol.1, No. 4* (International Federation of Wargaming, Oct. 1, 1969); Gary Gygax, *((And the Great Dragon Debate rages on...))*, in: *Thangorodrim, Vol.1, No. 5* (International Federation of Wargaming, Nov. 27, 1969); Gary Gygax, *GRAYTE WOURMES – PART III*, in: *Thangorodrim, Vol.1, No. 6* (International Federation of Wargaming, March 7, 1970); Gary Gygax, *GRAYTE WOURMES – PART IV*, in: *Thangorodrim, Vol.1, No. 8* (International Federation of Wargaming, July 3, 1970); Gary Gygax, *GRAYTE WOURMES – PART V*, in: *Thangorodrim, Vol.1, No. 9* (International Federation of Wargaming, August 14, 1970)

Grimbolt, Dictates

Setting: Any

Requirements: NWP *Reading/Writing (Common)*

Author: The Novice Grimbolt.

Size: 37 cm tall, 21 cm wide, 3 cm thick; 12 pages.

Description: A largish, featureless, soft leather case, perhaps a folio of some sort.

Within are about a dozen sheets of high-quality vellum featuring a monochrome, calligraphic manuscript in black ink.

Lore: A religious dictate.

DM: Original. Unique. Good condition. Title on the first page (See below).

Reading the title and manuscript requires the NWP *Reading/Writing (Common)*. The text on the first page consists of two separate words: “Grimbolt” and “Dictates”.

Contents: *Grimbolt, Dictates* mostly contains notes and quotations that deal with the consequences of using metal weapons intended to shed blood. There are also some succinct notes and doodling that rather seem to indicate that the author was bored with the subject, perhaps parts of it were already below his level of expertise.

Excerpt: “You young cockerels have been talking (Don’t deny it; I’ve got Invisible Ears everywhere) about when the going is touchy grabbing up some glaive or man-splitter and hacking about like some fool Warrior! Idiots! Don’t you remember the Third Lesson? More than a few ounces of copper or iron close to you and your spells get all turned about. And each time you get all worked up and swing something there is a one in twenty chance adding up you’ll start forgetting your spells! And the psychic pollution takes a five-day fast! And ...

“...remarks are unending.”

“[signed] Novice Grimbolt”

Research: The ink is common black sepia ink.

The notes were made by during several lessons from *Magister Scholae* Wilibrod, which the author attended at the Grand Academy at Otheme.

The book can 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)

Grimfang’s Book of Spiders

Setting: Any (Known World)

Requirements: NWP *Secret Languages (Gurglubiyet)*; *Read Magic* for spells; see below

Author: Grimbolt.

Size: 30 cm tall, 21 cm wide, 5 cm thick; 28 pages.

Description: A sinister book with covers of heavy, black leather inlaid with iron, providing both extra security and a means to close and secure the book. All iron parts show signs of light corrosion. On the front cover is a naive, albeit intricate, representation of a large spider inlaid with of a shimmering, silvery metal and a milky white mineral.

Within are pages made of some finely woven, grayish white, glistening material, sewn together and secured to a fine, supple leather spine backing with silver thread. The pages are secured additionally by fine black leather front and back pieces and about half of them feature a manuscript of mystical runes and diagrams in a variety of colorful, dark (dark blue, deep purple, burgundy, dark green), silver, and gold inks.

Lore: A Wizard’s libram.

DM: Original. Unique (No known copies). Excellent condition. Untitled.

Reading the manuscript requires the NWP *Secret Languages (Gurglubiyet)*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.

Magic: The symbol on the front cover radiates a “Dim” aura of Conjuration/Summoning magic (See below).

Opening the Book: Opening the book without having sprinkled the spider symbol on the front cover with a mixture of the giant spider blood and *unholy water* will cause it to release a swarm of small spiders at the very moment the first page is turned. These will quickly swarm the reader and attack, inflicting 1 point of damage per round before

dispersing after 2d4 rounds or until driven off, which can be achieved by exposing them to flame or heat (e.g., moving closer to a roaring fire in a hearth) or to a sprinkling of *holy water*. An individual subject to *Protection from Evil* who opens the book and turns a page will cause the creatures to disperse immediately when they appear.

Hairy Spider Familiar: At the DM's option, a Wizard with the NWP *Research* and studying the libram for 1d2 weeks may be allowed to have a 75% chance to attract a hairy spider as his *familiar* when casting *Find Familiar* with this purpose in mind and using a variety of specialized exotic ingredients as that spell's material components (e.g., using a lead crucible instead of a brass brazier).

Spell Research (Web): A Wizard who studies the libram while researching *Web* receives a +1d10% bonus to his Chance to Learn Spell check for that spell. Note that acquiring the libram may count towards the costs required to research the spell.

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: *Grimfang's Book of Spiders* is a libram that contains notes on the author's research into some spider-related subjects and spells.

The first 12 pages contain the author's notes on his attempt to attune a casting of *Find Familiar* to a creature known as a hairy spider, a spider-like creature that lives in dark jungles, tombs, and the deep caverns of the Underdark.

The next three pages contain notes of the author's research of *Web*.

The final 13 pages contain three spells with an arachnid theme: I: *Chitin**, *Spiderbite**; II: *Web*.

At the DM's option, the spells marked with an asterisk may be unique to this book.

Chitin (Alteration)

Level: Wiz 1

Range: 0

Area of Effect: The caster

Duration: 2 turns

Casting Time: 1

Components: V S

Saving Throw: None

Chitin allows the caster to transform his skin into a tough, articulated, chitinous version of itself, which provides him with a base Armor Class of AC 4 and AC 2 against non-magical missiles (e.g., arrows, javelins, manticore spikes). In addition, for as long as the spell lasts, each time the caster is struck by a force-based missile (e.g., *Magic Missile*), he is allowed a saving throw vs. Spell, with success meaning that the missile does not inflict any damage and dissipates harmlessly and failure that he suffers damage as normal.

As long as the spell is in effect, the caster resembles an arachnid creature, if anything. The transformation does not hinder movement, nor does it add weight or encumbrance or interfere with the casting of 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*).

Notes: *Chitin* is a very rare spell in the Known World (Known World setting).

Source/Origins: *Chitin*: Dan Joyce, *The Color of Magic. Specialized Spells for D&D Game Spellcasters*, in: *Dragon 200* (TSR, 1993)

Spiderbite (Alteration)

Level: Wiz 1

Range: 0

Area of Effect: See below

Duration: See below

Casting Time: 1

Components: V S

Saving Throw: None

Spiderbite enables the caster to temporarily transform his upper canines into spider-like fangs, which enables him to inject a sleep-inducing venom into living creatures he bites. For as long as the fangs remain, he can execute one bite attack per round (normal to hit roll required), with a hit inflicting no damage but causing a living creature with less than 4+1 Hit Dice (See below) to enter a comatose state lasting for 4d4 turns (no saving throw). He can continue to do so until he has sent 2d8 Hit Dice worth of creatures to sleep, until a turn has passed, or until he bites a creature with more Hit Dice than he is still allowed to bite. In the latter case the venom will still be injected but the victim will not fall asleep. Both the amount of venom the caster can inject and the duration of the effect for each victim are determined by the DM by rolling dice in secret.

A creature affected by the venom will fall or sag to the ground, which will not inflict any damage and will not wake him up. The sleep lasts until it has run its course or until the subject is slapped, kicked, shaken, or wounded. Awakening requires one entire round. Note that sleeping creatures can be attacked with substantial bonuses (v. **DMG**, p. 52: "Modifiers to the Attack Roll").

The venom works only on living, L-sized or smaller creatures with a solid form and 4+1 Hit Dice or less. Thus, it does not affect undead, H-sized or larger creatures, or creatures that have no physical form.

Any unused venom disappears when the caster falls asleep or loses consciousness.

Notes: *Spiderbite* is a very rare spell in the Known World (Known World setting).

Source/Origins: *Spiderbite*: Dan Joyce, *The Color of Magic. Specialized Spells for D&D Game Spellcasters*, in: *Dragon 200* (TSR, 1993)

Research: The spider symbol on the front cover radiates a “Dim” aura of magic (Conjuration/Summoning). The covers were made of the specially prepared hide of a giant spider. The pages were magically woven from the webs of giant trapdoor spiders, perhaps involving the use of a spell that is unknown today. The symbol on the cover is inlaid in mithril and moonstone.

Author: The book was created by the goblin witch Grimfang, the shaman of a small tribe that uses spiders of varying sizes as guards, mounts, and totem animals.

Suggested XP/GP Value: 2,000 xp/400 gp.

¹⁾ Gurglubiyet is a secret language used by goblin shamans, witch doctors, and witches. As a secret language, it can be compared to the secret languages of alchemists, Druids, and Assassins, which means that, normally, it can only be taught by goblin shamans, witch doctors, and witches, none of which will teach it to individuals not associated with their art without good reason.

Source/Origins: Dan Joyce, *The Color of Magic. Specialized Spells for D&D Game Spellcasters*, in: *Dragon 200* (TSR, 1994)

Historical Connotations of the Druidical Icons from Robrenn

(Two pages)

Setting: Known World (Savage Coast)

Requirements: NWP *Reading/Writing* (Espa)

Author: Raman Nabonidius.

Size: Each page 25.5 cm tall, 16 cm wide.

Description: Two pages of high-quality paper featuring a manuscript in black ink and in a fastidious, scholarly hand.

Lore: Two pages that speak of a dragon called Pyre.

DM: Originals. Unique. Pages in good condition. Untitled.

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

Contents: Two pages, obviously torn from a book of some quality, that speak of a dragon called Pyre¹.

Excerpt: "An ancient king of Robrenn once went on a quest to destroy the great red dragon Pyre, at that time already a formidable foe. The king died in his quest, but not before wounding the beast and causing it to lose an eye. The dragon fled, but not after stealing a sacred object from the druids, an eye made of ebony, before leaving Robrenn. This eye was a key item in the Robrenn mythology.

"Pyre placed the eye into his empty eye socket as he left Robrenn so, now he could turn his foes into ebon statues with his gaze.

"For centuries, the druids had used the eye to punish criminals and heretics and it was said that a victim's soul remained in the statue until it was destroyed or until the statue was returned to flesh.

"The missing ebon eye has become the object of many quests since it was stolen. The druids established the military Order of the Ebon Eye, with the sole purpose of returning the sacred object. Many of the order's young knights have sworn to find the eye and have left on life-long quests. So far, none of these popular heroes have returned. It is a great honor among Robrenn warriors to become such a knight, or even to have such a knight in the family."

Research: The pages are from the original of *Historical Connotations of the Druidical Icons from Robrenn*, a little-known treatise on a collection of old icons and idols made by the druids of Robrenn. The author of this book, whose name is not on any of the pages, is known for his amazing library, a vast collection of writings ancient and new on the Known World and the Savage Coast in particular.

The pages can be of interest to arcanologists and sages with an interest in dragons².

¹ Originally from Robrenn, Pyre is a huge, ancient red dragon also known as "The Overking" or "The Vermilion Dragon". He inhabits the deep and forbidding jungle that covers the lower part of the Orc's Head Peninsula and rules the savage orc tribes that live there, having subjected all of them to his power. It is said by some that Pyre is what is sometimes known as a *vermillion dragon*, a red dragon that has been affected by the Red Curse and has ingested *cinnabryl*. Rather than gain only one Legacy, these sources claim, a vermillion dragon will gain several of them and hold off the side effects through the *cinnabryl* it has eaten, while these acquired Legacies cost it nothing in terms of its abilities and assets.

Furthermore, it is said that, even after leaving the area affected by the Red Curse, the magical nature of the vermillion dragon combines with the *cinnabryl* to make the change permanent; that it breeds true once changed; that it lives longer than any other dragon; and that it is suspected to may have a tendency to sleep for longer periods of time in between awakenings, sleeping more deeply when at rest.

Pyre is believed to very old even for a dragon and his venerable age can be attributed to luck as well as genius and power. With his abilities, intelligence, and hoard of magical items, Pyre is one of the most powerful dragons on Mystara and he should never be underestimated.

² Of course, it would seem likely that Raman Nabonidius, or his estate if he should have died, will also be interested in the having the pages returned. Indeed, individuals returning the pages may very well be allowed access to the author's famed library, perhaps to find more information on the great red dragon Pyre.

Source/Origins: Druidical Icons from Robrenn: Bruce A. Heard, *The Known World Grimoire*, in: *Dragon 196* (TSR, 1993); Pyre: Nicky Rea, *Savage Coast, Orc's Head* (TSR, 1996)

Ichnography of the Hypnophysic Illictus

Observations on Defensive Psychogenesis

Setting: Yxx (Player's Option Rules)

Requirements: NWP *Reading/Writing* (High-Common); see below

Author: Kyphose of the Emerald (See below).

Size: 27 cm tall, 13.5 cm wide, 2 cm thick; 115 pages.

Description: A book with covers of what seems to be sickly pink parchment with the orifices of a human face on the front cover. Surrounding these features is a circular text in black, purple, and gold inks. On the spine is a hole fitted with a small emerald that is obviously set into some material underneath the parchment.

Within are pages of a pale, supple, parchment-like material featuring texts that seem to have fused with the pages, some of which also contain various remarks and drawings in dark purple and red inks.

Lore: A very complicated attempt to map certain areas of the human brain.

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

Reading the title, subtitle, and texts requires the NWP *Reading/Writing* (High-Common)¹⁾.

Specialist Content: Understanding the book's contents requires the reader to be a Mentalist of at least 6th level, a Necromancer of 12th level or more, or an individual with the NWPs *Hypnotism* 12 and *Anatomy* 15.

Mentalists: After an extensive study of this and a selection of related works, such as Gaferdalikan's *Purgatory Processes of Humankind* and Oromo's *Fusiforms*, Mentalists who pass Intelligence check gain a permanent +1 bonus on their saving throws against mind-affecting spells. The study will take 1d6+4 months.

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

Contents: *Ichnography of the Hypnophysic Illictus* contains a very theoretical tractate on the psychological aspects of the human brain, more specifically on how it grows, and on the relation between its aging and the increase or decrease of its sensitivity to hypnosis and mind-affecting spells.

The first pages contain a literal transcription of a seminar, probably given by Gueirlandes the Leudast, and they are followed by an account of an extensive *practicum*, with extensive annotations and *marginalia* in a second hand, likely a student of the author, and various addenda by the same agent, which comprise a very theoretical reflection on the genesis and functions of certain parts of the human brain. It would seem that this student, or perhaps one or more of his assistants, conducted several experiments on various subjects whose brains were removed and conserved in a variety of ways and then subjected to various tests.

The book contains extensive descriptions of the preservation techniques used. In most cases, several hypersensitive fluids were used, concocted from a variety of exotic components and ingredients, such as ichors of the spleen, fluids from a mother's womb, various essences. The author refers to the legendary tome *Preservation Techniques, Lectures of the Marduk Ephertemnash* on numerous occasions.

The book describes the creation of various drugs, concoctions, and stimuli to keep the brain active²⁾ (for a variety of purposes), as well as the techniques that were used to keep both the brain and the (brainless) body alive using a selection of perfidious means. The work is obviously unfinished and it does not reach a definite conclusion.

Research: Covers of the skin of a bald human head stretched over iron plates, with the orifices of the face on the front cover. Each page was fashioned of the pale skin of a bald human tattooed with the texts they currently contain while the subject was still alive.

Author: There are many stories about Kyphose the Emerald, among which a persistent rumor that it was not him who wrote the book and that his only involvement with the work was that it was his skin that was used to create the covers. Supporters of this theory often refer to Fairiza's *Emeraldium*, which describes a people who distinguished themselves by implanting emeralds into their forehead. Others, most notably Pylade of Merorath and Follezal suggest that the work is from the hand of Kyphose and that he later acquired infamy under the moniker The Hunchback of Darkmoor, who was also known as The Smeralde.

History: Most sages agree that the libram was owned by at least one of by Kyphose's students for some time after it was written.

Furthermore, 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⁾ 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⁾ Among the herbal concoctions are extract of *bloodroot*, milk of deadly nightshade, tincture of flower of death's bloom, spores of stinging lady, brew of ebony creeper, and assorted preparations of asafoetida, sweet marjoram, *vital* seeds, and the various lotuses (v. **A Poisoner's Handbook** for some of these concoctions).

Source/Origins: DM, *Protection from Hypnosis*, for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Iconopedium of Krynn

Volumes I-XXVI; Index

Setting: Krynn

Requirements: NWP *Reading/Writing (Common)*

Author: Lonwindus of Solanthus.

Size: Each volume 56 cm tall, 41 cm wide, 15.5 cm thick; around 1,500 pages each.

Description: A set of 27 large, splendid volumes with rich, royal blue leather covers featuring sober gold ornaments. On each of the front covers is the same richly illuminated, calligraphic text, which is repeated much more soberly on the spines and which is likely the title of each volume.

Lore: A complete encyclopedia of Krynn, today perhaps the only source with extensive information on the Age of Might.

DM: Duplicate (One of three originals). Complete copies unknown. Incomplete copies uncommon. Good condition. Title and individual designation on the front covers and spines (See below).

Reading the title, individual designations, and manuscripts requires the NWP *Reading/Writing (Common)*. The texts on the covers and spines comprise the title of the encyclopedia and a number ranging from "I" to "XVI". On the 27th volume, the number has been replaced by "Index".

NWPs: The encyclopedia is instrumental to those individuals who wish to improve their knowledge of the world, especially as far as the history, geography, and people of the Alt-Cataclius period are concerned (e.g., NWPs *Ancient History (Age of Might)*, *Arcanology*, *Geography*, *Local History*, *Religion*, *Sage Knowledge (Ancient History)*, *Sage Knowledge (Sociology)*). Note that acquiring or improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Iconopedium of Krynn* is an encyclopedia of Krynn, with each volume representing one letter of the alphabet and the 27th being an index to the set. Although its entries mostly comprise geographical locations, events, and people of the Alt-Cataclius period, there is a surprising amount of knowledge about Istar, its Kingpriests, and the Knights of Solamnia dating from the Age of Might (Pre-Cataclius period), from the very time that Karthay Pah first ordered the keeping of a chronicle and scribes carved his deeds upon plates of gold and silver, storing them on rings in his treasury.

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*.

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

Illfrith's Book of Ice

Setting: Known World (Yxx)

Requirements: NWP *Ancient Languages (Frigihiem)*; *Read Magic* for spells; see below

Author: Illfrith the Ice Queen, Mistress of Ice Magic.

Size: 30 cm tall, 15 cm wide, 2.5 cm thick; 35 pages.

Description (See below): A rime-covered book that radiates a distinct aura of cold and with covers of a white wood with edges and latches of a silvery metal so as to provide both extra security and a means to close and secure the book, respectively. Somehow fused into the covers, much like fossils in rock, are what seem to be many twigs of various coniferous trees. The front cover also features a symbol of a large circle containing a crown surrounded by five snowflake symbols, the whole inlaid with some bluish-white crystalline metal or mineral.

Within are hand-sewn, bright white vellum pages, sewn together and carefully secured to a fine, supple leather spine backing with silver thread. The pages are secured additionally by fine white leather front and back pieces. At intervals, there are vellum stubs for insertion of additional pages. The pages feature a manuscript in an elegant hand and consisting of many mystical and runic symbols.

Lore: A Wizard's libram.

DM: Original. Unique (No known copies). Excellent condition. Untitled.

Reading the manuscript requires the NWP *Ancient Languages (Frigihiem)*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 symbol on the cover is the *sigil* of the author.

Magic: The *sigil* on the front cover radiates a "Dim" aura of Alteration magic (See below).

Touching the Book: The book is exceptionally cold and touching it with an exposed body part will lead to instant frostbite (v. **WSG**, p. 27-28: "Frostbite").

Temperature: The book will gradually lower the temperature in its surroundings to -18 °C (0 °F), taking some 1d6 days to achieve this, largely depending on the starting temperature and regardless of any non-magical sources of heat in the area. This will affect a maximum area of up to 60×60×60 feet, only curtailed by the presence of some physical or magical wall or similar barrier (e.g., a wall of any kind, *Wall of Force*). The effect can be (temporarily) countered by exposing the book to some source of magical heat or fire (e.g., a *flaming sword*).

Creatures must pass a Constitution check for every three turns they spend in the affected area, with failure meaning that they will suffer as dictated by the circumstances (v. **WSG**, p. 21: "Table 4: Temperature Effects", p. 26-27: "Table 9: Temperature Damage to Characters" and "Hypothermia" and "Frostbite", and p. 18-20: "Dressing for the Weather").

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

Resistant: The libram makes its item saving throws either as "Thin Wood" or "Leather", whichever is the most favorable (v. **DMG**, p. 58: "Item Saving Throws").

Contents: *Illfrith's Book of Ice* is a libram that contains some spells, notes on spell research, and a study of various coniferous trees of the North.

Blue Spruce

Climate: Temperate cold (Df)

Habitat: Boreal forest

Harvest (*Folium*, *Resina*): Spring, summer

Harvest (*Lignum*): Late autumn, winter

Description: The blue spruce (*Picea caerulea*) is a common, evergreen, coniferous tree with needle-shaped leaves with a bluish shine and pendulous cones.

Resin of Spruce (*Resina*): Collect *resina* exuded by the tree, preferably in late spring or summer, and use as an ingredient of many preparations, such as lacquers, varnishes, inks, paints, lubricating and adulterating oils, and sealing and insulating materials. The resin is soluble in alcohol and turpentine but not in water.

Spruce Needle Tea (*Folium*): Finely chop a handful of needles, add to boiling water and let simmer for about 2 turns. Drink the resulting tea for refreshment and to combat winter diseases (rich in vitamin C). Preparation time: 1 hour. Difficulty: -2 bonus to NWP Herbalism check.

Lore (*Folium*): The leaves of the blue spruce and its small branches can be used to create a sweetened fermented drink.

Lore (*Lignum*): The wood of the blue spruce is often the preferred softwood for the creation of musical instruments, while it is also used in building and carpentry. The wood is insulating to heat and electricity, it may burn and decay, and it is hygroscopic (moisture absorbing). Cutting the trees is done in late autumn and winter, when the weather is unfavorable for fungi and insects.

Folklore: The blue spruce is best harvested when it is at least 100 years old.

Silver Fyre

Climate: Temperate wet (Cf) and temperate cold (Df)

Habitat: Woodland, boreal forest

Harvest (*Resina*): High summer

Harvest (*Lignum*): End of autumn

Description: The silver fyre (*Abies argenta*), also known as the *silverfire* tree, is a common evergreen, coniferous tree, 13-20 m tall, with needle-like leaves placed singly and directly on the branches, and 5-10 cm long cones (*fyre*-apple, *fyre*-ball, *fyre*-cone) in upright position. The (minimal) reflective quality of the needles may lend the tree a silver-like aspect when it is seen in the right light (usually when the sun breaks through an overcast sky in winter).

Amber of Fyre (*Resina*): Collect amber of *fyre* and fashion into a small rod to be used as a material component of *Lightning Bolt*.

Resin of Fyre (*Resina*): Collect *resina* in high summer, heat to remove moisture and obtain a viscous substance that can be used as an ingredient for many preparations such as lacquers, varnishes, inks, paints, lubricating and adulterating oils, and sealing and insulating materials.

Turpentine of Fyre (*Resina*): Extract *resina* exuded by blisters on the bark of the tree; stir into boiling water, collect vapors and let condense by cold to obtain a high-quality, colorless, yellow, pungent, flammable oil known as turpentine; use in the creation of lacquers, varnishes, waxes, and paints.

Lore (*Lignum*): Wood of silver *fyre* is a softwood that is used in carpentry, building, and it is the preferred wood for making musical instruments. Cutting the silver *fyre* is done in late autumn and winter, when the weather is unfavorable for fungi and insects.

Folklore: The tree is best harvested in winter and when it is at least 100 years old. Fires fueled by wood of silver *fyre* are offensive to white dragons.

Snow Pine

Climate: Temperate cold (Df)

Habitat: Montane forest

Harvest (*Frons*): Late spring, summer, early autumn

Harvest (*Fructus*): Late summer, early autumn

Harvest (*Lignum*): Midwinter

Harvest (*Resina*): Late summer

Description: The snow pine (*Pinus nivea*) is a common evergreen, coniferous tree with thick, rough, furrowed bark and with needle-like leaves, called pine needles, borne in small clusters of five.

Cone of Pine (Fructus): Collect cone of pine and use as a material component of *Call Woodland Beings*.

Distillate of Snow Pine (Resina): Collect *resina* in late summer and distill to obtain a black viscous fluid that can be used as a preservative for wood and as a source of creosote, varnish, and solvents.

Rosin (Resina): Extract *resina* exuded by blisters on the bark of the tree; stir into boiling water and collect the *residuum* to obtain *rosin*, a transparent, brittle, yellowish brown substance that can be used to make oilcloth and soap and for rubbing on the bows used to play stringed instruments, as the violin.

Spirit of Turpentine (Resina): Extract *resina* exuded by blisters on the bark of the tree; stir into boiling water, collect vapors and let condense by cold to obtain a light-colored, volatile fluid that can be used in paints, varnishes, and medicine (e.g., ointments to seal and protect wounds from infection).

Sprig of Pine (Virga): Collect sprig of pine and burn to ash as a material component of *Pass Without Trace 10' Radius*.

Lore (Lignum): Wood of the snow pine is a white softwood that is preferred in carpentry and building, especially because of its insulating qualities. Cutting the snow pine is done in late autumn and winter, when the weather is unfavorable for fungi and insects.

Folklore: The snow pine can tolerate drought but requires full sunlight and clean air for good growth and reproduction. Snow pines can become more than 5,000 years old and they are the favored homes of faeries and *nissen* (brownie-like creatures of the North). Resin of pine is a material component of spells that can immobilize living creatures (e.g., *Transfix*).

Spells: In addition, the libram contains the following spells on 21 pages, including some notes on their research: **I: Iceskin, Ilfrith's Icicles; II: Crystal Web; III: Fimbülwinter.**

At the DM's option, all of these spells may be unique to this libram.

Crystal Web (Invocation/Evocation)

Level: Wiz 2

Range: 10 ft

Area of Effect: One 10×10×10-ft area

Duration: 4 hrs

Casting Time: 2

Components: V S M

Saving Throw: See below

Crystal Web enables the caster to instantly cover everything in a 10×10×10-foot area with a thin, flexible, web-like layer of ice that will take any form, twisting and turning as required for it to cover – and keep covering – all things in the area.

Creatures caught in the area when the spell is cast must pass a saving throw vs. Spell, with those passing their saving throw and with enough space to escape being assumed to have jumped free from the area. If there is no room to escape, the layer is considered to be only half as restrictive for creatures passing their saving throw (v. Table 1).

All affected creatures of below average strength (Strength 8 or less) are rendered immobile until freed by some external agent or until the spell wears off. Creatures of average strength (Strength 9-12) can still move but it will take them 2d4 turns to leave the area, regardless of their starting position. Stronger creatures (Strength 13-18) take only half as long to escape from the area, while those of exceptional strength (Strength 18/01 or more) require only 1d4 rounds to escape the area. In all cases, creatures that passed their saving throw without room to escape are considered to be affected as if their Strength was one category higher than it actually is (e.g., a creature with Strength 8 or less is considered to have Strength 9-12, while one with Strength 17 is considered to have Strength 18/01 or more for the purpose of escaping the area).

Table 1. Crystal Web Effect and Time to Escape

Creature Strength	----- Saving Throw -----	
	Failed	Passed ¹⁾
3-8	Immobilized	2d4 turns
9-12	2d4 turns	1d4 turns
13-18	1d4 turns	1d4 rds
18/01 or more	1d4 rds	Unaffected

¹⁾ Only for creatures that passed their saving throw without room to escape; creatures that had room to escape are unaffected.

The icy layer is highly susceptible to heat and exposing it to open fire (e.g., torch, flaming oil, flaming sword) will cause it to melt in 2 rounds. However, due to its magical nature, the melting ice will heat up considerably when it melts, to the extent that it will inflict 1d6 points of damage on all creatures covered in it.

The icy layer does not affect creatures other than as described above (e.g., it does not cause any cold-based damage to creatures covered by it).

The material component of *Crystal Web* is a bit of rime-covered spider web.

Notes: *Crystal Web* is a very rare spell from the Known World (Known World setting).

The spell was developed by Ilfrith the Ice Queen.

Source/Origins: *Web*: Dan Joyce, *The Color of Magic. Specialized Spells for D&D Game Spellcasters*, in: *Dragon 200* (TSR, 1994)

Fimbülwinter (Invocation/Evocation)

Level: Wiz 3

Range: 80 yds

Area of Effect: One 20-ft-radius sphere

Duration: 1 rd
Casting Time: 3
Components: V S M
Saving Throw: ½

Fimbulwinter enables the caster to release a flash of ice cold energy, which streaks forth from his finger in the direction he is pointing and generates a 20-foot-radius blast of intense cold and ice when it reaches a point determined by him when he casts the spell, with an audible cracking sound and inflicting damage upon everything in the area. Should the flash impact upon a material body or any other solid barrier prior to arriving at its desired destination, the blast occurs there and then.

All creatures in the area of effect suffer 1d6 points of cold damage for each of the caster's levels (up to a maximum of 10d6 points). All affected creatures are allowed a saving throw vs. Spell, which success indicating that they suffer only half damage from the blast and that their equipment remains unharmed – they are assumed to have dodged the focal point of the blast (e.g., by having managed to fall flat, to have rolled or jumped aside).

Besides causing damage to creatures, the cold will freeze liquids and similar matter within the area of effect, cause organic matter to freeze and break, and cause metals to become brittle and shatter, including any items belonging to the equipment of creatures that failed their saving throw. Any such materials exposed to the cold must pass an item saving throw vs. Cold at a -4 penalty to determine whether they survive the ordeal (v. **DMG**, p. 58: "Item Saving Throws"). Note that, while an individual who passes his saving throw may still suffer damage, any items in his possession always remain unaffected (e.g., a potion held in his hand, a backpack on his back, the herbs in that backpack, the hat on his head, a wand dangling from his belt on a gold chain, the gold chain).

The blast creates little pressure and generally conforms to the shape of the area in which it occurs. It fills an area equal to its normal spherical volume (roughly 33,000 cubic feet – thirty-three 10×10×10-foot cubes) and any items that end up frozen thaw as normal when the spell ends.

The material component of *Fimbulwinter* is a chip of clear quartz encased in tiny ball of ice, which shatters when the spell takes effect and is thus consumed in the casting. When he casts the spell, the caster must speak the range (distance and height) at which the blast is to take place and then point his finger at the desired location when he utters the final words of the spell.

Notes: *Fimbulwinter* is a very rare spell from the Known World (Known World setting).

The spell was developed by Illfrith the Ice Queen.

Source/Origins: *Fimbul-winter*: Dan Joyce, *The Color of Magic. Specialized Spells for D&D Game Spellcasters*, in: *Dragon 200* (TSR, 1994)

Iceskin (Alteration)

Level: Wiz 1
Range: 0
Area of Effect: The caster
Duration: 2 turns
Casting Time: 1
Components: V S
Saving Throw: None

Iceskin allows the caster to transform his skin into an ice-like representation of itself, which provides him with a base Armor Class of AC 4 and AC 2 against non-magical missiles (e.g., arrows, javelins, manticores spikes). In addition, for as long as the spell lasts, if the caster would be struck by a cold- or ice-based magical missile (e.g., *Ice Knife*), he is allowed a saving throw vs. Spell, with success meaning that the missile does not inflict any damage and dissipates harmlessly and failure that he suffers damage as normal. However, *Iceskin* is instantly negated if the caster would be struck by some fiery missile or when he would come within 10 feet of some intense source of heat (e.g., *Fireball*, a furnace, a large open bonfire).

When the spell is cast, the skin of the caster takes on the bluish-white hue of a glacier. The transformation does not hinder movement, nor does it add weight or encumbrance or interfere with the casting of 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*).

Notes: *Iceskin* is a very rare spell from the Known World (Known World setting).

The spell was developed by Illfrith the Ice Queen.

Source/Origins: *Shield*: Dan Joyce, *The Color of Magic. Specialized Spells for D&D Game Spellcasters*, in: *Dragon 200* (TSR, 1994)

Illfrith's Icicles (Invocation/Evocation)

Level: Wiz 1
Range: 150 ft
Area of Effect: See below
Duration: 1 rd
Casting Time: 1
Components: V S
Saving Throw: None

Illfrith's Icicles allows the caster to create a number of magical icicles, which appear in mid-air next to him, move with him as he moves, and which he must fire at any creatures within range, in the same round, each unerringly and almost instantaneously striking its target and inflicting 1d6+1 points of damage. The caster can create one icicle, plus two icicles for every five of his levels (e.g., a 9th-level Wizard could create three icicles, a 10th-level Wizard five).

Although there is no saving throw against the spell, the caster must be able to see his target when he releases an icicle and for as long as it is on its way, lest it evaporate (e.g., a target moving in and out of sight behind an arrow slit while the icicle is on its way could cause it to dissipate; creatures engaged in melee can usually be targeted without any difficulties). Specific parts of a creature cannot be singled out.

The icicles are not affected by heat, physical, or magical damage, although they remain subject to effects that target magic (e.g., *Dispel Magic*).

Notes: *Illfrith's Icicles* is a very rare spell from the Known World (Known World setting).

The spell was developed by Illfrith the Ice Queen.

Source/Origins: *Magic Missile*: Dan Joyce, *The Color of Magic. Specialized Spells for D&D Game Spellcasters*, in: *Dragon 200* (TSR, 1994)

Research: The symbol on the front cover radiates a "Dim" aura of magic (Alteration).

The covers of the book are fashioned of snow pine wood inlaid with sprigs from various coniferous trees. The symbol on the front cover is inlaid with a unique mineral that was magically created from icicles.

Author: The book was created by the mage Illfrith, also known as the Ice Queen or the Mistress of Ice Magic. She lived – or perhaps still lives – in the Northern Wastes of the Known World.

Suggested XP/GP Value: 3,000 xp/600 gp.

¹⁾ Frigihem is a legendary, ancient language that was supposedly spoken by the witches of the Northern Wastes of the Known World. Today, it is known to perhaps a handful of specialized sages.

Source/Origins: Dan Joyce, *The Color of Magic. Specialized Spells for D&D Game Spellcasters*, in: *Dragon 200* (TSR, 1994)

Incantata Adamantica Lapidigraphica

Setting: Yxx (Elemental Plane of Earth)

Requirements: NWP *Ancient Languages (Selusture)*

Author: Razulrachalkophlox (See below).

Size: 49 cm tall, 32.5 cm wide, 10.2 cm thick; 501 pages.

Description: A large, splendid book with covers and spine of inch-thick sheets of some rock shot through with veins of some glittering mineral, mostly gray and white and with the slightest hint of mauve. Sunk into the front cover is a text, perhaps the title of the book, expertly inlaid with numerous sparkling precious stones that are likely to be diamonds.

Within are quite thin, rigid pages of what appears to be an opaque mineral and featuring an engraved text inlaid with gold. The text consists of many mystical symbols and signs and it is enriched with numerous diagrams, tables, and schematics.

Lore: A fascinating, valuable and very detailed work on diamonds, which, famously, cannot be touched by undead.

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

Reading the title and contents requires the NWP *Ancient Languages (Selusture)*¹⁾.

NWPs: The book can be of use to individuals who wish to improve their NWPs *Alchemy*, *Gem-Cutting*, *Research*, and/or *Scribe*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Incantata Adamantica Lapidigraphica* is an interesting and very detailed work on how diamonds relate to magic; how to cut them (brilliant, marquise, rose) and for what purposes; how to crush and powder them; what types of diamond to use for which magical items and why (e.g., *helm of brilliance*; *talisman of Zaggy*); which spells require diamonds as material components, why, and how it is that using diamonds affects the results of these spells; for which magical inks, spell inks, and gem inks diamonds can be used and why; the relation between diamonds and spells based on elemental earth and quasi-elemental mineral more in particular; the esoteric and legendary values of diamonds and how these influence spells (invulnerability versus undead and, to a lesser extent, the heavens, truth, and spirituality); the *radices*, color values, flaws, and brilliance of diamonds; how to measure them and their weight (carat); and so on.

The book also contains an important index of Wizard spells that require diamond as at least one of their material components (e.g., *Bigby's Besieging Bolt*; *Bigby's Force Sculpture*; *Bigby's Most Excellent Force Sculpture*; *Bigby's Superior Force Sculpture*; *Binding*; *Chromatic Orb*; *Forcecage*; *Leomund's Hidden Lodge*; *Non-Detection*; *Otiluke's Freezing Sphere*; *Otiluke's Orb of Containment*; *Otiluke's Resilient Sphere*; *Otiluke's Siege Sphere*; *Otiluke's Telekinetic Sphere*; *Rainbow*; *Serten's Spell Immunity*; *Stoneskin*; *Symbol*; *Temporal Stasis*; *Transmute Water to Dust*; *Wall of Force*; *Wizard Mark*; and the legendary, lost spell *Zonave's Crystal Gate*).

The book also contains a section on spell inks that use diamonds, even giving the formulae of some of them (e.g., *Haste*, *Identify*, *Tenser's Floating Disc*). Interestingly, this section also mentions a number of ingredients for *Zonave's Crystal Gate*, which include a powdered *crystal ball* and a large, flawless diamond.

Formula of Spell Ink for *Haste*

1 ounce giant squid sepia; 1 large, fine diamond, powdered; 1 large blue sapphire, powdered; 6 drops of lemming blood; 1 pegasus heart, whole; 12 drops of cheetah blood (or 2 drops of baku blood); 2 birthwort leaves; 3 foxglove flowers, intact, and 6 leaves; 4 drops of *holy water* (or 1 drop of a *potion of speed*); 2 drops of quicksilver (mercury); 6 drops of human blood. Crush the birthwort and foxglove and sprinkle into a crucible containing the squid sepia, lemming blood, cheetah blood, and *holy water*. Stir well and place over a well-established fire. Immerse the pegasus heart in the crucible and heat the mixture steadily to boiling, stirring occasionally. The heart will dissolve slowly; when it is gone, add the powdered gems and remove from heat, allowing the crucible to cool undisturbed. When cool, add the quicksilver; do not stir. Cover, keep in a dark place for at

least four days and nights and then uncover under the light of the moon (which must be waxing or full). Decant into a flask or vial, add the human blood and shake well.

Formula of Spell Ink for *Identify*

1 ounce giant octopus ink; 1 clump of honey fungus plant; 1 bunch of fennel; 1 fist-sized piece of rose quartz; 1 drop of *holy water*; 1 saffron plant; 1 small, flawless diamond.

Bottle the octopus ink in a silver vial and take it to the woods at night. Pluck live honey fungus from rotting bark (readily identified by its pale green glow) and submerge it straightaway in the vial, adding the drop of *holy water* immediately afterward. Cap the vial and warm it in a small fire. Crush and slice the fennel and saffron into a bowl of water and powder the rose quartz. Add the powder to the silver vial and shake. Take the vial from the fire and allow it to cool in a dark place. Place the bowl over the fire and let the water boil away. Powder the diamond and add it to the water during the boiling. Add the residue to the silver vial, seal, and place under pure, fast-running spring water for at least six days. Store the ink in the silver vial when not in use.

Formula of Spell Ink for *Tenser's Floating Disc*

1 ounce giant octopus ink; ½ ounce of ichors from beholder's *levator magnus*; ½ ounce of flumph tissue liquid or 3 drops of mist dragon blood; ¼ ounce of mercury; 3 flowers of phlox; the legs of a dead giant ant; 1 powered diamond.

Heat half of the ink over a small fire and add the powdered diamond. Allow to simmer for a few rounds and then add the mercury. Let the fire die and burn the ant legs over a second fire. Sprinkle the resulting ashes in a gold or silver bowl and add the phlox flowers. Pour the cooled ink into the bowl and add the flumph tissue liquid. Stir well using a wooden spoon and add the ichors of *levator magnus*. Seal and shake the bowl and suspend it in a dark, cool place for a fortnight, never allowing it to touch the earth. Unseal the bowl and carefully pour the liquid into a glass flask, making sure that none of the solid residue comes with it. Add the rest of the ink and stir until a syrupy liquid is obtained. Add pure water and distill until the desired consistency. The ink must be used within 24 hours lest it coagulate and can no longer be used.

Research: The covers are fashioned of an exceedingly rare mineral that can only be found and worked in the Quasi-Elemental Plane of Mineral. In that plane, it is known under a name that is so utterly unpronounceable that scholarly texts of the Prime Material Plane usually refer to it as *adamas*. It is assumed that the covers were crafted by either pech or crysmals, although there are some rare sources that claim that they were somehow forged by efreeti smiths in the fabled City of Brass (See below). In like fashion, the pages are formed from a unique mineral found only in the Elemental Plane of Earth and which, in this form, is usually referred to as *petrum*. The text was engraved into the pages, obviously by a very skilled craftsman, and then filled with molten gold.

The book is also famous for the fact that it cannot be touched by undead creatures, which scholars believe may be due to the nature of the materials used in its construction.

Author: Although it is generally assumed that the book was wrought by Razulrachalkophlox, whose name is briefly mentioned in several *onomanomicons*²⁾, there are some arcanologists who propose that it was forged by the efreeti smith Razulrahis Khalkophlox, the Copper Flame, and that the text may have been authored by an unknown mage.

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 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⁾ Selusture, sometimes referred to as Sillustur, is an ancient language that is still spoken by some creatures associated with the Elemental Plane of Earth and, more in particular, the Quasi-Elemental Plane of Mineral. In the Prime Material Plane, it is known to only a handful of the most accomplished Elementalists.

²⁾ An *onomanomicon* is an index or catalogue of known mages, usually mentioning (parts of their) lives and (some of their) deeds and spells.

Source/Origins: A misinterpretation of "27 volumes that comprise a set of primitive encyclopedias": Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991); Spell inks: Ed Greenwood, *Pages from the Mages*, in: *Dragon 62* (TSR, 1982) and Ed Greenwood, *Pages from the Mages. Part V*, in: *Dragon 100* (TSR, 1985)

Incunabulum Lacuna Calypso

(*The Calypticon*)

Setting: Yxx

Requirements: See below

Author: Unknown.

Size: 21 cm tall, 17 cm wide, 4 cm thick; 33 pages.

Description: A book with unremarkable, featureless covers fashioned of pale, beige, high-quality parchment. Within are high-quality vellum pages, snow-white in color.

Lore: A book that may or may not be either the *Incunabulum Lacuna Calypso*, one of the books known as *The Calypticon*, or none of them.

DM: Original. Copies unknown. Excellent condition. Untitled.

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

Contents: All pages are empty.

Research: The covers are fashioned of calfskin.

Attempts to magically divine anything at all about the underlying work only ever leads to the conclusion that it is around a thousand years old. It is unknown what causes this effect and the book does not radiate an aura of magic. The *Incunabulum Lacuna Calypso* is a mythical book known only from literature and which has never conclusively been proven to exist. It gets its name from the notes left by prince Babar of Nubira some 1,500 years ago, who mentions a book resembling the underlying book in his fabled *Colloquies with Belhazar*, an account of the many conversations he had with the *ariel* Belhazar, who may have been the legendary greater djinni Belhazer the Sirocco.

Several sages and mages, most notably Pandarctus, Zyquerce, Tontazyl, and Zonave, have claimed to have studied books they believed were the *Incunabulum* but none of these studies have been conclusive enough to prove that any of them was, indeed, the *Incunabulum*. Furthermore, it would be quite safe to assume that every major magical library contains a book that at least resembles the work mentioned in *Colloquies with Belhazar*, although those in charge of these works usually refrain from claiming that they actually possess the *Incunabulum* or any work that could possibly be it. Interestingly, studies of these works mention that most of them are or were called *The Calypticon*.

Today, it remains unclear whether the *Incunabulum Lacuna Calypso* exists at all and, indeed, many notable scholars (Follezal, Maghir al-Khamira, Cynasil the Grey) have expressed their doubt that it does.

As a result, it is hard to determine whether the underlying work is the *Incunabulum*; whether it is any of the many books that some believe may be the *Incunabulum*; whether it is one of the books that have been described as being known as *The Calypticon*; and how many books exist with an appearance similar to the *Incunabulum* and to which have been attributed this name. Still, an individual with access to a copy of *Colloquies with Belhazar* – a rare thing indeed – would notice that both the appearance of the underlying book and its resistance to attempts to identify it are quite similar to those of the work described in that book.

The book featured in *Colloquies with Belhazar* is described as being extremely old; as having pages of snow-white vellum; as having no inscriptions or writings on any of its covers; as having been created from the most basic of materials (the skin of young calves, whitest vellum) albeit of the highest quality. Even Belhazar does not speak of the contents of what he calls the *Incunabulum Lacuna Calypso*, because, as he says on multiple occasions “it does not contain anything for those who seek its contents”. At some point, Prince Babar speaks of a nocturnal escapade with a mysterious odalisque who specifically asked him after the book and who took him to a walled garden where he would have received visions regarding its contents, of which he does not speak in detail. Most scholars suggest that this passage is “balderdash”, with some even going as far as attributing Prince Babar’s words in the garden to an overactive libido.

Seviale of Visune (*Ycleptic Index of Pan*), a man known for his restraint in all matters exciting, describes a book he suggests may be at the core of the myths surrounding the *Incunabulum*. Although he does not seem to have actually possessed this book, he ascribes it to the illustrious Afane the Phantom, sometimes known as The Hidden or The Calypso, and suggests it should be indexed as *Afane’s Eclyptica Magica*.

He mentions that this book was lost in the Wars of Contention which raged eons ago in some of the more important of the outer planes and goes on to say that the book possibly contains several magical spells written in a variety of invisible inks that could be made visible in their own, particular way. He suggests that each page may have contained multiple spells, one written on top of the other, and that the lower-level spells were easier to reveal than the higher-level spells. One spell, he writes, could be made visible by steaming the page with an odorous suspension of various very specific alliaceous ichors of mountain sylphs or flower maidens, reinforced with the subtle vapor of honey of a specific hive of bees kept in the Elemental Plane of Air. Although Seviale admits that he never even saw the book and does not mention his sources, he seems convinced that the book contains, among others, early examples of the spells *Vanish*, *Physical Invisibility*, *Laeral’s Invisible Blade*, *Cantrip – Clean*, and *Erase*, as well as the lost spell *Mouhezzeen’s Phantomous Sentry*, the latter being an old version of the lost spell also known as *Phantom Stalker*.

Individuals who doubt the existence of the *Incunabulum* have suggested various authors and titles for this and several other books claimed to be the *Incunabulum*. Some sages versed in Olympian lore have suggested that it was wrought by the nymph Calypso, while those from Northern realms say they recognize the snow-white vellum as that which is commonly used by a certain covey of elemental witches. The sage Landru of the Six Wastelands, an expert in pan-dimensional lore, suggests that the underlying work (or another book like it) may be the mythical *Omnibus of Lacunae*, which is believed to have been written eons ago by Asxera the Pseudomancer.

Mention must be made of the curious affair of the charlatan Pyrrol, who was arrested by attentive constables toward the end of the Grand Carnival of Zyr (known for, among, other things, its inter-pillar mage market) while in possession of an especially voluminous chest containing three identical, empty books. Obviously distraught, Pyrrol initially claimed that the three works were “three remarkably important copies of *The Calypticon*,” a statement he later revoked, subsequently qualifying them, as “three empty incunabula of the highest quality.”

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.

Source/Origins: DM, “an empty book”, for: Steven Kurtz, *Thiondar’s Legacy*, in: *Dungeon 30* (TSR, 1991)

Index Librorum Necrologium Necrodeus

The 1000 Names of Death

Setting: Ardha (World of Greyhawk, Gothic Earth)

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

Author: Artyeryx, the Death Ascendent.

Size: 47 cm tall, 34.5 cm wide, 12 cm thick; 1,000 pages.

Description (See below): A large book with bone covers and with a text carved into the front cover, perhaps the title of the work.

Within are yellowed parchment pages with polychrome manuscripts in various splendid inks.

Lore: An extremely dangerous book that is said to contain the thousand true names of death and which is of immeasurable value to those mages who practice the noble art of necromancy.

DM: Original. Unique. Near perfect condition. Title and subtitle on the front cover.

Reading the title and subtitle requires the NWP *Secret Languages* (Apogorevete)¹. Reading all 1,000 names in the book correctly requires knowledge of 1,000 languages.

Magic: The book radiates a “Strong” aura of magic associated with an ancient, primordial form of magic that drew heavily upon the dead for its effects and which most sages of today refer to as the School of Thanatomancy. It has been suggested that this ‘school’ may lie at the basis of the School of Necromancy of today.

Opening the Book: Only Wizards can peruse or open the book, with only those of at least 10th level being able to do so without running the risk of dying instantly (See below).

All non-Wizards and Wizards of less than 10th level who handle or open the book in any way must pass a System Shock Survival check or die on the spot. In addition, there is a 100% chance that a minor death (v. **CMM**, *Minor Death*) will appear whenever the book is opened, perused, or consulted, which is reduced by -10% for every level the Wizard has above 10th. A Wizard of 10th level or more who is properly and continuously protected by the appropriate *octagrams* does not die instantly when he touches or opens the book. However, whenever he would use the book in some kind of ritual, there is a 100% chance, minus 5% for each of his levels, to become insane (v. **DMG** 1st Edition, p. 83-84: “Insanity” or **S&M**, p. 88-91 for insanities).

Nightmares: Even just owning the book is extremely hazardous and all owners who do not properly confine it will be plagued by horrible nightmares each night they have it in their possession. The severity of the nightmares depends on the level of the owner, as well as on such things as any magical protections that may be in place, fearlessness, Wisdom score, willpower, personality, and the possession of certain magical items or artifacts. Proper confinement of the work could include locking the book in a sarcophagus made of molten golden *holy symbols*; locking it in a 3-foot-thick lead chest engraved with the complete text of the *Holy Script* and submerged in a basin of *holy water*; or keeping it submerged in a container of water from the River Styx in a box carved from a dead God of Life.

NWPs: Apart from its obvious use for such purposes as summoning and dark rituals, the book can be of use to individuals who wish to acquire the NWPs *Sage Knowledge* (School of Magic, Necromancy) and/or *Netherworld Knowledge*. Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Contents: *Index Librorum Necrologium Necrodeus* contains the thousand known names of Death, one per page, each in its own language.

Research: The book radiates a “Strong” aura of magic (See above).

The covers were cut from the bones of a dracolich. Each page was crafted from the skins of a thousand intelligent beings. The inks contain pigments created from the blood, bone, ichors, chitin, and various other body parts of all of these creatures.

Knowledgeable individuals will know that the names of Death are often used as part of rituals to keep death at bay and that they are especially useful when one would engage in the process of becoming a lich or, indeed, immortal. Some scholars believe that there are three original versions of this book, to which one lost index referred as *Acererak's Necrologium*, *Vecna's Necrologium*, and *Baba Yaga's Necrologium*, each of these believed to be eons old. The underlying work seems to be an unknown fourth original.

Certain rare *onomanomicons*² mention Artyeryx, the Death Ascendent, as being a legendary lich of unsurpassed and brutal power.

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 Apogorevete is an ancient, lost secret language of unknown origin that is believed to have been spoken by a number of ancient, powerful liches and Necropes commonly associated with Ardha, Oerth, and Gothic Earth. It is believed that knowledge of this language is dangerous in its own right, although to what extent remains a mystery. As a secret language, it can be compared to the secret languages of alchemists, Druids, and Assassins. Today, there are no living creatures who can teach it.

² An *onomanomicon* is an index or catalogue of known mages, usually mentioning (parts of their) lives and (some of their) deeds and spells.

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

Index of Temporal- and Dimensiodynamic Antiquities

Setting: Ardha (Planescape)

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

Author: Tollinatarnis Sylestra of Sxoa.

Size: 31.8 cm tall, 25.9 cm wide, 3 cm thick; 411 pages.

Description (See below): A book with covers of a greasy vegetable material, dark green in color with white, purple, and yellow mottling. On the front cover is a text inlaid with a pale brown, fibrous material.

Lore: An important list of numerous *gate keys* required to operate the *portals* in Sigil, the City of Doors.

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

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

Razorvine Covers: An oil applied to the covers is responsible for their greasy aspect. Indeed, the covers need to be treated with some sort of vegetable oil every month lest they dry out and millions and millions of tiny, razor-sharp barbs appear all over them. When the covers are in this condition, an individual handling the book without taking proper care has a 50% chance of cutting himself (1 hp damage).

Warp Sense: Studying the book for 1d2 months and passing an Intelligence check allows the student to add another +2 bonus to the saving throw he must make when he uses *Warp Sense* to determine how to use a *gate* in Sigil.

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

Contents: *Index of Temporal- and Dimensiodynamic Antiquities* is an important work that lists numerous objects from different periods of time and their supposed effects as *gate keys*, items that allow a traveler to pass through the many *portals* in the planar city of Sigil. Although the list is largely limited to common objects, it does allow a student of the book a better chance to determine what kind of materials are likely to affect what *portals* (See above).

Research: The covers are fashioned of a thick material created from crushed and specially treated razorvine leaves in a process not unlike that used in the creation of paper.

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⁾ Planar Common, also referred to as Planar Trade and Planespeak, is the trade language used by creatures of the outer planes. 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 the planar city known as Sigil.

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

Iolio's Dark Lexicon

Setting: Ardha

Requirements: Intelligence 17 and NWPs *Arcane Languages (Amn)* and/or *Arcane Languages (High-Numendhirian Thaumaturgical)*

Author: Iolio, Dreamer of Shadows.

Size: 27 cm tall, 24 cm wide, 6 cm thick; 13,440 pages.

Description (See below): A book with dark, slightly sticky, leather covers with a vague, rust-like, burgundy hue and corner caps seemingly composed of barbed shards of either bone or ivory. On the front cover, sticking out from the leather, is a strange, forked, rune-like symbol executed in the same material.

Within are pages of clouded vellum of excellent quality, featuring a monochrome manuscript in a strong, powerful hand.

Lore: A dictionary that translates High-Numendhirian Thaumaturgical to Amn and *vice versa*.

DM: Original. Unique (No known copies). Excellent condition. Untitled.

Understanding the dictionary requires the reader to have Intelligence 17 as well as the NWPs *Arcane Languages (High-Numendhirian Thaumaturgical)*¹⁾ and/or *Arcane Languages (Amn)*²⁾. The rune on the front cover is usually associated with the author, although it is by no means her known *sigil*.

Magic: The book radiates a “Strong” aura of Alteration magic, which is due to the magical way it can be opened as well as the faintly magical nature of the material used for the covers.

Shadows: Whenever the book is near a candle or other flickering light source, various strange and sometimes bewildering shadows seem to move within or across the leather of the covers.

Bone Protrusions: The barbs and edges of the bone corner caps and symbol on the front cover are razor sharp and anyone handling the book without taking due care must pass a saving throw vs. Paralyzation or suffer 1d4 points of damage and have a 15% chance of contracting a gangrenous disease, even if he survives his wounds. The disease sets in within 3d8 hours and renders the victim completely helpless with fever and delirium. If left untreated, the rot reaches the victim's vital organs and kills him within 1d4×12 hours after the onset. The disease can be cured by any spell or item that specifically target diseases or poisons (e.g., *Cure Disease*, *Heal*, *Neutralize Poison*) but any non-magical treatments (e.g., NWP *Healing*) suffer from a -4 or +4 penalty, as appropriate, to any required checks or saving throws. As long as the gangrene is left untreated, any means that only treat wounds (e.g., *Cure Light Wounds*) restore only half of their usual number of hit points.

Instant Access: When a single word in either High-Numendhirian Thaumaturgical or Amn is spoken aloud, the book will open to the page that translates the word into the other language.

NWPs: The book can be instrumental to individuals who would want to acquire the NWPs *Arcane Languages (High-Numendhirian Thaumaturgical)* and/or *Arcane Languages (Amn)*. Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Contents: *Iolio's Dark Lexicon* is a dictionary that translates writings in High-Numendhirian Thaumaturgical to Amn and *vice versa*.

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

The covers are fashioned of the skin of a shadowdrake. The bone parts on the cover were cut from the bone blades that line the tips of the tail of such a creature.

Although there are other dictionaries that translate either language, none of them are as extensive and complete as the underlying work.

History: The book was once part of the famous *Carnbrook Collection*, which was kept in an abbey in the inlands of Carnbrook (Bytopia) and which is said to have been among the largest collections of unique and strange dictionaries, lexicons, and vocabularies ever to have 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 Rhûne Mages of Nimrath, who used the script to pen down 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.

²⁾ Amn, also known as Cloudspeech, is an arcane language that hails from the Cloud Islands (Amn). It is mainly found in old books of magic, such as the grimoires and librams created by witches and the works created by the Riddle Masters of Amn.

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

Itzamna's Dispensatorium Analgetica

Setting: Ardha (Tlapochlu)

Requirements: NWP *Ancient Languages (R'huul)*

Author: Tezcaloc, "The Healer".

Size: 62 cm tall, 21 wide, 3.278 cm thick; 185 pages.

Description: A large book with ebony covers held together by iron hinges and kept closed with a jade clasp. Centered on the front cover is a jade *écusson* featuring a two-headed *aesculapus*.

Lore: An obscure on medicinal preparations and pharmaceuticals using herbs and ingredients from a lost world.

DM: Original. Copies rare. Good condition. Title on the title page.

Reading the title and manuscript requires the NWP *Ancient Languages (R'huul)*¹⁾. The symbol on the front cover is that of the Physicians of R'huul.

NWPs: Because the recipes are based on plants and ingredients found on a lost world, the book will likely be of use only to individuals with NWPs associated with healing and diseases rather than with herbalism (e.g., NWP *Diagnostics, Healing*). However, at the DM's option, because of the highly exacting and sagacious nature of the manuscript, any such individuals who have studied the book could thereafter be allowed a -1 bonus on any such future NWP checks.

Contents: *Itzamna's Dispensatorium Analgetica* describes the preparation and use of various anesthetics (local, complete, ingested, injected, applied to wounds and bruises). It also describes the processes to create medical preparations (non-magical potions, powders, pills, ointments, ethereal oils) to combat tooth-, ear-, and headaches, and infections. In fact, there are enough recipes in the book to start a small apothecary, providing one has access to plants and ingredients as they are found on the world of Tlapochlu.

Research: The hinges keeping the covers together were added at a later date and sages suggest that the originals may have been of jade.

The Physicians of R'huul were an ancient group of healers who traveled the known worlds to expand their already considerable knowledge of herbal medicine.

Author: The underlying book was written by Tezcaloc, often referred to only by his moniker "The Healer", one of the most famous researchers of the Physicians of R'huul, who traveled to the legendary world of Tlapochlu, where he devoted his life to the teachings of Itzamna, God of Medicine. During this time, he wrote 43 dispensaries based on the medical knowledge possessed by the healer-priests of the deity.

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⁾ R'huul is believed to be an ancient language of Ardha. Today, no traces of it remain and an individual must have the NWP *Sage Knowledge (Ancient Languages)* before he can learn it.

Source/Origins: DM, *Anaesthetics. Treaty on How to Use and Make Drugs*, for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Jhâxitzal K'zordâg Githa Ghalix

Volumes I-X

Setting: Ardha (Astral Plane)

Requirements: NWP *Reading/Writing* (Gith Hai)

Author: Unknown.

Size: Each volume 29.7 cm tall, 42 cm wide, 8 cm thick; 111 pages each.

Description: A series of ten books with covers of thin sheets of a polychrome, black, violet, and blue mineral fitted to sheets of a shiny, silver-like metal. All front covers features the same text in silver inlay, likely the title of the collection.

Within are pages of creamy white vellum of excellent quality, featuring a monochrome, calligraphic manuscript in an exceptionally steady hand.

Lore: An extensive work on the githyanki.

DM: Copy (Translation). Very rare. Good condition. Title on the front covers.

Reading the titles and manuscripts requires the NWP *Reading/Writing* (Gith Hai)¹⁾.

NWPs: The book can be of use to individuals who want to improve any of their NWPs associated with the githyanki (e.g., NWP *Ancient History* (Astral Plane), *Sage Knowledge* (Sociology, Githyanki)). Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Jhâxitzal K'zordâg Githa Ghalix* contains detailed information on the githyanki (abilities, culture, history, infamous heroes).

Research: The covers are sheets of lapis lazuli inlaid with *highsilver*²⁾.

Sages assume that the book is a translation of a work from the hand of Fulse Majarmal, who is famous for his works on the Astral Plane. This original is believed to have been intended to enrich what is known as the *Infamous Collection of Hyss the Parlander*. Hyss the Parlander is a mythical githyanki mage who is believed by some to have been instrumental in the creation of the legendary astral castle known as Fedifensor³⁾.

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⁾ Gith Hai is an old language spoken by githzerai.

²⁾ *Highsilver* is a rare variety of silver with an innate affinity for magic and mined on mana meridians and ley lines on Ardha. In some cases, depending on where it is found, *highsilver* already has magical qualities of its own. Although originally an elven silver, *highsilver* is now also worked by human craftsmen.

³⁾ See *Dragon* 67, p. 39: "Fedifensor"

Source/Origins: DM, *Githyanki I-X*, for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon* 30 (TSR, 1991)

Jocund's Jaundice Jack

Setting: Yxx

Requirements: NWP *Arcane Languages* (Zabarze)

Author: Jocund Sylune.

Size: 33 cm tall, 33 cm wide, 6 cm thick; 311 pages.

Description: A square book with covers of bright red chitin plates, with an elevated figure of a grotesque golden mask in the shape of the face of a laughing jester on the front cover.

Within are pages of thin, polished sheets of gold, featuring a manuscript in red and orange inks.

Lore: An entertaining and historically informative work from the juvenile years of Jocund Sylune, containing references to a number of lost spells.

DM: Original. Unique (No known copies). Good condition. Untitled.

Reading the manuscript requires the NWP *Arcane Languages* (Zabarze)¹⁾.

NWPs: The book can be of use to individuals who want to improve their NWPs *Arcanology*, *Prestidigitation*, *Sage Knowledge* (Art, Dramatist), and *Sage Knowledge* (Sociology, Court of Sylamar). Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Jocund's Jaundice Jack* contains extensive descriptions of many of the author's charades, plays, party-tricks, and performances, as well as a very meticulous description of the courtiers of Sylamar, detailing their habits, (sexual) preferences, relationships, and personalities, with added suggestions on how to deal with them.

The book mentions a number of lost spells, without giving their descriptions or any indication of their level: *Jocund's Cascading Masquerade*, which would cause the faces and voices of an audience to shift from individual to individual; *Jocund's Jocular Pleasantry*, which would seem to have generated the sound of laughter whenever the caster wanted it; *Jocund's Harlequinade*, which apparently allowed the caster to produce multiple images of himself in different guises so that he could perform an entire theatrical play without the use of actors, although it also seems to have been used for certain lewd purposes; *Jocund's Mumm*, which would allow the caster to transform the underlying book into a golden mask he could then wear; *Jocund's Pantalonnade*, which would force an audience to perform a pantalonnade while their pantaloons would shift from dancer to dancer; and *Jocund's Merry Muleteer*, of which no details are given.

Research: The inks are based on such exotic ingredients as powdered crustaceans, fiery red coral, and bright orange and red gemstones (fiery jacinth, orange sapphire, and flickering, flame-red rubies).

Author: The mage Jocund Sylune is most renowned for the charades and pranks of his juvenile years, when he used to perform plays, tricks, and charades for the various noble courts of such magical worlds as Yxx and the curiously named Zagyg. Although he went on to become a mage of considerable reputation, he never quite lost his appetite for *charaderie* and theatrical plays, which he proved most notably on the occasion of one of his final performances at the fabled Court of Sylamar.

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⁾ Zabarze is an old, fairly standard but complex arcane language of the magical word of Yxx, used by mages to write theses on the theory of magic.

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

Journal of Edarion Daellemar

Setting: Planescape

Requirements: NWP Reading/Writing (Planar Common)

Author: Edarion Daellemar.

Size: 19 cm tall, 17 cm wide, 4.5 cm thick; 225 pages.

Description: A small but thick book with covers of a tough leather featuring black, brown, gray, and pale yellow to white stripes and bands.

Within are pages of thin yellowish paper, stained and discolored, and with a manuscript in a neat hand in green ink, faded but still readable, interspersed with various maps and some naive illustrations.

Lore: A rare account of a journey to Acheron.

DM: Copy. Rare. Good condition. Untitled.

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

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

Contents: The *Journal of Edarion Daellemar* is an account of the travels of one Edarion Daellemar to some of the lower planes of existence. Of note is a section that speaks of the ill-fated journey of the author and his companions to reclaim the *Imperator of Taellezin* from Acheron.

Excerpt (Transcript): "Our search for the *Imperator of Taellezin* led us to the iron wastes of Thuldanan, the second layer of Acheron. Here the wreckage of uncounted wars littered the landscape, and parties of raiders fought savagely over useless scraps. These we largely avoided by means of Reniom's sorcery. For many days we sought, always in vain.

"On the twenty-second day in Thuldanan, our search brought us to a promising region of newly-destroyed war machines. But disaster struck soon after we began our work. While we paused to plan our search strategy, a sudden chill passed through all of us gathered there. A low, hollow moan echoed among the iron ruin, and we knew that we were in the presence of one of the undead.

"Suddenly, the wreckage and scrap began to stir, carried aloft into a bladed whirlwind that advanced quickly toward us. Reniom attempted an incantation, but it failed, and the thing was among us, slashing and howling like a host of the condemned. It wielded a dozen weapons at once with savage bloodlust, but no visible body controlled the iron zephyr that confronted us. Reniom died when a rusty halberd was driven through his chest with enough force to pin him to the iron ground. No fewer than five more of my companions perished before we broke and fled, our quest at an end. To this day I can still hear the howling of that spirit of swords that came upon us. The *Imperator* lies there still, for all I know."

Research: The covers are fashioned of the tough hide of the porcupine-like creature known as a quill.

The section on the *Imperator of Taellezin* makes the journal the only known source of information on this legendary construct.

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: Sword Spirit (*The Journal of Edarion Daellemar*): Rich Baker et al., *Monstrous Compendium Planescape Appendix II* (TSR, 1995)

Journal of Galap-Dreidel

Setting: World of Greyhawk (Yxx)

Requirements: NWP *Ancient Languages (Suloise)*

Author: Unknown (See below).

Size: 22.4 cm tall, 20 cm wide, 3.5 cm thick; 489 pages.

Description: An extremely old book with covers fashioned of some polished, chitinous material, ranging in color from dark brown to purple. Expertly engraved into the front cover is an intricate symbol.

Within are pages of high-quality vellum, featuring a manuscript in a strange, silvery ink.

Lore: A journal that may contain information on what may have been the final journey of a legendary mage.

DM: Original. Only two copies known to exist. Average condition. Untitled.

Reading the manuscript requires the NWP *Ancient Languages (Suloise)*. The symbol on the cover is the *sigil* of Galap-Dreidel.

NWPs: The book can be of use to individuals who would want to improve their NWP *Arcanology* and/or acquire the NWPs *Local History (Abbor-Alz)*, and/or *Sage Knowledge (Sociology, Ogre Magi)*. Note that acquiring or improving an NWP requires the necessary number of free character points or NWP slots.

Contents: The *Journal of Galap-Dreidel* is a large collection of meticulous notes on the journey of a mage on his way to a magical valley, where he expected to find an empire of ogre magi from where return would only be possible if certain conditions were met. Although the author regularly mentions this notion, he seems to have been unsure as to what these conditions would be. At one time, he speaks of being required to solve a riddle, at another of having to solve a mathematical problem, and at yet another time of a path or extended route that must be traveled backward at a certain time.

The work does not disclose the location of the “magical valley” it speaks of and it is not very clear about the route the author took after he crossed the river Selintan. In like fashion, it remains unclear whether the author eventually reached the valley.

Of some interest may be the author’s thoughts on the valley and its inhabitants. For example, he mentions the existence of female ogre magi, which, apparently, roam a desert in coveys and visit the “Imperial City only a few times each year, on a magical day each, and then only for the purpose of mating”. He also gives a description of this city, which is ruled by several imperial dynasties of ogre magi he sometimes refers to as “ogre mage nobles”. These “nobles” seem to possess powers greatly surpassing those of regular ogre magi.

Research: The covers were fashioned of the chitin shell of an anhkheg.

Despite the fact that Galap-Dreidel’s *sigil* is on the cover and that the journal dates from a period shortly after the legendary mage disappeared from his towers at Inverness, several scholars (Follezal, Nysphaunt) doubt that the journal was written by the legendary mage, instead suggesting it may be a forgery. Indeed, there are some clues that the work may have been wrought by the infamous master forger Ningle Saragrin, most notably because of a rare report of a court session in the City of Greyhawk. In this report, an individual of the same name admits to having forged several existing librams and texts, among which “a journal written by the legendary Galap-Dreidel himself”. It remains unknown whether he based his forgery on (parts of) an existing text and whether such a text would have been from the hand of Galap-Dreidel.

Because of the summary and rather philosophical nature of much of the information presented in the journal, many sages assume that the author wrote the journal while he was still *en route* to his destination and that he got his information from one or more external or magical sources, perhaps a *passepoutout* or some similar creature or spirit or the casting of divination spells.

The current whereabouts of Galap-Dreidel remain a mystery; his great fortress Inverness lies in ruins 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’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.

Source/Origins: DM, *The Ogre Magi*, by Balwin, for: Steven Kurtz, *Thiondar’s Legacy*, in: *Dungeon 30* (TSR, 1991); Galap-Dreidel: Allen Hammack, *The Ghost Tower of Inverness* (TSR, 1980); Ningle Saragrin: Keith Routley, *The Handy Art of Forgery*, in: *Dragon 96* (TSR, 1985)

Journals of Ucec Ordel

Setting: Planescape

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

Author: Unknown.

Size: 27 cm tall, 17 cm wide, 3 cm thick; 113 pages.

Description: A smallish, thinnish book bound in tough, vaguely blue and orange leather with the edges and corners protected by bronze fittings. On the front cover, set into a bronze circle, are 17 carnelians engraved with what appear to be stylized runes of some sort.

Within are pages of a material similar to that of the covers, only much thinner and with a vague, greenish white hue.

Lore: An account of the numerous adventures of one Ucec Ordel.

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

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

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

Contents: *Journals of Ucec Ordel* is an account of the numerous adventures of an individual called Ucec Ordel, a self-proclaimed planar guide and hoodlum. The book is crammed with tall tales and anecdotes, often, it seems, as told by Ucec himself. Most of these involve the protagonist getting himself out of dangerous situations in the various inner and outer planes of existence.

Excerpt: "You thinks this's a ruf place huh? I once walked into a bar in Yuethindrynn, you know. In soddin' drow country, deelep Underdark. And with me a guy walked in, right behind me. A duergar rothé-hunter I think he was. And in his hand he held a severed drider head. The guy walks up to the bar, sat down, laid the head on the bar and said to the barkeeper: 'Pour the bitch a drink from me'..."

"As told in the Murdered Manticore Inn."

Excerpt: "Now what do I sodding do? Reide sends me on this berk's errand to the Quasielemental Planes and I run afoul at the first one I hit. Sure, I knew that the plane of Radiance'd burn my eyes out, but I prepared for that. Rittbon Blese taught me a spell to protect me, and I knew that my sword, *scol'd*, could stand up to any sodding radiance elemental. I was set.

"Yeah. Right.

"Rittbon's spell worked alright – my eyes didn't burn up – but I could see only a sodding short distance! That's why I never saw them coming until it was too late. Little creatures, little motes of light, swarmed at me in a cloud, almost like tiny glowing locusts. Well, they were more like sodding little sparks, really, but their light didn't flicker – it stayed constant.

"I suppose it didn't matter what the flame they looked like. Like my father always said, if you can see'em, you're probably already in it too sodding deep. See, these little sparks – a blood in the Cage told me they're called scile or incandescent – feed on the colors of the quasiplane of Radiance. But they get bored eating the same old thing all the time, so if they run into some poor berk passing through, they eat his colors.

"It's not like going to the Gray Waste, either, 'cause they like to eat gray just fine. No, when those motes're done with you, they leave you completely transparent. Folks can see right through you. Doesn't sound so sodding bad? Let me tell you about bad..."

Research: The covers and pages of the book were made from the skins of several khaasta. The meaning of the runes is unknown, although some experts have suggested the circle with the carnelians may be a key to one of the lesser known *portals* in a planar city called Sigil.

Although some experts consider the book a good source of information on the inner and outer planes, with some of them even claiming that the book makes for "some good reading", most sages consider the work to be a work of fiction, with one of them noting that "the author's tiresome vernacular and numerous spelling errors do not do much to improve its worth".

Most scholars agree that the book is not from the hand of Ucec Ordel himself, most notably because the man is known to have been unable to write and, indeed, reputedly a bit of a boor²⁾. Who did write the journal, apparently by accompanying our hero and jotting down everything he said, remains a mystery.

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⁾ One source mentions Ucec Ordel as being known for using the expletive "Sod off, you sodding sod", adding that he seemed wont to use it mostly when in one of his more lucid moods.

Source/Origins: Scile (The journals of Ucec Ordel): Monte Cook *et al.*, *Monstrous Compendium Planescape Appendix III* (TSR, 1998); Monte Cook, *The Planewalker's Handbook* (TSR, 1996)

Kaiarkography: Ayesunder of House Machassalan

Setting: Ardha

Requirements: NWP *Ancient Languages (Antique Chimeric)*

Author: His Royal Highness Caradhras Ayesunder, *Kraiike* of House Machassalan, Royal Prince of Numendhir.

Size: 94 cm tall, 76 cm wide, 7.4 cm thick; 1,200 pages.

Description: A splendid book with covers of single sheets of brilliantly polished wood. A text, perhaps the title of the book, is cut into the front cover and inlaid with a lustrous gold. Above it is depiction of a horned, dark gold, two-headed dragon clutching a magnificent coat-of-arms on a shield of the same gold and framed in what seem to be flames. The dragon has its wings spread so that the tips touch the tail on both sides and the whole resembles a shield with a coat-of-arms within a larger shield. Above the dragon's heads is a splendid crown, framed in five stars. The dragon, the crown, the flames, and the coat-of-arms are inlaid with gemstones of outstanding quality, cut, and coloration.

Coat-of-Arms: The coat-of-arms is divided onto three parts, two on the upper half of the shield and one on the lower, and separated by a wide horizontal bar. The lower field depicts a green griffon on a white field, wearing a white hauberk with 17 red stars and with two crossed keys in one of its claws. The field in the upper right corner depicts a bust of a golden woman on a black field, with spread wings instead of arms and a crown of stars on her head. The field in the upper left corner depicts a red tower on a green field.

Pages: Within are paper pages of exceptional quality, with each page featuring the embossed coat-of-arms that is on the front cover, finely gilded and adorned with gem-inks. Superb, polychrome manuscript in sparkling inks.

Lore: One volume of an exceptionally valuable collection of historical tales about the Stormlords of Ardha.

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

Reading the title and manuscript requires the NWP *Ancient Languages (Antique Chimeric)*¹. A Bard, herald, or historian would be useful.

Repercussions: Improper and unauthorized ownership of this book is illegal by Imperial Law and will be met with the direst of punishments in a court of law, likely involving the confiscation of any and all of the perpetrator's worldly goods and a conviction to serve on the galleys for what may well be the rest of his natural life.

NWPs: Next to its astronomical monetary value, the book is also of immeasurable worth to individuals who wish to improve their NWPs *Ancient History (First Era)*, *Folklore*, *Heraldry*, and/or *Sage Knowledge (Genealogy)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Kaiarkography: Ayesunder of House Machassalan* contains accounts of all of the important myths and legends associated with the imperial family of Numendhir, also known as the Stormlords.

The first story is the famous *Grot der Schilderingen* (Cave of Paintings), which speaks of the first Stormlord and the birth of the empire that heralded the beginning of the First Era. Subsequent stories speak of Tristano Ayesunder, third son of *Kracht* Raldanash Ayesunder, *Kaiark* of House Machassalan, relating how he was chosen to succeed his father. Then, there are stories of how the inhabitants of the House of Machassalan became the first people in living memory to leave the safety of the shadows of their unattainable castles and how, through this, they reinstated the time of humans. Another story speaks of a treaty that led to certain Rhône families uniting in a council led by House of Machassalan. The treaty was sealed with rich gifts from the dungeons and vaults of House Machassalan and so Tristano Ayesunder became the First Stormlord of Numendhir.

Legendary Items: Some of the items mentioned in the stories likely to stir the imagination most are: *The Speaking Harp Vayamenda*; the *Fire Goblet of Saint Sylvan the Enlightened*; the *Novena's Diligence*; the *Magical Throne Anc-Thal'fayrr*; *Ahasveros the Blessed* (a splendid harp from a dragon's hoard, tuned to the sweetest tones); *Valdaran's Green Legion* (an army of magical, jade griffons); the *Eight Delafasians of Eratosthenes the Wise*; and, of course, the *Crown of Storms*.

In addition, the *Kaiarkography* contains stories about:

His Imperial Majesty *Kracht* Raldanash II Ayesunder: *Kaiark* of House Machassalan, Third Stormlord of Numendhir, also called the Warlord. The stories speak of the armors he had made from the hide of the dragon he has slain; of how he equipped his well-trained army with jade griffons and powerful magical weapons so they could capture young drakes, griffons, hippogriffs, and other flying mounts, providing the other families with the means to patrol their lands, to hunt, and to travel between castles in relative safety².

His Imperial Majesty *Kracht* Lorenzo Destian Ayesunder: *Kaiark* of House Machassalan, 14th Stormlord of Numendhir, also known as the Founder. He conquered the whole of Numendhir and built the city of Dorthar as the capital of his empire.

His Imperial Majesty *Kracht* Ospero Pelonor Ayesunder: *Kaiark* of House Machassalan, 33rd Stormlord of Numendhir. Conquered the Isles of Halar and Thalion and introduced the feudal system.

His Imperial Majesty *Kracht* Gratiano III Ayesunder: *Kaiark* of House Machassalan, 37th Stormlord of Numendhir. Took the magical island Evielán from the Archveults of Evielán.

His Imperial Majesty *Kracht* Salarino II Ayesunder: *Kaiark* of House Machassalan, 38th Stormlord of Numendhir. Founder of the dwarven forge of Arden. Eventually took the Isle of Arden and its city Escatlar from the Dragon Worshipers.

His Imperial Majesty *Kracht* Bassanio Shylock Ayesunder: *Kaiark* of House Machassalan, 42nd Stormlord of Numendhir. Founder of Shansar and father of the notorious twins who heralded the beginning of the Second Era.

His Imperial Majesty *Kracht* Galador III Ayesunder: *Kaiark* of House Machassalan, 70th Stormlord of Numendhir. Married the nymph Nialasa.

His Imperial Majesty *Kracht* Arragon II Ayesunder: *Kaiark* of House Machassalan, 92nd Stormlord of Numendhir, the Conqueror. Defeated Maerlor the Black, daughter of Baba Yaga, and drove away her sisters (Sybalaya the Thrice-Cursed and Chaulmoogra The Withered), which meant the end of The Dark Pact and heralded the beginning of the Third Era.

Research: The covers are fashioned of opalized, dark burgundy-brown *quenga wood*³⁾. The coat-of-arms is executed in *celestial gold*⁴⁾. The pages are *silveroak paper*⁵⁾ and weigh 350 gram each. The inks include *carmozine*⁶⁾ and jade pigments. The manuscript is from the hand of a Grand Master of Calligraphy.

The coat-of-arms is that of the Ayesunder family, with the crowns on the heads of the dragon both being depictions of the legendary artifact known as the *Crown of Storms* and the whole being framed with the *Eternal Fire*.

Sages of today know that six *Kaiarkographies* were made, each specially tailored to one of the six largest and oldest Rhûne families. It is unknown for which of these the underlying work was made, although it is certain that the family did not relinquish it freely. Some sages have suggested that, because of this, the work must have been stolen from a library of one of these families – libraries that are commonly regarded as the oldest of Numendhir. Others have speculated that the thieves did not leave it at that and that they are likely to have taken more works of similar quality; that some of these ‘unique’ works may already be on the market; and even that it would seem that one of the Rhûne families of today may somehow be so weakened that they can be robbed without fear of repercussion.

History: Although this is disputed, it is believed that 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 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⁾ Antique Chimeric is an ancient language of Ardhā that dates from before the First Era. It was mostly spoken at the end of the Dark Eon and in the early First Era.

²⁾ These castles lay far apart and getting from one castle to another over land was still exceedingly dangerous at that time. Because of what Raldanash II Ayesunder did, the lands surrounding many castles were freed of many dangerous monsters.

³⁾ *Quenga wood* is an exotic, hardy wood that is known for its resistance to bookworms, woodworms, and other wood-eating pests.

⁴⁾ *Celestial gold* is a rare variety of pure gold that hails from one of the upper outer planes. It is often associated with magical qualities and it is believed that it can only be worked in its plane of origin – and then only by a celestial entity.

⁵⁾ *Silveroak paper*, sometimes referred to as *Bytopian silveroak paper*, is paper made from the bark and leaves of the *silver oak*, a tree that is believed to grow in one of the upper outer planes, most likely Bytopia. Legend has it that the tree grows leaves of silver, which turn to various metallic hues of red, yellow, and orange before falling in autumn.

⁶⁾ *Carmozine* is a legendary pigment said to be made from the essences of rubies and red roses.

Source/Origins: *Heroic Ballads*: Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991); Jack Vance, *Marune: Alastor 933* (Ballantine Books, 1975)

Kanonizomenon of Tears

Setting: Ardhā

Requirements: *Read Magic*

Author: Fuinur the Exterminator, also known as Fuinur the Demagogue.

Size: 82 cm tall, 67 cm wide, 29 cm thick; 19 pages.

Description: A collection of large, brittle, awfully scorched parchment pages of an unholy pallor and featuring numerous arcane runes. Manuscripts in a flaking, dark brown to burgundy ink.

Lore: The remaining pages of a copy of a terrible work that was wrought by the much-feared Mologoth the Destroyer, which is believed to have contained many unholy and powerful spells.

DM: Spell book. Copy. Unique. Very bad 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.

Regeneration: The pages have very limited regenerative abilities. Assume that each page has 19 ‘hit points’ left; that any amount of damage inflicted upon them due to a single action (e.g., kept in a fire for a prolonged period of

time, but also when a single tear is shed on it) consumes one of these hit points; and that each hit point takes 1,000 years to regenerate. A page disintegrates when it has no hit points left.

Contents: The 19 damned pages left of the horrifying work known as *Kanonizomenon of Tears* contain 19 spells, which, despite the damage, can still be transcribed. These spells are: **I: *Animate Dead Animals, Enlarge Skeleton****; **II: *Animate Skeletons, Death Armor, Resist Turning, Spectral Eyes***; **III: *Animate Zombies, Ghastly Hands, Undead Lieutenancy*, Undead Torch****; **IV: *Undead Summoning II***; **V: *Skeletal Spellcraft****; **VI: *Transmute Bone to Steel***; **VII: *Undead Summoning V, Zone Perilous****; **VIII: *Undead Aides, Undead Summoning VI***; **IX: *Death Ward, Undead Summoning VII***.

At the DM's option, the spells marked with an asterisk may be unique to this book¹).

Research: The pages of the book were made of the skins of creatures and they feature numerous arcane runes that must have been burnt into these skins while their owners were still alive – and long, long before the pages were actually created.

The book is a copy of an original work of the same name.

Original: The original of the despicable *Kanonizomenon of Tears* was wrought by the Cursed Arch-Defiler Mologoth, Ravager of Uuúdainia, and it was known as an unequalled work that harnessed unspeakable magic of a destructive power never seen before. It is said that opening this work released the bone-chilling souls of the many feared and powerful Arch-Necropes who were killed by Mologoth's terrible hand; that these souls uttered insane, cacophonous screams and blood-curdling laments; that Mologoth tore lost blasphemous secrets of ancient times from the great, oracling minds of deceased Necromancers with unspeakable dark rituals; that he plundered the cities of malevolent efreeti and blasphemous djinni until the last vestiges of corrupted knowledge were his; that he tortured fearsome illithid elder brains to insanity; that he tore down and plundered the obscene, black towers of fiends feared for eons.

Most indices mention that the original was made entirely of the ensouled, tortured skins of demons, devils, and devas, branded with many vile and unearthly symbols. It is said that immeasurable pain and anguish is inflicted to this day on the tormented souls of those that gave their skins and lives in the creation of the work.

Copy: After the horrific destruction of the Seven Bestial Worlds of Uuúdainia, Mologoth was filled with such malevolent power that even he had to sink into deep meditation to learn to control them. It was at this time that Mologoth's power hungry general and right hand Fuinur the Exterminator saw his chance to secretly copy Mologoth's unspeakable source of power, the *Kanonizomenon of Tears*, with the intent to take his own blasphemous power to revolting heights hitherto unknown.

For this, Fuinur engaged in unspeakable necromantic rituals, allowing him to bind rampaging hordes of unknown mythical cannibalistic vampires from legendary, horrifying realms of the dead, using them to control the overwhelming powers of the diabolic tome. When he had made his vile copy, Fuinur spent three months without rest or sleep to make the despicable, black secrets of the tome his own.

During a new, gruesome campaign to lay siege to the Mountain Castle of the Damned Grand Obscuromancer Utumno, Great-Emperor of the Terrible Wastes of Annihilation, which lay deep in the desolate heart of the all-undoing Quasi-Plane of Ash where it was wrought from boiling hot basalt, Fuinur filled the minds of the soulless soldiers of his Vile Master with tales both sweet and poisonous tales so as to feed the suspicion, discontent, and distrust of their repulsive Lord already present in their cold hearts.

It is unknown how the world-shattering fight against Utumno was fought but it is whispered that Fuinur betrayed Mologoth in the heat of battle. It is known that none of the blasphemous three survived the fight and that Utumno's gigantic fortress lies deathly empty ever since, in cursed solitude so that even the most hardened adventurer would not dare disturb it despite of the enormous treasures both armies are known to have possessed.

It remains unknown whether the copy and the original survived the dreadful cataclysm that followed it and, indeed, whether any of the books ever left the inhumane plane. Since sages assume that the copy is likely to have suffered considerably more from the effects of the cataclysm, only a few of the most powerful mages throughout the ages have been aware of its continued existence, with some of these believing that it was wrought in the First Era of Iqhui, which is also known as the Cykranoshean Era.

What the work must have looked like when it was undamaged and intact is known only from legend, with some arcane librams stating that five strong slaves were required to lift the book from its leaden chest and others sources suggesting that it was kept in the cursed windings of elder mummy at one time. Still other works claim that the pages of the copy were created from the skins of dreaded men and that the arcane runes on them still haunt and torment their tortured souls, with one index suggesting that the runes are of such a nature that any damage inflicted to the pages will be felt by these souls. Indeed, judging by the state of the book, it would be safe to assume that these souls will have suffered quite a bit since the book was made. The inks used are said to contain a mixture of the blood and intestines of the same men whose skins were used, bound by the marrow from their bones.

In more recent times, the copy is rumored to have been in the possession of many illustrious mages and Demonists, among which may be Yagrax, the High Wizard Priest of the Isles of Woe; Iggwily; Tuerny the Merciless; Calva; and The Nidus Vyrensmale, Baron Everdark.

Later, the cursed windings said to have contained the book at one time seem to have been burnt to a crisp by the terrible touch of the High-Exalted Grande Supreme Fire Lord Ignis Fire McFeu, The Sun Enlightened, apparently by accident. It is unknown if and how the book came in his possession.

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'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. However, there are no reliable records of this and the king has never admitted to having owned the book.

¹⁾ See **FOR 11 Cult of the Dragon** for descriptions of these spells.

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

Kariach's Traveling Spell Book

Setting: Aldanor

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

Author: Kariach.

Size: 30 cm tall, 15 cm wide, 2.5 cm thick; 51 pages.

Description (See below): A thick tome bound in worn, strong, featureless leather of a pale, gray to white hue and secured with leather ties.

Within are some four dozen hand-sewn leaves of parchment, carefully secured to a fine leather backing glued to the spine. The whole is further secured by front and back pieces of vellum.

Lore: A traveling spell book of a mage who is assumed to have been called Kariach.

DM: Spell book. Original. Copies uncommon. Good condition. Untitled.

Reading 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.

Fragile: The pages are very thin and fragile, so great care must be taken when handling the book. The book makes its items saving throws as "Leather" (v. **DMG**, p. 58: "Item Saving Throws").

Contents: The first page of *Kariach's Traveling Spell Book* contains a reference to a place called "Lyceum Arcanum" as well as the word "Kariach".

The next 50 pages contain the following spells: **I:** *Cantrip, Detect Magic, Magic Missile, Shield*; **II:** *Flaming Sphere, Web, Stinking Cloud*; **III:** *Lightning Bolt, Melf's Minute Meteors*; **IV:** *Otiluke's Resilient Sphere, Fire Shield*.

Research: The covers and leather ties were made of the skin of a giant cobra.

Despite the author apparently having been a mage of some ability, there is no mention of a mage called Kariach in any of the known records and this, combined with the fact that there is no title, *wizard mark*, or *sigil* of any kind anywhere on or in the book, greatly compromises any attempts to identify it without the use of magic.

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, *The Travel Book of Kariach*, for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon* 30 (TSR, 1991)

Kuld's Lexicographicon of the Flanaess

(Seven volumes)

Setting: World of Greyhawk (Ardha)

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

Author: Kuld of Greyhawk.

Size: Each volume 41 cm tall, 23 cm wide; varying thickness and numbers of pages (See below).

Description: A set of seven large books with leather covers of a particular, rich, golden tan color and each with an identical text on its front cover, likely the title of the entire set, as well as an elaborate, crest-like symbol and various other, sober ornaments in pressed gold.

Within are pages of thin paper of exceptional quality. Monochrome manuscript in umber ink with a polychrome reproduction of the symbol on the cover on each title page.

Lore: An extensive collection of lexicons and dictionaries of the languages of the Flanaess.

DM: Original. Possibly incomplete. Copies uncommon. Good condition. Title of the entire set on each cover.

Reading the title and understanding the books requires the NWP *Reading/Writing (The Common Tongue)*. The symbol on the covers and title pages is the *sigil* of the author.

NWPs: *Volume I* can be of use to individuals who wish to acquire the NWP *Sage Knowledge (Languages, The Common Tongue)*; *Volume II* for *Ancient Languages (Old Oeridian)*; *Volume III* for *Modern Languages (Ancient Baklunish)*; *Volume IV* for *Secret Languages (Ferral)*; *Volume V* for *Modern Languages (Nyronese)*; *Volume VI* for *Modern Languages (Velondil)*; and *Volume VII* for the NWP *Modern Languages (Keolandish)*. Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Contents: These seven volumes of *Kuld's Lexicographicon of the Flanaess* comprise studies of some of the most important languages of Oerth.

Kuld's Lexicographicon of the Flanaess (First Volume, The Common Tongue)

11 cm thick; 977 pages.

This volume is a lexicon of the Common Tongue. It contains the words of the language and their definitions.

Research: The Common Tongue, also known simply as Common, is a combination of Suloise and Oeridian tongues (mostly the dialect of Old Oeridian spoken in the Great Kingdom) with some Baklunish admixture. It evolved primarily from the need for a universal language that could be employed in trade and diplomacy and it filtered down to the common folk over the centuries. It is now the primary spoken tongue in most nations of the Flanaess, though Keoland has its own tongue. Because of the universality of its roots, it is frequently the case that translations from one language to another must be converted into the Common Tongue first and then translated into the desired language.

Kuld's Lexicographicon of the Flanaess (Second Volume, Old Oeridian)

12 cm thick; 1,024 pages.

This volume is a dictionary that translates Old Oeridian to the Common Tongue.

Research: Old Oeridian is the major basis of the Common Tongue. It is younger than Ancient Baklunish and it remained free of outside influence until few centuries ago. As a result, its linguistic components are unique and translation into any language except the Common Tongue is all but impossible. Today, it is mostly a written language, used almost exclusively by scribes, lawyers, clerks, and the like, in part as a way of maintaining a monopoly on literacy (by excluding mere speakers and writers of the Common Tongue) and thus their gainful employment. Exalted sages use yet more obscure scripts for the same reason. Most major archives and libraries have a wealth of material written in Old Oeridian.

Kuld's Lexicographicon of the Flanaess (Third Volume, Ancient Baklunish)

8 cm thick; 788 pages.

This volume is a dictionary that translates Ancient Baklunish to the Common Tongue.

Research: Ancient Baklunish has importance as one of the roots of the modern Common Tongue although it bears its offspring little resemblance, which is to be expected after nearly a millennium of change. It is still spoken in Tusmit and by the Paynim tribes and among some tribes and clans in surrounding lands, especially in formal addresses and for commercial dealings.

Kuld's Lexicographicon of the Flanaess (Fourth Volume, Ferral)

6 cm thick; 511 pages.

This volume is a dictionary that translates Ferral to the Common Tongue.

Research: Ferral is a derivative of an Oeridian tribal language, used, until recently, only as the secret language of officials of the Iron League. Some documents that were saved from its fall (and some still extant in Sunndi and Irongate) are written in this tongue. Ferral was primarily for command and identification purposes, being a formalized dialect amounting to little more than a set of signals and tags with poor verbal and adjectival content. It is not a true living language and spoken by learned and ranked individuals only. It can be understood by those speaking Oeridian.

Kuld's Lexicographicon of the Flanaess (Fifth Volume, Nyrondeese)

10 cm thick; 950 pages.

This volume is a dictionary that translates Nyrondeese to the Common Tongue.

Research: Nyrondeese is a High Oeridian dialect that mixes the Common Tongue with some expressions from an Oeridian tribal tongue. It is spoken in rural areas of Nyronde, where it is used by peasants, shopkeepers, and those who want to clarify their expressions, which are difficult to understand for those they do not trust.

Kuld's Lexicographicon of the Flanaess (Sixth Volume, Velondi)

11 cm thick; 999 pages.

This volume is a dictionary that translates Velondi to the Common Tongue.

Research: Velondi is another Oeridian tribal tongue spoken by rural folk and those in isolated communities in Veluna and its northern borders. It is not comprehensible to those who speak only the Common Tongue and it is a purely spoken language today, mostly used by educated people.

Kuld's Lexicographicon of the Flanaess (Seventh Volume, Keolandish)

15 cm thick; 1,450 pages.

This volume is a dictionary that translates Keolandish to the Common Tongue.

Research: Keolandish is an offshoot of Old High Oeridian with local admixtures. It has a range of regional sub-dialects throughout Keoland and the surrounding lands.

Research: Knowledgeable sages will find that the books are based on the 44-volume *Exegesis of Linguistic Usage by the Flanaess Peoples*, by Revort Leyhar, working from the Grey College of the University of Greyhawk, who is generally seen as the greatest authority on the languages in Oerik and who exhaustively establishes that only five of the dialects spoken in the Flanaess are used by enough folk to be properly called languages – these being Suloise, Flan, Ancient Baklunish, Old Oeridian, and the Common Tongue.

Since the underlying collection contains books on only three of these languages, it is often assumed that the entire set may have comprised more books at one time. In addition, most sages agree that the books were rebound at some stage in their life, which could help explain the lack of subtitles or numbering on any of them.

History: The books were once part of the famous *Carnbrook Collection*, which was kept in an abbey in the inlands of Carnbrook (Bytopia) and which is said to have been among the largest collections of unique and strange dictionaries, lexicons, and vocabularies ever to have 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.

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

Larcenous Legerdemain

Setting: Any

Requirements: NWP *Sage Knowledge (Cryptography)* and *Secret Languages (Argot)*; *Read Magic* for spells

Author: Dancey de Fray, Sorcerer Extraordinaire.

Size: 21 cm tall, 14 cm wide, 3 cm thick; 50 pages.

Description: A small book with supple, black leather covers. Stamped into the front cover is a text, perhaps the title of the book.

Within are gray, vellum pages neatly sown to a leather inner spine with black thread and featuring a mostly monochrome manuscript distinguished by its regularity and many strange symbols.

Lore: A study of the tricks of the trade of Wizards operating on the wrong side of the law.

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

Reading the title requires the NWP *Secret Languages (Argot)*¹⁾. Reading the manuscript requires the NWP *Secret Languages (Argot)* and *Sage Knowledge (Cryptography)*. 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.

Magic: The book radiates a “Dim” aura of Alteration magic, which is due to its ability to hide from view under certain circumstances (as *Mouse*; see below).

Mouse: Whenever the book is left unattended in some visible location exposed to daylight, it will, when nobody is looking, scurry off to the darkest, safest hidey-hole it can find within the same room and stay there. This ‘safe place’ will generally be a narrowly confined space that is difficult to access but still allows some avenue for escape (e.g., underneath a sideboard, behind a potted plant in a corner).

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

Contents: *Larcenous Legerdemain* is a study of the tricks of the trade of Wizards on the wrong side of the law, concentrating mostly on the author’s inventive use of relatively common spells on some of his supposed nocturnal enterprises. From the text, it can be gleaned that the author used *Burning Hands* to neutralize some poison needle traps in a chest or door, shooting some flames into the lock and drying up the poisons, sometimes fusing the mechanisms (liquid poisons only, 25% chance of fusing the trap mechanism in a normal door lock); that he habitually cast *Reduce* on stuck or locked doors (20% chance per level of the caster to open the door; any traps may still trigger); that he also used this spell to smuggle allies and equipment past guards (e.g., into or out of a jail); that he used *Grease* to handle stuck doors (+15% or -3 bonus on the chance to force one open); that he used *Melf’s Acid Arrow* to melt away locks, chains, or almost anything other than stone (materials must pass an item saving throw vs. Acid or be dissolved; v. **DMG**, p. 58: “Item Saving Throws”).

Furthermore, the author speaks of using *Dancing Lights* for signaling over long distances at night and also, on occasion, to brighten up a performance at a party, tavern, playhouse, or music hall; that he carved secret messages on delicate wooden or ceramic objects, shattering them and subsequently having them delivered, preferably via various means, to an individual who could cast *Mending* on them (so as to convey messages that would be impossible to decipher without possessing all the pieces); that he would hurl or sling stones with *Continual Light* into rooms and dark alleys to light them up; that he cast *Magic Mouth* on broad arrowheads, large stones, or the like, and hurled these near creatures to distract them, triggering the spell by the sound of the impact of such items if sufficient noise would be generated, or by the presence of creatures and having the mouth say things like “Guards, guards, over here!” or “Turn and meet your doom”.

The book also contains some musings on spells the author apparently did not have, wondering whether he could use *Rope Trick* to provide a hiding place in dark surroundings as well as a safe place against harmful area-affecting spells and effects (e.g., dragon breath, *meteor swarms*, floods, fires); and whether *Item* would allow him to tie the resulting cloth to arrows and shoot them at opponents, ending the spell only at the last possible moment, and coming up with suggestions of having the arrows carry containers of acid, water, and poison.

Of further note are the author’s notes on some elaborate schemes he seems to have engaged in, with one involving multiple castings of *Magic Mouth* on a single, valuable mirror possessed by an eligible damsel, setting each to respond to a certain question and thus having it perform like an oracular item.

Spells: Finally, the book contains the following spells on 14 pages: I: *Dancey’s Straight Face*; II: *Dancey’s Velvet Step*, *Essimuth’s Spell of Eavesdropping*.

At the DM’s option, these spells may be unique to this book.

Dancey's Straight Face (Enchantment/Charm, Illusion/Phantasm)

Level: Wiz 1
Range: 0
Area of Effect: Creatures in a 30-yd radius
Duration: 2d6 rds + 2 rds/level
Casting Time: 1
Components: S M
Saving Throw: None

Dancey's Straight Face enables the caster to make creatures believe him to be wholly unremarkable as long as he moves among, or along with, at least four or more individuals of his own species, effectively allowing him to move about without being consciously noticed by them or any other intelligent creatures that lay eyes on him. He can thus only affect creatures with Intelligence 3 (Semi-) or more, who will effectively see nothing unusual about him and, if questioned later, retain only vague recollections of possibly having seen someone, without ever being able to identify him or put any specific features or other noteworthy qualities to him.

As noted, the spell requires the caster to be in the company of at least four or more individuals of his own species and he must also refrain from attracting attention to himself by engaging in some hostile act, speaking to someone, or otherwise doing something to call attention to himself. This includes wearing or carrying anything that would be unusually frightening or strange to any onlookers (e.g., a heavily armed caster carrying a bag of loot could tagging along with a group on legitimate business could more or less walk into a guarded area unnoticed, but not unaccompanied or while drenched in blood, while the use of abilities such as Pick Pockets would also be acceptable, so long as he does not fail a die-roll). Failure to comply with any of this immediately ends the spell. In addition, reasonably alert creatures with Intelligence 15 (Exceptional) or more within 30 feet of the caster always have a 1% chance per point of Intelligence to notice the caster and remember him later (e.g., 16% for one with Intelligence 16), with this chance being 1% chance for each point of Intelligence and/or Hit Die or level for creatures with 10 Hit Dice or levels or more as well as Intelligence 5 (Low) or more (e.g., a 12th-level Wizard with Intelligence 18 has a 30% chance). Note that this does not necessarily mean that such creatures will react to the caster when they notice him. While all of this may limit the spell's use, it is still quite effective when used in crowded areas, such as city streets, marketplaces, and taverns.

Note that the spell has somatic and material components only, which means that it can be cast in a magically silenced area and that a dexterous caster might be able to cast it almost imperceptibly.

The material component of *Dancey's Straight Face* is a small quantity of diamond dust (worth at least 25 gp), which is consumed in the casting.

Notes: *Dancey's Straight Face* 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 an unofficial spell, *Dancey's Straight Face* will only work as described at the DM's discretion.

Source/Origins: *Disawareness*: Jeff Dancey, *Arcane Lore*. *Larcenous Legerdemain*, in: *Dragon 239* (TSR, 1997)

Dancey's Velvet Step (Alteration)

Level: Wiz 2
Range: Touch
Area of Effect: One person
Duration: 1 rd/level
Casting Time: 2
Components: S M
Saving Throw: None

Dancey's Velvet Step enables the caster to imbue one person with the ability to move much like a cat, quickly and quietly, doubling its MV rate, increasing its chance to move silently by +50%, and allowing it to jump up to 30 feet forward when moving at a suitably increased speed. The spell does not impart the recipient with the ability to jump higher than he normally could.

Note that the spell has no verbal component, which means that it can be cast in a magically silenced area.

The material component of *Dancey's Velvet Step* is a tuft of cat fur, which is consumed in the casting.

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: *Dancey's Velvet Step* 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 an unofficial spell, *Dancey's Velvet Step* will only work as described at the DM's discretion.

Source/Origins: *Feet of the Cat*: Jeff Dancey, *Arcane Lore*. *Larcenous Legerdemain*, in: *Dragon 239* (TSR, 1997)

Essimuth's Spell of Eavesdropping (Invocation/Evocation)

Level: Wiz 2
Range: 0
Area of Effect: The caster
Duration: 1 rd/level

Casting Time: 2
Components: V S M
Saving Throw: None

Essimuth's Spell of Eavesdropping enables the caster to increase the sensitivity of his ears so that he perceives all sounds that reach him twice as loud as normal and that he can, by concentrating, attempt to hear sounds he would not normally be able to hear.

For as long as the spell lasts, the caster's chance to hear noise is doubled (v. **DMG**, p. 175-176: "Listening"), while creatures that attempt actions that are meant to be silent have their chance of success halved where the caster is concerned (e.g., Move Silently, trying to exclude the caster from a conversation, casting a spell with somatic and/or material components only).

However, the spell does not impart the ability to discern between sounds. Thus, while the caster could attempt to listen to a whispered conversation from across a room, he would not automatically be allowed to separate that conversation from among others in a crowded area – such would be possible only if he would normally be able to do so.

Furthermore, the spell brings with it a number of disadvantages. First, for the duration of the spell, loud noises have a detrimental effect on the caster and any environments with a high level of noise (e.g., a fight in a cramped room, people talking and laughing in the common room of a crowded inn) cause him pain, forcing him to pass a Constitution check each time he wants to undertake any strenuous actions (e.g., casting a spell, using a Thieving skill, combat). Second, sound-based spells and effects have a better chance of affecting the caster, causing him to suffer a -2 penalty on his saving throws against them, while spells and effects based on sound waves have their effects doubled, as applicable (e.g., double damage).

The material component of *Essimuth's Spell of Eavesdropping* is a rabbit's ear, which is consumed in the casting.

Specialist (Rogue): A multi-classed Mage/Thief or dual-classed Mage-Thief able to use his Thieving skills has his chance to Detect Noise doubled. In addition, when using this skill, he can discern between different sounds (e.g., allowing him to eavesdrop on the whispered conversation mentioned above).

Notes: *Essimuth's Spell of Eavesdropping* 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 an unofficial spell, *Essimuth's Spell of Eavesdropping* will only work as described at the DM's discretion.

Source/Origins: *Audio Enhancer*: Jeff Dancy, *Arcane Lore*. *Larcenous Legerdemain*, in: *Dragon 239* (TSR, 1997)

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

The author was a flamboyant Mage/Thief infamous for being associated with a number of unsolved murders.

¹⁾ Argot is the secret language spoken by Thieves (Thieves Cant).

Source/Origins: Jeff Dancy, *Arcane Lore*. *Larcenous Legerdemain*, in: *Dragon 239* (TSR, 1997); Joel E. Roosa, *Creative Casting*, in: *Dragon 169* (TSR, 1991); Steven E. Schend, *Advice for Fledgling Dungeon Crawlers*, in: *Dragon 193* (TSR, 1993)

Legendry of Great Arms and Fabulous Heroes

Setting: World of Greyhawk

Requirements: NWP *Ancient Languages (Old Oeridian)*

Author: Kask Nagord.

Size: 55.5 cm tall, 44 cm wide, 15 cm thick; 333 pages.

Description: An ancient, impressive book with weighty covers of heavily engraved silver featuring a central wheel-like ornament composed of nine sections of equal size, each inlaid with a mosaic of molten glass and semi-precious minerals in an explosive palette of yellows, oranges, light blues, and many varieties of pink, purple, and green. Hammered into the rim of the wheel is a text, perhaps the title of the book. The engravings seem to depict various god-like figures in heroic poses, often equipped with splendid arms and armors proudly displaying family crests and, sometimes, with what appear to be their names added in what must be unknown languages.

Within are pages of high-quality white paper glued to relatively rough sheets of tan parchment, leaving wide, richly illuminated borders. Manuscript in black ink, in two columns per page, and obviously divided in sections, each starting with a richly illuminated *vignette*¹⁾. About a third of the pages are blank.

Lore: The original of an ancient, very rare collection of biographies of legendary heroes.

DM: Original. Unique (Copies unknown). Excellent condition. Title on the front cover.

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

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 trap a good-aligned reader's life essence in its pages, as described 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 Higher Planes*, *Legend Lore*, *Limited Wish*, *True Seeing*, and *True Sight*, are useless. In addition, the book has the equivalent of MR 65%, which may make attempts to magically identify it even more difficult (See below).

Effects: Any good-aligned individual of 12th level or more who studies the book for a week must pass a saving throw vs. Spell (at a -2 penalty for each week thereafter) or have his life essence trapped in the book in a manner

similar to *Magic Jar* (q.v.). If this happens, a brief recounting of the victim's life and times will appear on one or more of the book's blank pages, following those of any and all others who fell victim to the book earlier.

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

Countering the Effect: An individual trapped in the book's pages can only be freed by *Limited Wish*, *Alter Reality*, or a similar spell or effect, or when the book or its remains are damaged or destroyed by magical means.

If the book is burned, damaged, or destroyed by non-magical means (e.g., thrown into a campfire, mauled or cut to pieces), all trapped individuals remain trapped within the remains and they can now no longer be released singly by anything short of a properly worded *wish*.

If the book, or what remains of it, is damaged or destroyed by magical means (e.g., *Disintegrate*, *Fireball*, a dragon's breath), all individuals trapped in it will be released at once and simultaneously. Each individual so released must pass a special Sanity check (roll less than their Intelligence on 1d20) or be afflicted with some form of insanity (v. **DMG** 1st Edition, p. 83-84: "Insanity"). Note that the book has the equivalent of MR 65% and that is resistant to many mundane and magical effects (See below).

Freed individuals will remain aware of the book's true nature, but they 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 they start 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 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 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: **I: Armor**; **I: Phantom Armor**; **IV: Stoneskin**; **III: Protection from Normal Missiles**; **I: Shield**; **VII: Forcecage**.

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

Resistant: The book has an innate resistance to magic to the equivalent of MR 65% and it makes its item saving throws either as "Metal", "Rock", or "Rope", whichever is the more favorable (v. **DMG**, p. 58: "Item Saving Throws"). However, because of the nature of its magic, at the DM's option, there may be a single, surprisingly mundane way to destroy the book, which would not allow it to check for Magic Resistance or make an item saving throw (e.g., a 5-year-old girl dropping it from a height of exactly 3 yards, an old woman spilling boiled milk on it from a copper pan). This would count as 'magical destruction' of the book, with consequences as described above.

Note that the book's innate resistance to magic may also hinder any attempts to divine its age or nature.

Contents: *Legendry of Great Arms and Fabulous Heroes* contains the biographies of 22 lesser known heroes of Oerth's past on 220 pages, usually wizards and priests but also fighting mages and fighting priests, with each biography covering some 10 pages. It speaks of their life and deeds, usually with great attention to their weapons, armors, and battle-oriented spell-casting prowess.

The final third of the book contains only empty pages.

Research: Interestingly, the book is mentioned only in a single, obscure source, which attributes the book to the infamous Kas, one-time general of Vecna. However, most knowledgeable sages of today would quickly find that this is not case.

Despite its dangers, the book is actually quite useful for those who wish to learn of some of the heroes of Oerth's past, as well as for those who seek to research the spells mentioned above.

Suggested XP/GP Value³⁾: 1,000 xp/1d10×200 gp or 2,000 xp/+1,000 gp.

¹⁾ A *vignette* or head-piece is an ornament at the beginning of a chapter or to mark a new section of the book.

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 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: *Legendry of Great Arms and Fabulous Heroes* and *Books of the Dark Powers*: Bruce Heard, *Spells between the Covers*, in: *Dragon* 82 (TSR, 1984); *Spellbook*, *Legendry of Great Arms and Fabulous Heroes*: Dale Henson et al., *Encyclopedia Magica. Volume Three* (TSR, 1995)

Legendry of Phantoms and Ghosts

Setting: Any

Requirements: NWP *Reading/Writing* (Common)

Author: Eginre Dayvar.

Size: 56 cm tall, 44 cm wide, 8.5 cm thick; 999 pages.

Description: A voluminous, somewhat sinister book with dark leather covers and with what appears to be a depiction of a lantern pressed into the front cover.

Within are a large number of stained vellum pages, sewn to a leather inner spine with strips of sinew and featuring a monochrome manuscript, two columns per page divided by a vertical line, inked in dark blue and in a steady hand.

Lore: The original of a relatively common collection of ghost tales.

DM: Original. Copies uncommon. Good condition. Title on the title page.

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

Adventure Leads: At the DM's option, the stories and information in the book may lead to an (unexpected) adventure involving a ghost. For example, an individual reading "The Music in the Mist" or "The Haunting of Castle Tristenoire" could inadvertently call forth the Mists of Ravenloft and be transported (with his fellows, as applicable) to a suitable location in the Dread Domain of Forlorn (v. **Castles Forlorn**, p. 25-29: "Music of the Mists" or p. 66-92: "VII: Within Castle Tristenoira", respectively). In like fashion, the reference to the Tomb of Horrors may eventually result in the reader and his companions exploring that haunted tomb, perhaps after gleaning additional information by consulting sages or through castings of *Legend Lore* (v. **Tomb of Horrors**, p. 2: "Legend of the Tomb").

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: *Phantom Armor*; III: *Phantom Steed*; III: *Phantom Wind*; IV: *Evard's Black Tentacles*; III: *Wraithform*.**

NWPs: The book can be of use to individuals who would want to improve any of their NWPs associated with ghosts (e.g., NWP *Spirit Lore*, *Undead Lore*). Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Legendry of Phantoms and Ghosts* comprises a collection of ghost tales, ominous poems, studies of these, an important index of famous sightings of ghosts and phantoms and of numerous locales said to be haunted, and a subsequent attempt of the author to identify and distinguish between the different kinds of ghosts and phantoms. Eventually, the author concludes that the main difference between the two would be that a 'ghost' is a semi-material entity, the soul or spectre of a dead person fueled by the Negative Material Plane and drawing essence from the Ethereal Plane to appear as a in a nebulous likeness of the deceased, while a 'phantom' is a wholly immaterial representation of the same (or some gruesome event), a haunting of frightening proportions that can only be affected by specific spells (e.g., *Exorcism*).

Among the chapters of the book are "The Haunting of Castle Tristenoire", "The House on Hangman's Hill", "The Unexpected Bedfellow", "The Music in the Mist", "The Murders in Morgue Street", "The Interment of Magdalène d'Amberville", and "Oh, Whistle, and I'll Come to You, My Lad".

The indices of ghostly sightings and locales contains such subdivisions as "Ancient Burial Places of the Vast Swamp", "Grim Ghosts and Specters of Tegel Manor", "Hauntings of the Fifth Magnitude, Both Beauteous and Spectral", and "Ruined Castles of Brythony".

Excerpt (The House on Hangman's Hill):

"Pass these bones, heed not this cry,
And all who enter shall surely die!"

Excerpt (The Music in the Mist)³⁾:

"Will't ne'er be morning?
"Will that promis'd light
Ne'er break, and clear these clouds of night?
"Sweet Phosphor, bring the day,
Whose conquering ray
May chase these fogs;
Sweet Phosphor, bring the day!"

Excerpt (The Interment of Magdalène d'Amberville)⁴⁾: "He heard through his growing hebetude a whisper as of shadowy wings in the castle halls; he caught the sibilation of ominous voices, like those of familiars that respond to the summoning of wizards; and he seemed to hear, even in the vaults and towers and remote chambers, the tread of feet that were hurrying on malign and secret errands. But oblivion was around him like the meshes of a sable net; and it closed in relentlessly upon his troubled mind, and drowned the alarms of his agitated senses."

Excerpt (Ancient Burial Places of the Vast Swamp): "In the far reaches of the world, under a lost and lonely hill, lies the sinister Tomb of Horrors, a labyrinthine crypt filled with terrible traps, strange and ferocious monsters, rich and magical treasures, and somewhere within rests the evil Demi-Lich."

Research: Rumor has it that, on stormy nights, the depiction of the lantern on the front cover can be seen to glow with an eerie, phantomous light. However, there are no reliable reports that confirm this.

According to some indices, a copy of the work is kept in the libraries of Castle Spulzeer (Forgotten Realms), although there are some sources that claim that this book is actually titled "Legendary of Phantoms and Ghosts" and that it is a wholly different work altogether. Indeed, according to one rare source, the book kept in Castle Spulzeer actually contains descriptions of *Phantom Armor*, *Phantom Steed*, *Phantom Wind*, *Evard's Black Tentacles*, and *Wraithform*, as opposed to the clues to these spells as is the case in this original and its known copies.

Although some sources attribute the book to Evard of Oerth, most knowledgeable sages agree that this is not the case and that, indeed, this legendary mage is not known to have ever expressed an interest in ghosts and phantoms as such.

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.

³⁾ Quotes from *Quarles' Emblems* (1886).

⁴⁾ Quote from *A Rendezvous in Averroigne* (1931).

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

Bibliography: Francis Quarles, *Quarles' Emblems* (James Nisbet and Co., 1886); Clark Ashton Smith, *A Rendezvous in Averroigne*, in: *Weird Tales, Vol. 17, No. 3, April-May 1931* (Popular Fiction Publishing Co., 1931); M. R. James, *The Collected Ghost Stories of M. R. James* (Edward Arnold, 1931); Edgar Allan Poe, *The Complete Tales and Poems of Edgar Allan Poe* (Modern Library, 1938); Gary Gygax, *Tomb of Horrors* (TSR, 1978); Jon Mattson, *House on Hangman's Hill* (Judges Guild, 1981); Tom Moldvay, *Castle Amber* (TSR, 1981); William W. Connors, *Van Richten's Guide to Ghosts* (TSR, 1992); Lisa Smedman, *Castles Forlorn* (TSR, 1993)

Leomund's Tiny Book

Setting: Yxx (World of Greyhawk)

Author: Unknown.

Size: 2.2 cm tall, 1.5 cm wide, 0.5 cm thick; 10 pages.

Description: A miniature booklet of exquisite craftsmanship with platinum covers set with valuable blue, red, and green gems.

Within are pages of extremely thin sheets of black obsidian, with a minuscule, engraved script inlaid with ivory and exotic woods. Somehow incorporated into each page is what appears to be a dust that glitters and sparkles in light.

Lore: A *bagatelle* that may be the material component of an unknown spell from the legendary mage Leomund.

DM: Original. Unique. Sublime condition. Untitled.

Research: The booklet is of exquisite craftsmanship. The gems on the covers are sapphires, rubies, and emeralds. The dust seemingly incorporated into the pages is dust of crushed diamonds and rubies.

The pages contain an unintelligible text that has so far withstood all attempts at translation or comprehension, magical or mundane.

The purpose of the booklet is unknown. It has been suggested that it is a replica of an original work by the legendary mage Leomund, which may have been accessible only by means of a certain spell. The existence of this work and the supposed spell is based entirely on rumor and conjecture. In light of this, it is understood that the infamous arch-mage Ulik of Hov once claimed to have in his possession a spell he called *Leomund's Lost Spell* but, again, there are no records of this.

The booklet is likely to be of some interest to arcanologists and mages.

History: Although this is not very likely to be common knowledge, the booklet 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 booklet 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 Leomund, also referred to as Leomund The Blue Esquire in the oldest indices. 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 mage.

Source/Origins: DM, *Magical Missiles*, by Leomund (all spells by Leomund), for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991); Lenard Lakofka, *The Commute to Lake Geneva and Sand Tables*, in: *& 6* (& Publishing Group, 2013)

Lexicon of the Gnomish Tongues

Volume I; Volume II; Volume III

Setting: Any

Requirements: NWP Reading/Writing (Common)

Author: Mellarum Mellax.

Size: Each volume 51 cm tall, 33 cm wide, 12.5 cm thick; 2,500 pages each.

Description: Three large, worn, rather cumbersome folios with covers of dark brown leather, inlaid with chestnut-colored wood and with silver corner pieces. Each of the front covers features a text inlaid in silver, likely the title of the volume in question.

Within are vellum pages featuring a polychrome manuscript. The title pages feature paintings of bucolic landscapes in splendid colors.

Lore: A study of the languages of gnomes.

DM: Original. Copies uncommon and always incomplete (See below). Average condition. Title and volume number on the front covers.

Reading the title, volume numbers, and manuscripts requires the NWP Reading/Writing (Common).

Magic: The book radiates a fluctuating aura of magic of an unknown type, which is due to the faerie nature of the title pages.

NWPs: The book can be instrumental for individuals wishing to acquire the NWP *Modern Languages (Gnomish)*. Note that improving an NWP requires the necessary number of free character points or NWP slots. Alternatively, the DM may allow an individual studying the book to gain this NWP in addition to his normal allowed number of NWPs. Such would require studying the book for an appropriate period of time and passing an Intelligence check.

Contents: *Lexicon of the Gnomish Tongues* is an extensive study of the languages of the gnomes, differentiating between the dialects spoken by the various clans and tribes.

The title page of each book features a unique, full-page polychrome painting of a bucolic landscape of wooded hills and valleys in splendid inks and paints.

Volume III contains an interesting section on the language of the pech, noted for its listing of 1,111 words for the simple ornaments these creatures sometimes make. On its final pages is a valuable index.

Research: The book radiates a fluctuating aura of an indefinite nature.

While the materials used for the covers, pages, and inks are fairly standard – if expensive – this is not the case for the paintings on the title pages. Expert research will reveal that they contain dusts from numerous precious metals and gems, as well as ingredients normally found only in the realm of Faerie (e.g., *falderal*, essence of morning narcissus and evening lily) and thus notoriously hard to identify.

There are numerous stories circulating about the supposed magical properties of the title pages, none of which have ever been corroborated by reputable scholars. One source claims that the title pages will glow with a faerie light on nights of the full moon and that small faeries can then use them to travel to the realm of Faerie. Another researcher claims to have observed a large number of faeries engaged in revelries on one of the pages. A third source claims that placing a gold coin on a title page and then keeping the book closed for a week will lead to the coin having disappeared on the following morn.

The title pages are unique to this original – there are no known copies of the work that contain them.

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 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: *Gnomish—Common:* Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991)

Leyla's Lost Journal

Setting: Isle of the Necromancer Kings (Al-Qadim)

Requirements: NWP *Reading/Writing (Midani)*

Author: Leyla.

Size: 23 cm tall, 16 cm wide, 3 cm thick; 27 pages.

Description: A small book with featureless covers of plain wooden sheets tied together with linen strips attached to a dark, greenish brown leather spine.

Within are coarse sheets of papyrus, smudged and curling at the edges and with a manuscript in an increasingly chaotic hand and in different black and brown inks.

Lore: The journal of a rogue.

DM: Original. Unique. Average condition. Untitled.

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

NWPs: The book can be of use for individuals wishing to improve their NWP *Ancient History (Ruined Kingdoms)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Leyla's Lost Journal* is a journal kept by the young rogue Leyla, who seems to have been condemned to an adventurer's life at an early age, together with her two siblings, Jal' and Talib. It would seem that all three of them "were kissed by Fate" and that they "could perceive things invisible to others", as can be gleaned from various passages describing the trio playing games to test their abilities, especially those of Talib. For example, various entries speak of the sisters placing a stolen turban in his hands, asking him to describe its owner. He would stare at the unwrapped linen, gradually outlining the facial features and mannerisms of a strong caravan handler or some dashing handsome scribe. It seems that, as the siblings grew older, Talib's visions became darker and more frightening until "the game stopped being fun" and they never played it again.

It seems that Talib's unusual talents continued to mature after he started learning "the Art" and that he started to recoil from cemeteries, even by daylight, claiming that he "would drown in the latent sorrow"; that he would sometimes "glimpse pale shadows fluttering amidst the sepulchers"; that he would "feel death around him", even after he learned how to shield his mind from the visions.

All in all, the journal makes for unsettling reading, with the sisters trying ever harder to ease their brother's pain and some passage are truly heart wrenching to read. The journal ends quite abruptly.

Excerpt: “Talib woke us all tonight. He was screaming and we found him mopping the floor with his night shirt, moaning about a river of blood and the dead woman in his bed. But there was nothing in his bed and the floor was bone dry. But then Salim paled (visibly) and ushered him into another chamber for the rest of the night.

“Jal’ and I just learned, much to our sorrow, that Ayesha (Salim’s wife) died in that room many years ago, bearing their first child, may Peace be upon them. The servants say that they labored for many days after to remove the taint of blood from the once beautiful blue tile floor, apparently in vain. Jal’ says we must pray for Talib and Aisha.”

Excerpt: “Jal’ and I put the purse of a young porter in his hands and he described a much older and frail merchant. We laughed and told him his mysterious powers had failed him but he kept staring at the thing and then went on to describe how the merchant had been surprised on the streets one night while returning home from the evening prayer. In chilling detail, he recounted the merchant’s murder at the hands of the young porter from whom I had obtained the purse in the bazaar. Jal’ says we shouldn’t do this anymore.”

Excerpt: “Jal’ woke me just past midnight. There was a sharp, wide moon in the sky just above the horizon. She said that Talib was dreaming again, that we must tie him down. She took me to where the rest had put him and we bound his legs and arms. Jal’ started praying again for a cure to his shattered sanity but I hushed her into silence so I could listen. She didn’t understand but he was speaking obscene whispers in Kadari again. His eyes were open and staring up into the stars. I know he is not mad! His gaze was focused not on the stars but on a time long past when Kadari was still spoken by the living!”

Excerpt: “We entered into the catacombs by night so as not to alert the Society but we stumbled across the high priest anyway. Luckily for us, he did not notice us at first because of Talib’s darkness so, silent as wraiths, we glided behind the priests until they reached the temple and they finally noticed us. They slammed the doors and sealed us inside and I will not recount in detail the horrors we experienced that night¹. Suffice it to say that we triumphed and made a hasty retreat for the high priest was calling upon Ishistu² back in the sanctuary and we had no wish to stick around until he arrived. The idol was shattered but I managed to pick up the diamond eyes, of course.”

Excerpt: “Perhaps the diamonds must serve only as chilling mementos of that night since no one wants to buy them.”

Research: The leather used for the spine was taken from the skin of a crocodile.

Knowledgeable sages will be able to determine that Jal’ and Leyla were sisters of the infamous King Talib al-Ysawis the Magnificent (and the Accursed) before they were killed by the lich Thalath. In fact, it is said that this was the final reason for Talib to go mad – if he is such – and that, in any case, this led him to destroy four liches, including Thalath, and returning all the zombies in his kingdom back to their graves.

Today, Ysawis is a secluded and deserted city in the jungle, doomed to slow decline by its dark heritage. Talib lives in a magnificent Jade Palace in the decaying city, alone save for a contingent of loyal jann.

¹ Casting the right spells could reveal that the trio were after the Idol of Ishistu (an idol of a rat hewn from solid ivory, with diamonds for eyes) and that they ended up trapped in the temple of the Plague Priests; that the priests caused their limbs to blister and decay in front of their very eyes and that they would have all been lost had not Jal’ (a Paladin) been immune to their afflictions; that, cursed with blindness, Talib hurled spells wantonly about and sundered the idol and several priests with his lightning.

² Ishistu, an albino rat god.

Source/Origins: *Leyla’s Lost Journal*: Steve Kurtz, *The Complete Book of Necromancers* (TSR, 1995)

Liber Candelarum (The Book of Candles)

Setting: Any

Requirements: NWP *Ancient Languages* (Vulgate)

Author: Iracund Hornbald.

Size: 39.5 cm tall, 30 cm wide, 7.3 cm thick; 700 pages.

Description: A tome of distinguished appearance, bound in rich, burgundy leather showing some signs of use (slight discoloration, some wax stains) and adorned with silver bosses and clasps, both to keep the book closed and off the surface that it rests on. On the front cover are tooled and stamped decorations and lettering, of an abstract nature indicative of times past and inlaid with gold and silver.

Within are pages of parchment showing only few signs of aging, with their edges painted red, and sewn into a leather binding. The pages feature a manuscript in inks of varying shades of red, two columns per page, and often enriched with mystical and occult symbols in gold and inks of many colors.

Lore: A comprehensive guide to the making of candles both magical and mundane.

DM: Original. Copies rare. Good condition. Title on the front cover, spine, and title page. Name of the author on the title page.

Reading the title and manuscript requires the NWP *Ancient Languages* (Vulgate)¹. The title translates roughly as “The Book of Candles”.

NWPs: The book can be of use to individual who would want to improve any of their NWPs *Alchemy*, *Beekeeping*, and/or *Candle-making*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Liber Candelarum* comprehensively explains the manufacture of various candles², and magic candles more in particular. It distinguishes between rushlights (animal fats wrapped in rushes, husks, or moss, then set alight); tallow candles (made of tallow, obtained from animal fats or, in the Orient, from the seeds of the tallow tree and with wicks made of strips of cloth or woven cord; tallow candles burn more quickly than wax candles and produce a fair bit of smoke); and wax candles (made from beeswax or spermaceti and best suited for the making of magical candles).

The book mentions where to get the best basic ingredients for candles (animal fats, beeswax, spermaceti, scents, special ingredients) and how to purify and prepare them for the process of making a magic candle.

Making Magic Candles (Wizard)³⁾: Wizards use wax candles made from spermaceti, a white, waxy material obtained from sperm whales and either the small or large bottle-nosed whale. Only the purest grade of wax is used in making magic candles and the Wizard must also gather the necessary exotic ingredients – *i.e.*, the scents and the numerous special ingredients associated with the magical properties of the candle.

To make the 'basic' candles, the Wizard must heat the wax in an appropriate container until it is in a liquid state and then add the ingredients, usually in a specific order, if only to make sure that the sources of scent will act as a bond between the wax and the special ingredients. In general, there are two methods of making magic candles: molds and dipping.

Molds should be made of either pure silver or the bone of some magic-imbued creature (*e.g.*, a dragon), although this may depend on the nature of the candles. Wicks of woven silk cord or some other appropriate material are then placed in the molds, upon which the molten wax, with its scents and magical ingredients already mixed in, is poured into the molds and allowed to cool. During the procedure, the Wizard chants. After the candles have cooled, the usual process for enchanting an item may begin (*v.* **DMG**, p. 121: "Enchanting the Item")⁴⁾.

Dipping requires the Wizard to repeatedly dip the wicks into hot wax heated in a vat, usually made of crystal and otherwise depending on the nature of the candles, chanting continuously and allowing each coating of wax to cool and harden before re-dipping. Once finished, the candles are ready for enchantment. While this process takes longer, it allows the Wizard to better prevent cracks or air bubbles from forming in the candle (which would make it imperfect) and this increases the chance of success for the subsequent enchanting process by +1% (*v.* **DMG**, p. 121: "Enchanting the Item").

Appendix: The final pages of the book contain an index of the ingredients required for the making of a number of special and/or magic candles, perhaps most notably a *candle of spells*, and a variety of candles that can be used as the material component of the various *monster summoning* spells⁵⁾.

Finally, there are some notes that detail the creation of an item known as *Orlow's match of many lights*, a magical matchstick that will strike true for 100 times.

Candle of Spells (Wizard)

A *candle of spells* allows a Wizard to instantly recall any one spell he knows and then cast it a number of times permitted to his level, at any time as long as the candle remains lit, without having memorized it beforehand and in addition to any spells he may have memorized, providing he has remained within 25 feet of the candle after it was lit (*e.g.*, a 7th-level Wizard who knows *Fireball* can recall that spell and cast it twice, as permitted by his level; an 8th-level Wizard would be able to cast it three times). Each time the candle is lit, the Wizard can use it only once in this way and the spell must be one he would normally be able to cast. Under no circumstances does the candle allow a Wizard to cast a spell he does not know or is not allowed to cast for any reason.

The magic of the candle starts the moment it is lit and ceases immediately when it is extinguished. The candle may be snuffed out by normal means.

Candles of spells 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 1 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 rosemary, sage, and the blood from a highly intelligent, non-human, spell-using creature before commencing the usual enchanting process (*v.* **DMG**, p. 121: "Enchanting the Item").

XP Value (Small): 200 xp/1,000 gp.

XP Value (Large): 800 xp/4,000 gp.

Research: The author is a mage of renown, long dead, who wrote the book after he had retired from public life.

According to some sources, he wrote the entire book by the light of a single candle.

¹⁾ *Vulgate* (not to be confused with the low-quality vellum of the same name) is a generic term for a written, degenerate version of a language that was used in an ancient, powerful empire of the world. Today, it is only used by sages to write scholarly manuscripts and it is perhaps best likened to the Old Oeridian of Oerth or to a written, more commonly used, version of Vulgar Latin as it is known from the history of Earth.

²⁾ On Earth, fire was the only source of illumination in pre-industrial times after the sun went down and people used candles in their homes to serve as small, portable sources of light for reading or lighting one's way to bed. In addition, candles figured in many religious services as either part of the altar ornamentation or as an aid to prayer and meditation. The earliest candles were rushlights.

³⁾ At the DM's option, a Wizard PC must have one or more appropriate NWP's before he can make a magic candle (*e.g.*, NWP *Alchemy*, *Beekeeping*, and/or *Candle-making*). If he would not have any such NWP's, he can hire the services of a specialist, which will usually vastly increase the cost of making a magic candle. Alternatively, the basic candles required for the fabrication of magic candle may be bought ready-made from an alchemist or candle-maker, who will also, for an additional charge, add whatever incense, perfume, oils, or herbs are required to prepare the candle for enchantment. However, in all cases, the PC himself must perform the final rituals and cast the spells to enchant the candle (*v.* **DMG**, p. 121: "Enchanting the Item"). If the Wizard should use candles prepared by an alchemist or candle-maker, the chance of successfully enchanting them is reduced by -20%.

⁴⁾ If he should so desire, the DM may allow the 'special ingredients' to imbue a magical candle with its magical properties rather than the spell(s) usually required to this effect.

⁵⁾ At the DM's option, a Wizard using these ingredients to make the material components of the various *monster summoning* spells could be allowed to summon specific monsters when casting any of them (*e.g.*, phosphor for summoning fire beetles with *Monster Summoning I*; sulphur, ashes of a dog that burned to death, and benzoin to summon hell hounds with *Monster Summoning IV*).

Source/Origins: Gregg Chamberlain, *Magic by Candlelight*, in: *Dragon 179* (TSR, 1992); *Match of Many Lights*: William Fawcett, *Bazaar of the Bizarre*. *Orlow's Inventions Can Live Up Your Life*, in: *The Dragon 30* (TSR, 1979)

Libram of Runic Lore

Setting: Any

Requirements: Wizard or Priest

Author: Unknown.

Size: 37 cm tall, 28 cm wide, 4.5 cm thick; 405 pages.

Description: An old, large book in good condition, with a round spine and covers of red leather featuring brass bosses and secured with clasps, also in brass, all of which keep the book raised off the surface that it rests on. Incised into the leather are numerous decorative, geometrical patterns with a distinct, mystical theme.

Within are curling parchment pages, gold-edged, and with most featuring an illuminated, polychrome manuscript of occult and mystical symbols and runes.

Magical Item: The *libram of runic lore*¹⁾ is a magical item that will grant a Priest or Wizard the ability to scribe the *runes* contained in it in the air, as detailed below, upon which they will take affect as described.

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.

The *libram of runic lore* 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 Higher Planes*, *Legend Lore*, *Limited Wish*, *True Seeing*, and *True Sight*, are useless.

Use: The *libram of runic lore* 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 studying it.

Studying the book takes one full week, during which the reader must remain cloistered and undisturbed, never stopping for any appreciable amount of time, except when eating and sleeping. Studying the book demands the reader's full concentration and he cannot copy or otherwise convey the knowledge contained in it during that period or, indeed, at any other time.

When he has finished studying the book, the reader will be able to scribe the shape of the *runes* contained in it in the air, with each *rune* taking 2 rounds to complete, starting to glow and appearing as a fiery letter suspended in mid-air when it is finished. Once scribed, the *rune* is permanent, although it can be *dispelled* (each *rune* is treated as if had been inscribed by a 15th-level Wizard or Priest)²⁾. Note that the Priest or Wizard scribing a *rune* is equally affected by it, although he is granted a +4 bonus on his saving throw vs. Spell.

The book disappears immediately when the last *rune* has been scribed, at which point the reader immediately forgets all knowledge of the words contained in it, thereafter never able to articulate, record, or otherwise convey the knowledge contained therein.

The book still contains three *runes* that can be used as described above.

Rune of Corruption: Upon scribing this *rune* in the air, all creatures within 60 feet that see it must pass a saving throw vs. Spell or their bodies will start to rot away, wholly destroying them in as many turns as they have levels or Hit Dice, each turn losing hit points at a rate equal to their total number of hit points divided by their number of levels or Hit Dice (e.g., a 6th-level Fighter with 48 hit points would lose 8 hit points per turn). At the DM's option, abilities and statistics that would be affected by a creature's body rotting away could be affected in a similar way. Although *Cure Disease* will arrest the process, it does not restore any damage suffered up to that point. To fully reverse the effects of the process, a victim must be subjected to a simultaneous casting of *Remove Curse* and *Cure Disease*.

Rune of Discord: Upon scribing this *rune* in the air, all creatures within 60 feet that see it must pass a saving throw vs. Spell or consider any creatures around them their mortal enemies, instantly and continually attacking them in berserk fury, starting with the nearest creature and moving on to the next if it is slain, fighting even their own comrades. Affected creatures suffer a +3 penalty to their Armor Class, a +1 bonus to hit, a +3 damage bonus, a +4 bonus to any saving throws against *fear*-based spells and effects, and they never check Morale until only one of them remains, which ends the effect.

Although a *charm*-based spell or effect (e.g., *Charm Person*, *Friends*) might calm down affected creatures, this does not end the effect and affected creatures will continue to fight when such a spell or effect would end. To fully counter the effect, a creature must be subjected to a simultaneous casting of *Remove Curse* and *Emotion Control* (*Friendship*).

Rune of Terror: Upon scribing this *rune* in the air, all creatures within 60 feet that see it must pass a saving throw vs. Spell or flee in abject fear, turning away from the *rune*, fleeing at their maximum MV rate for 1d8+3 rounds, and having a 60% chance to drop whatever they are holding, modified by -5% for each level or Hit Die they have above 1. Fleeing creatures suffer a -4 penalty on their Surprise checks for as long as they remain affected and, when the fear subsides, they must pass another saving throw vs. Spell or become permanently insane (v. **DMG** 1st Edition, p. 83-84: "Insanity" for some examples).

Although *Remove Fear* or a similar spell or effect might calm down affected creatures, this does not end the effect and affected creatures will flee once more when such a spell or effect would end. To fully counter any and all of the *rune*'s effects, a creature must be subjected to a simultaneous casting of *Remove Curse* and *Emotion Control (Courage)*, the latter cast specifically for this purpose.

Research: The covers of the book were fashioned of skin taken from the dull red part of a salamander's tail, stretched over wooden boards and then magically treated and polished to a permanent sheen.

The magical runes contained in the book were each written in special, magical inks composed of various exotic ingredients (e.g., the ink for the *rune of discord* contains powder from the large ruby taken from the head of a carbuncle).

Although the author of the work remains unknown, it has been suggested that he may not necessarily have had the best interests of the user at heart.

History: The book is obviously of ancient origin, with some scholars proposing that it may hail from primordial times or perhaps even another world and that it may have lain at the basis of *Symbol*. One rare, ancient index suggests that it was lost long ago on an expedition to the Nine Hells.

Suggested XP/GP Value: 800 xp/8,000 gp.

¹⁾ If the DM would allow the existence of multiple *librams of runic lore*, each such volume would typically contain 3d4 *runes* when found.

²⁾ The use of powerful divination spells (e.g. *Legend Lore*) may lead to the notion that a scribed *rune* can also be "shattered by a strongly anti-magic beast", although it must be left to the DM to flesh out the details.

Source/Origins: *Libram of Runic Lore*: Bill Howard, *Pool of the Standing Stones*, in: *White Dwarf 12* (GW, 1978)

Libram of Sea Sorcery

Setting: Age of Heroes

Requirements: See below

Author: Unknown.

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

Description: A large book in excellent condition and bound in heavy covers of smooth, dark gray to green leather featuring ornate silver decorations and furniture, abstract in nature although with a definite marine theme. The covers are secured with leather straps.

Within are pages of heavy, high-quality parchment featuring a monochrome manuscript of occult and mystical symbols and runes.

Magical Item: The *libram of sea sorcery* is a magical item that will bestow upon the reader the permanent ability to control a number of marine creatures, 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.

The *libram of sea sorcery* 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 Higher Planes*, *Legend Lore*, *Limited Wish*, *True Seeing*, and *True Sight*, are useless.

Use: The *libram of sea sorcery* 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 studying it.

Studying the book takes one full week, during which the reader must remain cloistered and undisturbed, never stopping for any appreciable amount of time, except when eating and sleeping. Studying the book demands the reader's full concentration and he cannot copy or otherwise convey the knowledge contained in it during that period.

When he has finished studying the book, the reader will gain the permanent ability to control up to 16 Hit Dice worth of marine creatures, which will then regard him as a trusted friend and ally to be treated well, heeded and protected from harm for as long as they remain under the influence of the effect (as *Charm Monster*). He can use this ability once per day and he can only ever control a maximum of 16 Hit Dice of creatures at one time. The ability will affect only marine creatures and not those that live in bodies of freshwater.

The book disappears immediately when it has been read. Although the benefit remains, the reader will immediately forget all knowledge of the words contained in the book when it disappears, thereafter never able to articulate or record the knowledge contained therein.

Research: The covers consist of the hide of a giant eel stretched over heavy wooden boards.

Suggested XP/GP Value: 600 xp/6,000 gp.

Source/Origins: *Libram of Sea Sorcery*: Paul Reiche III, *The Temple of Poseidon*, in: *Dragon 46* (TSR, 1981)

Libram of Teleportation Arches

Setting: Any

Requirements: Wizard

Author: Unknown.

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

Description: A large book in excellent condition and bound in heavy covers of a rough, black, leather-like material featuring ornate metal decorations and furniture of an abstract nature. The covers are secured with four metal clasps.

Within are heavy parchment pages featuring a polychrome manuscript of occult and mystical symbols and runes.

Magical Item: A *libram of teleportation arches* is a magical item that will allow a Wizard to construct two archways connected by *teleportation*, 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 detailing numerous aspects of marine life. 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 *libram of teleportation arches* 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 Higher Planes*, *Legend Lore*, *Limited Wish*, *True Seeing*, and *True Sight*, are useless.

Use: A *libram of teleportation arches* 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 constructing the archways.

The book provides the Wizard with instructions to construct and activate a pair of magical archways connected by *teleportation*, at any location within the same plane of existence.

Each archway must be 10 feet tall, 3 feet wide at the base, and expertly constructed from fine stone, with the entire project costing at least 40,000 gp (materials, the services of expert craftsmen).

Each archway will take 1d4+4 weeks to build and the project must be completed in one go, with the time allowed between building both archways not being more than is required to get from one location to the other. The project requires the Wizard's full attention and he must be on site all the time, never being away for any appreciable amount of time, except when eating and sleeping. He cannot copy or otherwise convey the knowledge contained in the book during this period.

When the archways are completed, the book must be burned and its ashes sprinkled over both constructions – again, in sequence and without interruption, upon which the archways are ready to use. However, the chance that this 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 archways crumbling to pieces within 1 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.

If one archway is severely damaged, both cease functioning forever.

Teleportation: Any creature stepping through one archway is instantly *teleported* to the other, always arriving at its destination without error (as *Teleport without Error* but only within the same plane of existence).

Research: The covers are fashioned of the black cloak of crypt thing, which has been stretched over heavy oak boards.

Suggested XP/GP Value: 7,500 xp/35,000 gp.

Source/Origins: *Libram of teleportation arches*: J. Jasper Owens, *Bazaar of the Bizarre*. *Libram of teleportation arches*, in: *Dragon 145* (TSR, 1989)

Libram of the Dark Adept

Setting: Any

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

Author: The Dark Adept (See below).

Size: 26 cm tall, 16 cm wide, 11 cm thick; 160 pages.

Description: A thick book bound in sturdy, stained, gray-brown, scaly leather probably of reptilian origin. The book is held shut by two copper clasps that feature tiny keyholes.

Within are heavily stained parchment pages featuring a manuscript, diagrams, and schematics in various inks.

Stamped into the front page is a single word.

Lore: An alchemist's libram.

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

Reading the title and the manuscript requires the NWP *Secret Languages (Alkhavimarest)*¹⁾. The word on the front page reads "Adept".

Wizard Lock: Each clasp that keeps the libram shut is subject to a *permanent wizard lock* (cast at 4th-level of ability), which means that a would-be reader must temporarily disable both locks (e.g., by a successful casting of *Dispel Magic*) or that he must be at least an 8th-level Wizard before he can get to the libram's contents.

Specialist Content: The contents of the libram are alchemical in nature and the reader must have the NWP *Alchemy* to be able to make any sense of them. In addition, certain parts of the text are written in an unintelligible script, which may only be deciphered by readers who also have the NWP *Cryptography*.

Alchemical Substances and Concoctions: Only a qualified reader (See above) who studies the work extensively and has access to a fully equipped alchemical library and certain special ingredients will be able to create the alchemical substances and concoctions mentioned below, with each typically taking 1d3+1 weeks to create.

Contents: The *Libram of the Dark Adept* comprises a collection of loose notes and diagrams made by the author during his alchemical research.

The notes deal with the creation of numerous secret alchemical and unholy substances, concoctions, and potions and there are many incomplete directions for experiments (often marked with “FAILURE”); large sections containing chemical and alchemical symbols; lists of instructions for the use of such materials as powdered dragon’s tooth, sliced gelatinous blobs, and the horn of a creature the author refers to as the “blue unicorn”; as well as complicated alchemical formulas and inscriptions.

Among the secret recipes detailed in the libram are:

Blacksmeat

Blacksmeat is a mixture of several ingredients that may be smeared on the skin of a creature to aid it in its efforts to hide from sight. First, it will conceal some of the recipient’s body heat, reducing the chance that creatures using infravision can see him to only 10%. Second, a Rogue who has his exposed skin wholly covered in blacksmear enjoys a +2% bonus on his chance to Hide in Shadows.

The recipe will create one jar of blacksmear, which counts as an item for a large pouch on the user’s belt and weighs 1 lb. Such a jar will contain 25 applications, with one application being required for each limb that must be covered.

Suggested GP Value: 300 gp per jar.

Blinding Powder

Blinding powder is a mixture of one or more of several irritants (powdered stone, pepper, dust soaked in onion juice, strong ammonium salts), highly abrasive, irritating to the eyes, and disabling to any creatures whose eyes are exposed to it. The powder must be thrown into the eyes of a creature, which requires a modified *called shot* with an additional -4 to hit penalty (for a -8 penalty to hit; v. **DMG**, p. 82: “Called Shots”), further modified by the user’s Missile Attack Adjustment (Dexterity) and against the target’s base Armor Class modified only for Dexterity, a helmet, if any, and any magical protections that may be in place (e.g., *ring of protection*, *bracers of defense*).

A direct hit sends the target reeling, unable attack or cast spells because of nausea for 2d4+2 rounds. If the victim can wash his eyes with plenty of water, the effect will only last for 1 round after the eyes are washed. Although blinding powder can contain some unpleasant ingredients, it cannot permanently damage eyes.

Suggested GP Value: 200 gp per jar.

Leech Dust

Leech dust is a dangerous, unsavory mixture of several ingredients (the blood of a murderer, three hairs of an elderly woman; powdered black sapphire and lead; ichors of lampreys and leeches; extract of benzoin, mandrake, henbane, and scammony). Typically, a handful of the *dust* is gathered in a small satchel, which can be thrown across a range of 20 feet, bursting into a 3-foot-diameter cloud upon impact. The cloud remains for 1 round and the *dust* adheres to any living creatures it contacts, absorbing their blood by diffusing it out their flesh, arteries, and even their very bone marrow. A creature struck by a satchel suffers 2d4 points of damage immediately, followed by 1 additional point of damage in each subsequent round until it has suffered as much damage again as it suffered in the first round of exposure, while creatures within the burst radius must pass a saving throw vs. Breath Weapon or suffer half this amount of damage (round fractions up; e.g., a creature struck by a satchel for 4 points of damage will automatically lose another 4 points of damage in the next 4 rounds, at a rate of 1 point per round; creatures within 3 feet of the victim that fail a saving throw vs. Breath Weapon suffer 2 points of damage immediately and 1 point of damage in each of the next 2 rounds). This loss of hit points cannot be prevented or cured by regeneration and it can only be countered by foregoing all other actions for 1 round and sprinkling the victim(s) with *holy water* (each victim takes 1 round). Although damage already suffered can be healed by magical means (e.g., *potion of healing*, *Cure Light Wounds*), these will not prevent the *dust* from inflicting additional damage. Due to its very nature, a single creature cannot suffer from the effects of more than three satchels at any given time – i.e., the *dust* from three satchels must have stopped working before a creature can be affected by another dose. A typical batch of *leech dust* will be sufficient to fill up to three satchels.

Suggested GP Value: 600 gp per batch.

Research: The covers are fashioned from wyvern scales. The inks are based on a variety of common ingredients. The word “Adept” on the first page of the *Libram of the Dark Adept* (also on occasion referred to as *The Workbook of the Dark Adept*) has gradually become synonymous for the name of the author, whose real name remains unknown today. Still, the nature of the concoctions described in the libram have led some sages to speculate that the author was likely a member of some dark cabal.

¹⁾ Alkhavimarest is a secret alchemist’s language used by alchemists 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)*).

Source/Origins: Alchemist’s notebook: Colleen A. Bishop, *Libraries*, in: *The Dragon 37* (TSR, 1980); *Leech Dust*: Author unknown, *Witchcraft Supplement for D&D*, in: *The Dragon 5* (TSR, 1977); Blinding powder: John Nephew et al., *The Complete Thief’s Handbook* (TSR, 1993); Blacksmear: Paul Culotta, *Aurora’s Undermountain Sale*, in: *Dragon 239* (TSR, 1997)

Libram of the Great Paravisual Emanations

Setting: Any (World of Greyhawk)

Requirements: NWP *Reading/Writing* (Common)

Author: Unknown.

Size: 60 cm tall, 40 cm wide, 20 cm thick; 2,000 pages.

Description: A large book bound in sheets of a strange material that seems to shimmer much like hot air passing in front of a cold material or area. On the front cover is a text, likely the title of the book and executed in a metallic substance that is perhaps best likened to a gleaming, light blue version of gold-leaf.

Within are pages of inflexible, white silk with a polychrome manuscript in bright inks – gem inks, gold, and silver.

Lore: A copy of a relatively well-known study of the various invisible auras of matter.

DM: Copy. Uncommon. Good condition. Title on the front cover.

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:** *Nystul's Magic Aura*; **II:** *Leomund's Trap*; **V:** *Shadow Magic*; **VI:** *Demi-Shadow Magic*; **VI:** *Shades*.

Contents: *Libram of the Great Paravisual Emanations* is a workbook with notes on the auras, *radices*, and emanations of materials magical and mundane, their relation to *spectrums* of light and darkness, and how to channel and use them so as to fool uninformed onlookers.

Research: The covers are made of the essence of an invisible stalker. The metal used for the title is an alloy of gold and *astraphein*³⁾. Wholly unblemished, removing any of it will cause the covers to evaporate instantly, leaving only a dull, metal component.

Although the book has been attributed to the legendary Nystul of Oerth, most knowledgeable sages doubt whether this is true. Some rare sources suggest that the author of the underlying book may, in fact, be “a distant relative of their more famous namesake” but this is disputed by most scholars, of whom most agree that the author is not related to Nystul in any such way. Indeed, any spells cast to determine the author of the book will only reveal that she was a half-elven maiden of Tenh.

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.

³⁾ *Astraphein* is the metal component of quasi-elemental lightning. It is sometimes erroneously used to describe a shiny, gold-like coating applied to other metals.

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

Librams of Artigon of Var-Mesk

(*Ninety-seven volumes*)

Setting: Ardha (Fantastic Earth)

Requirements: NWP *Reading/Writing* (High-Numendhirian)

Author: Unknown.

Size: Each volume 45 cm tall, 18.5 cm wide; varying thickness and numbers of pages, ranging from just over 7.5 cm thick and around 1,500 pages for the thickest and 2 cm and some 50 pages for the thinnest volume.

Description: A collection of 97 books with covers of the finest leather, inlaid with gold and with each of the front covers featuring a symbol of a partially eclipsed sun with three seven-pointed stars on the darkened side.

Within are pages of vellum of singular quality and featuring a masterful, polychrome, calligraphic manuscript.

Lore: About half of a known collection of encyclopedic librams and books on the principles of magic.

DM: Copies. Rare. Good condition. Title and volume number on the title page of each volume.

Reading the title, volume numbers, and manuscripts requires the NWP *Reading/Writing* (High-Numendhirian)¹⁾. The symbol on the front covers is the mark of Artigon of Var-Mesk.

NWPs: The books can be of use to individuals wishing to acquire the NWP *Thaumaturgy*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: These volumes of the enormous collection of encyclopedic books known as the *Librams of Artigon of Var-Mesk* deal with some of the principles of spell-casting and magic in general.

Lexicon of Evocative Phrases and Enchanted Semantics, First Set, Volumes I-IV

These volumes deal with the use of vocal components.

XP Bonus: An apprentice mage (0-level Wizard) studying these books gains a +1% experience bonus until he reaches his first level.

Lexicon of Evocative Phrases and Enchanted Semantics, Second Set, Volumes I-XIV

These volumes deal with the use of vocal components and with the principal theories and formulae that determine the vocal components of spells. The contents are complex and hard to comprehend.

Channeling, First Set, Volumes I-III

These volumes deal with the use of material components as a focus or catalyst in magic.

XP Bonus: An apprentice mage (0-level Wizard) studying these books gains a +1% experience bonus until he reaches his first level.

Channeling, Second Set, Volumes I-VII

These volumes deal with the use of material components as a focus or catalyst in magic and with the principal theories and formulae that determine the material components of spells in particular. The contents are complex and hard to comprehend.

The Choreography of Movement, First Set, Volumes I-VII

These volumes deal with the use of gestures and somatic components in magic.

XP Bonus: An apprentice mage (0-level Wizard) studying these books gains a +1% experience bonus until he reaches his first level.

The Choreography of Movement, Second Set, Volumes I-XVIII

These volumes deal with the use of gestures and somatic components in magic and with the principal theories of movement and gesture in spell design in particular. The subject matter is extremely complex and very hard to comprehend.

Requisitioning. A Thesis about the Sub-Ether, Volumes I-XII

These volumes deal with the basics of requisitioning magic for apprentices, with the magical effects that transport existing objects or conditions from one location to another.

XP Bonus: An apprentice mage (0-level Wizard) studying these books gains a +1% experience bonus until he reaches his first level.

Elementary Transformation, Transmutation and Transfiguration, Volumes I-VII

These volumes deal with the basics of transformation magic for apprentices, with the magical effects that change objects or conditions, giving them or different physical properties or qualities in general.

XP Bonus: An apprentice mage (0-level Wizard) studying these books gains a +1% experience bonus until he reaches his first level.

Thesaurus of Metamorphics, First Set, Volumes I-VI

These volumes deal with basic principals and theories of advanced transformation magic, with the advanced magical theories of changing subjects both alive and inanimate, and with the theories behind imbuing them with different physical properties or new abilities and/or qualities in general.

Chance to Learn Spell Bonus: At the DM's option, a Wizard using the principles presented in this book gains a +10% bonus on his Chance to Learn Spell checks when he tries to learn a new spell.

Thesaurus of Metamorphics, Second Set, Volumes I-XIX

These volumes deal with basic principals and theories of advanced transformation magic, with the advanced magical theories of changing subjects both alive and inanimate, and with the theories behind imbuing them with different physical properties or new abilities and/or qualities in general, as they pertain to the creation of spells and magical items in particular. The text includes several formulae for the creation of elixirs, periapts, ointments, and wondrous devices, as well as recipes for various scroll inks.

Research: The covers are leather over thick, polished slabs of wood of the highest quality.

Of unknown age, the underlying volumes are copies of about half of the volumes of a well-known but lost encyclopedia of 194 volumes said to have been written in an unknown language.

Although rare, copies of the work are known to exist in various different languages, ranging from cheap versions in plain leather and parchment to the exclusive versions of royalty with covers of jade, gold, and the highest quality rosewood and with manuscripts in multicolored gem inks. Any such copies are exceptionally hard to come by, with even single volumes seldom being sold cheap. Complete series are found only in mage schools and the private libraries of emperors and kings.

Author: The manuscript is in the masterly style of a true Grandmaster of Renown and the books themselves were made by an unknown, true master bookbinder, perhaps for a rich patron. Therefore, in spite of the fact that his mark is on the covers, sages agree that the books are not from the hand of Artigon of Var-Mesk.

All that is known of Artigon of Var-Mesk is that his mark is mentioned in various sources (Diamochrus of Ironridge, *Symbollogos*) and that some sages versed in the lore of alternate material planes have suggested that he may have hailed from a world known as Pliocene Earth, where Var-Mesk was a small city on the shores of the New Sea.

History: Although this is not likely 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.

Source/Origins: Several hundred books dedicated to the study of magic: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991); Julian May, *The Many-Colored Land* (Houghton Mifflin, 1981)

Limacology

Setting: Ardha

Requirements: NWP *Reading/Writing (High-Numendhirian)*

Author: Lundemar the Lijzebet.

Size: 43.4 cm tall, 27.4 cm wide, 16.9 cm thick; 12,122 pages.

Description: A voluminous tome with covers of mauve leather. Stamped into the front cover and inlaid with gold is a text, likely the title of the work.

Within are pages of a greenish, exceptionally thin paper that is nevertheless of mediocre quality and features a monochrome manuscript in a minuscule, compact, calligraphic script of extreme consistency. Numerous tiny, exceptionally detailed illustrations enrich the text.

Lore: An infuriatingly complete study of snails.

DM: Original. Copies rare. Good condition. Title and name of the author on the front cover and title page.

Reading the title and manuscript requires the NWP *Reading/Writing (High-Numendhirian)*¹⁾.

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

Contents: *Limacology* is a complete work on limacology, the study of snails, containing extensive descriptions of almost every snail of the world, including all aquatic and maritime species and such monstrous snails as the giant snail, the giant spitting snail, the giant pink snail, and the flail snail and its various sub-species. Each entry is complete and exhaustive, enriched with illustrations of various body parts, schematics and diagrams of movement speeds, extended and comprehensive tables on the development of eggs and the growth of shells, and so on.

On the title page, below the title and the name of the author, is an intricate drawing of a flail snail.

Research: The book will of some interest to certain knowledgeable arcanologists.

Author: The name Lundemar de Lijzebet appears on various other works on the most unusual and wide-ranging of subjects, among which are: optic phenomena in hypnosis; the numeral similarities of echinities; the prebendary constructs of the neo-otyughs; anthropophagous sea cucumbers; and glaciology (the study of properties and movement of glaciers). Everything else that is known about the author has been gleaned from these works and the underlying book, which could lead one to the conclusion that he must be male, that he has knowledge of magic and several highly specialized subjects, and that he writes in a dusty, scholarly fashion.

Extensive research into the author will lead to the inescapable conclusion that nor he nor anyone like him has ever existed – and never will.

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⁾ 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.

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

Lindisseril Elíndile

Setting: Ardha

Requirements: NWP *Ancient Languages (Alduinwë)*

Author: Helberim the Master-Smith.

Size: 27 cm tall, 19 cm wide, 12 cm thick; 12,800 pages.

Description: A delicate book with covers of petrified wood, greenish gray in color and with a wax-like silvery shine. Within are almost unbelievably thin sheets of a paper-like substance featuring a polychrome manuscript in a fluent calligraphic script.

Lore: An ancient, quite valuable dictionary that translates Khâzdûr to Anduinwë.

DM: Original. Copies very rare. The book is in excellent condition, appearing as if it has hardly ever been used. Title on the title page.

Reading the title and understanding the dictionary requires the NWP *Ancient Languages (Alduinwë)*¹⁾.

Magic: The book radiates “Dim” auras of Alteration and Abjuration magic, which is due to the exotic ingredients that were used to make the covers and paper.

Sigil: Proof that the work was indeed created by Helberim may be obtained by exposing the book to moonlight and uttering the Anduineth and Khâzduur words for “Reveal”, upon which Helberim’s *sigil* will become visible on the front cover.

NWPs: The book can be instrumental to an individual who wants to acquire the NWP *Ancient Languages (Khâzdûr)*. Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Contents: *Lindisseril Elindile* is an ancient, quite valuable dictionary that translates words in Khâzdûr to Anduinë.

Research: The book radiates “Dim” auras of magic (Alteration, Abjuration).

The petrified wood used for the covers is of an unknown origin and it defies all attempts to date it. A close inspection of the covers will reveal a delicate, embossed motif of leaves. The inks are of unknown origin and obvious magical complexity.

Khâzdûr is an old dwarven language of Ardha.

Author: Helberim was a famous human smith of ancient times.

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⁾ Alduinwë or Anduinë is the first trade language used by elves and humans of Ardha, which became the language of the half-elves of Numendhir.

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

Lissil’s Transpectatorium

Setting: Ardha

Requirements: *Comprehend Languages*

Author: The Supreme Elder Spectradigitator Prystor Stellalux.

Size: 25 cm tall, 15.5 cm wide, 5.5 cm thick; 721 pages.

Description: A thick book with sturdy, burgundy leather covers sewn together with thick bands of silk of purple hue. On the front cover is a text, inlaid with gold and likely the title of the work. The spine features an elaborate, star-like symbol, also in gold inlay. Although the book appears well-used, it is in very good condition.

Within are pages of thin, smooth, obviously high-quality vellum, inked in black, silver, and purple and meticulously illustrated with diagrams and tables.

Lore: A curious study of gems and minerals and their relation to devices related to vision.

DM: Original. Unique. Very good condition. Title on the front cover.

The title and manuscript are written in Ophis¹⁾ which can only be read with *Comprehend Languages*. The star-like symbol on the spine is the *sigil* of the author.

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

Contents: *Lissil’s Transpectatorium* contains theses on the nature of a select number of precious minerals and gemstones and locations, items, and phenomena associated with them and how they relate to vision and magic items. It speaks of the use of gemstones and minerals in the creation of various magical lenses, telescopes, ophthalmic devices, and visionary contraptions, such as *lenses of magic detection*, *eyes of the eagle*, *eyes of charming*, *eyes of petrification*, *eyes of minute seeing*, and *gems of seeing*. Another section speaks of the artifact known as the *Eye of Vecna*, with a detailed thesis on how it relates to magical vision and various minerals. Of further interest are descriptions of several locations associated with gemstones and minerals, among which a place called Gemfield, which is supposed to lie at the heart of the Quasi-Elemental Plane of Mineral and which is rumored to be where the legendary and heavily guarded place called *Ioun* can be found. To get there, an individual must overcome numerous obstacles and hindrances, such as the Wood of Jeweled Flowers, where all plants bear jewels instead of flowers, and the infamous Castle of Iz, where an indecent toll must be paid to be allowed entrance to the only known route through the Forest of Glass, a forest of razor-sharp glass trees and crystal splinters. Another section speaks of a plant that grows illustrious flowers, each of which leaves a unique gem when it dies. These gems smell of flowers and contain a resin called *horax*, which is unique to each flower.

On the frontispiece is depiction of a grotto or cavern filled with glittering gemstones in a myriad of bright colors.

Research: The pages are *silkvellum*²⁾. The inks are gem inks.

The book will be of great value to individuals looking to create magical items associated with detection and vision (e.g., mages, alchemists).

Author: Prystor Stellalux is known to have lived in a gemstone castle at the very crux of the border between the Quasi-Elemental Plane of Mineral and the Quasi-Elemental Plane of Radiance.

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’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⁾ Ophis is a strange language of Ardha that has not yet been translated. It was named by the famous sage Lissil of Amn, Mistress of Riddles, Mistress of the Black, who named it after a language used in a famous legend. This language, too, cannot be read without magical means.

²⁾ *Silkvellum* is a lush, soft, usually magically prepared form of vellum that is smooth as silk and as flexible as thick paper.

Source/Origins: DM, *The Workings of the Eye*, for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991); Ioun: Jack Vance, *Rhialto the Marvellous* (Brandywyne Books, 1984)

Log of The Seaborn Saber

(The Seaborn Saber)

Setting: Wilderlands

Requirements: NWP *Reading/Writing (Common)*

Author: Unknown (See below).

Size: 27.5 cm tall, 20 cm wide, 2.5 cm thick; 177 pages.

Description: An old book with stained, dark brown leather covers, tied together with strips of gray-black canvas or linen. Written on the front cover is a text in fading black ink and an elegant hand, likely the title of the work.

Within are several gatherings of parchment pages, some loose and all of them weathered and stained as the covers and featuring a manuscript in black ink, in the same elegant hand as the text on the cover, albeit much smaller and more irregular, on occasion enriched with charts, diagrams, and some naive illustrations.

Lore: A ship's log.

DM: Original. Unique. Average condition. Title on the front cover (See below).

Reading the manuscript requires the NWP *Reading/Writing (Common)*. An individual with the NWP *Navigation* would be useful. The text on the front cover reads "The Seaborn Saber".

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

Contents: *Log of The Seaborn Saber* is a ship's log, a record of the voyages of the vessel *The Seaborn Saber*, which seems to have traveled far and wide, visiting coasts and isles idyllic and wondrous, known and unknown, nonhazardous and hazardous. The log registers the vessel's daily progress, remarking on currents, tides, winds, and weather both beneficial and adverse. It contains notes on the locations of islands and coasts suited for foraging, as well as those that are best avoided; of beacons, lighthouses, and safe harbors; of various wondrous sights and sites; and of various legends, myths, and creatures of the sea¹⁾.

Among many things, and of special note, are numerous notes on islands and locations that are said to contain hidden treasure and other things of fantastic value, such as a description of the "Wondrous Isles", where the log states that a "mountain of amethyst" is located. Unfortunately, while an experienced individual could use the book to get to most of the locations described in it, if perhaps with some trouble, there are no indications of where the "Wondrous Isles" may be.

Research: Sages versed in sea lore may know that *The Seaborn Saber* was a ship that, as the story goes, sailed under the protection of a magical figurehead of a mermaid retrieved from a sunken city in the Sea of the Five Winds, until it finally met its end when it sank in a fight with the infamous pirate king Hornwrith some 200 years ago. Some especially knowledgeable sages (e.g., an arcanologist) may know of an ancient *onomanomicon*²⁾ that has an entry for a witch girl called Birdalone, who is described as having "quested in the Wondrous Isles".

Author: Although the author of the work remains unknown, many scholars propose that he was likely one of the many infamous Rumps of the legendary Tegel Manor, a great manor-fortress near the seacoast that is rumored to have withstood the ravages of time and human occupation because of an ancient glamour cast upon it. Some genealogists have suggested that Rummy Rory Rump and Roparoc Rump the Raider would be the most likely candidates for authorship of the log.

¹⁾ See **JG67**, p. 10-17: "Sea of Five Winds", **JG92**, and **JG300**, p. 3-22: "Isles of the Dawn", "Southern Reaches", and "Silver Skein Isles" for descriptions of various islands, coastal regions, and adventurous locations of the Wilderlands.

²⁾ An *onomanomicon* is an index or catalogue of known mages, usually mentioning (parts of their) lives and (some of their) deeds and spells.

Source/Origins: *The Seaborn Saber*: Author unknown, *Tegel Manor* (JG27; Judges Guild, 1977)

Bibliography: William Morris, *The Water of the Wondrous Isles* (Kelmescott Press, 1897)

Logos of Pentarchium

Setting: Any

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

Author: Cerderic Zederde, Third Master of Mederve.

Size: 45 cm tall, 30 cm wide, 10 cm thick; 555 pages.

Description: A large book with covers of a creamy white ivory featuring fittings in a rich, silvery metal with a dull sheen, mystically engraved and inlaid with enamels and mother-of-pearl. In the center of the front cover is a large, exceedingly intricate symbol of a 25-pointed star in a circle, inlaid with a variety of rare and precious metals, minerals, and woods. Chiseled into the front cover around the symbol at equal intervals are five identical groups of runes, possibly the title of the book.

Within are pages of sumptuous, purple vellum of obvious quality, featuring a manuscript with many mystical symbols, tables, and diagrams in silver and gold inks.

Lore: A complex treatise on the assumed existence of an all-pervasive magical element.

DM: Original. Copies very rare. Good condition. Title on the front cover.
Reading the title and manuscript requires the NWP *Reading/Writing (Common)*.

Specialist Contents: Fully understanding the contents of the book requires the reader to be a Wizard of at least 6th level.

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

Contents: *Logos of Pentarchium* is a complex treatise that proposes the existence something it refers to as *the pentarchium*. According to the theory, *the pentarchium* is a magical element that occupies all space, an all-pervasive energy field that permeates the multiverse, that is part of all things living and dead, and that forms a bond among all things, stating that "it is everywhere, it is everything, it is the force that drives the existence of all things, influencing lives and events".

It argues that Wizards have stronger minds than common folk, exceptional in their ability to be able to actively manipulate *the pentarchium* and make it do their bidding. They can hone and increase this ability with practice and years of study, strengthening their mind and increasing their understanding of the relationship between *the pentarchium*, the mind, and spell components, which explains the ever-increasing efficacy and power of their spells as they advance in level.

According to the theory, Wizard spells start when the caster memorizes them and generate their effects when he uses their components to 'set up vibrations in *the pentarchium*'. First, the Wizard 'memorizes the spell', in effect focusing his mind and concentrating on the effects the spell is to achieve and allowing him to manipulate *the pentarchium*, 'preparing it' for the moment when he wants it to create a specific effect. Then, when he 'casts the spell', the Wizard manipulates *the pentarchium* further by generating small but very specific physical vibrations in it with the spell's verbal, material, and somatic components. When the spell finally takes effect, the Wizard has effectively manipulated *the pentarchium* to do as he bids, after which it 'smooths out' (causing the Wizard to 'forget the spell').

The text goes into extensive detail as to the importance, nature, qualities, and exact effects generated by the verbal, somatic, and material components of a spell. For example, it states that the somatic component is of importance for targeting and controlling a manipulation of *the pentarchium* (e.g., a Wizard casting *Magic Missile* must point at his target) and that the nature of the manipulation can mean different things for the material components. For example, they can be ripped into their component particles, allowing them to become one with *the pentarchium*, or they can serve to receive the magic.

Excerpt: "Although the use of *the pentarchium* is sometimes referred to as 'magic', this is a label born of ignorance."

Research: The silvery metal used on the covers is *egeiron*¹. The vellum is *byzantium*².

¹ *Egeiron*, sometimes referred to as *awakened platinum*, is platinum that has been alchemically treated to make it susceptible to permanent magical enchantments.

² *Byzantium*, also known as *purple vellum*, *purpervellum*, or *purpurium*, is a sumptuous form of vellum dyed purple and usually lettered in silver and gold.

Source/Origins: Charles Olsen, *The Laws of Magic*, in: *Dragon 106* (TSR, 1986)

Lorebook of the Silver Void

(Peregrin's Megalomanicon)

Setting: Any (Astral Plane)

Requirements: NWP *Reading/Writing (Common)*

Author: Peregrin the Wanderer.

Size: 97 cm tall, 54 cm wide, 30 cm thick; 900 pages.

Description: A truly magnificent book with covers of an engraved, strangely cloudy silvery leather, with the front cover dominated by what appears to be a single sheet of some precious mottled blue, yellow, and purple mineral, framed in a rectangle composed of ivory and exotic woods of varying colors and intricately carved so as to resemble multiple intertwined dragons. Carved into the mineral sheet and inlaid with numerous precious metals is what appears to be a gigantic sailing vessel of some kind. The framed sheet covers about two-thirds of the front cover, leaving about a third of the silvery leather exposed, with the section above the frame being the largest. This section features an engraved golden rectangle into which a text has been hammered and inlaid with numerous precious gemstones, perhaps the title of the book.

Within are pages of a thick, luxurious, cloudy, cream-and-white paper with a splendidly illuminated manuscript, each page divided into two columns of text. Perhaps surprisingly, the pages feature but few illustrations, with one notable exception being the frontispiece and several other pages that seem to depict a sailing vessel much like the one on the front cover.

Lore: A famous, controversial account of the supposed astral adventures of Peregrin the Wanderer and his quest to build a fleet of ships that would take all paying creatures across the Astral Plane to wherever they wanted to go.

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

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

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

Contents: *Lorebook of the Silver Void* speaks of the travels of Peregrin the Wanderer, who traversed the Astral Plane and visited many, many worlds and planes, on a quest to gather the most exotic of ingredients and

components to build a fleet of so-called *voidjammers*, ships that would sail the Astral Plane and take all paying creatures to wherever they wanted to go. Indeed, it seems that the author used one of these *voidjammers* (called *Voyager*) on his travels and it even goes into some detail as to the nature of this ship, without revealing its origins. Peregrin had to overcome many obstacles on his quest, not the least of which seem to have been constantly running afoul of mind flayers and githyanki war parties, leading to what are described as “apocalyptic astral battles”, with the githyanki usually “trying to drive the *Voyager* into *psychic windstorms* to ruin it and kill the crew”. After many hair-raising tales and an encounter with the “Queen of the Githyanki”, Peregrin claims to have secured “docking ports in a hundred realities”, either through negotiation or brute force.

Eventually, Peregrin seems to have built ten *voidjammers*, each a heavily armed, lightning-fast ship that would cruise the Astral Plane by means of a bizarre form of mental control. Each of the vessels is supposedly responsible for a thousand stops along its line, making about ten stops a day and completing a cycle every 100 true days, cruising past various *color pools* and picking up whoever is waiting for transport there. Similarly, the vessels are said to drop passengers off when the appropriate *color pool* comes up.

At one point, Peregrin states he repeatedly visited “a tremendous library, in the middle of which was an ancient man who introduced himself as Thoth”. Unfortunately, this is all the book says of this library, except for a detailed description of “the largest map of the Astral Plane now in existence”, a map that he says he saw in the library.

Excerpt: “The Astral Plane is a big place, empty and lonely to those that dare to travel it, that dangerous realm of forlorn silver mists, home to the marauding githyanki, and used by all sorts of unpleasant travelers from the outer planes as a halfway point in their journeys. Anyone exploring the Astral Plane is pretty much on his own and must be ready at any time to be attacked, lost to the *psychic wind*, or flung into another plane by accidentally passing through the invisible backside of a *color pool*.”

Voidjammers: *Voidjammers* are each roughly the size of a large merchant ship. They can never physically leave the Astral Plane, for they would not survive this move intact.

Each vessel is described as having a crew of 30 sailors of many races and worlds, three professional marines, a chaplain, a mage, and a mate²⁾. However, the most important individual aboard a *voidjammer* is the helmsman, or chief engineer. The vital qualifier for this job is a powerful psionic mind, followed by great willpower (Wisdom) and Intelligence. In addition, the chief engineer must have another vocation as well, usually that of a spell-caster. The chief engineer’s job is to operate, maintain, and repair the ship’s engines, as well as perform maneuvers and avoiding obstacles.

A *voidjammer* is propelled through a unique system that uses mental power to drive specifically built engines. These engines, and most of the vessel, are constructed from a unique, brilliant silver metal that conducts mental energy like copper conducts electricity. This metal runs throughout the vessel’s length, stem to stern, and can be likened to a great web. The center of this web is the engine room. Here, several thick cables connect the strut-web to the engines, which are two boxes each 2 feet in diameter and attended by all sorts of magical devices. Within the boxes are brains taken from freshly slain mind flayers. The brains are kept in nutritive baths and transported to their boxes, where magic sustains their lives. The brains are operated upon to remove the personality and will of the individual mind flayer while preserving the great psionic power and complex psychic structures of the creature’s mind. In this state, the brains are useless, lacking the will to make them do anything. The chief engineer must psionically connect with the mind flayer brains, through such Psionic Disciplines as *Telepathic Projection*, *Telepathy*, or *Telempathic Projection*, giving the brains direction and purpose. The brains are used as amplifiers for the chief engineer’s will, sending power to the metal struts and causing the *voidjammer* to move as if it had a mind of its own. Since there are two mind flayer brains acting as one, a *voidjammer* has an effective speed of 480 feet per round (MV 48). The brains used in each *voidjammer* can vary as to exact psionic strength but the pair aboard each individual vessel must match exactly; that is, if one mind flayer brain-engine has Intelligence 18 and 320 PSPs, its twin must be its equal lest the brains will not operate in tandem and end up tearing the vessel apart.

It is thought by some that Peregrin originally tried using five or six mind flayer brains for engines but he found that creatures of lesser mental ability than that of a mind flayer could handle only two such brains at once. He experimented with the brains of lesser psionic creatures until they proved to be incapable of surviving outside their bodies without more support than they were worth. When he used brains of non-psionic creatures, he found that such Psionic Disciplines as *Telepathy* and the like could not properly motivate the ‘disabled’ brains into functioning. Peregrin describes his *Voyager* as “a vessel over 150 feet long and boasting five decks” and powered by two githyanki brains as engines. These brains are able to move the huge vessel at MV 96, making it able to pace the fastest known creatures in the Astral Plane.

Research: The materials used for the book are all of the highest quality. It has astral *dragonscale* covers¹⁾, the mineral sheet is lapis lazuli, and the majority of the gems are true gemstones.

The book, sometimes mockingly called *Peregrin’s Megalomanicon*, is at least a thousand years old.

Rumors of the existence of the library mentioned in the book have always been around and many scholars believe that Peregrin’s account of his repeated visits to the place holds true.

Nevertheless, at least one sage has suggested that the book “is a pompous example of an elaborate hoax”, pointing out that there is little else than that which is written in the book to support the notion that its author actually existed – or perhaps still exists. Indeed, Peregrin’s name is not mentioned in any of the known *onomanomicons*³⁾.

Even so, others state that, since the astral realm can be considered as a realm of the mind and of dreams, the story of Peregrin could very well be true, albeit perhaps of little interest to the inhabitants of the Prime Material

Plane. Despite all of this, the book is still highly valued for its universally acclaimed theories on the Astral Plane, as well as for its detailed descriptions of astral locations and creatures (mind flayers, githyanki), those of a dozen worlds, and, last but not least, the extensive description of the *voidjammers* and their engines.

Peregrin the Wanderer: One of the many legends about Peregrin the Wanderer claims that he was born on a magic-rich Prime Material Plane where the ability to think meant the ability to use magic. Even among his peers, Peregrin's intellect and imagination were superior, which allowed him to rise to a position of great power so that, by the age of 15, he ruled an empire of hundreds of thousands of inhabitants. Surviving countless challenges with ease, he ended up controlling a vast continent only five years later.

Another legend claims that Peregrin "possessed enough firepower to level several small cities".

Yet another describes Peregrin's philosophy of combat as "to cause losses to his enemy in excess of 100 times what they have done to him, to discourage future actions against him". According to this legend, "it was this philosophy that made him devastate entire githyanki fortresses for merely threatening him and bring down the ceilings of several underground mind flayer cities".

It is said that Peregrin eventually forsook his home plane forever and set off to seek a life in other realities and planes. He ended up wandering dozens of planes, frequently crossing the Astral Plane as he did so, and eventually came up with the idea to build a fleet of mighty vessels that would take creatures across the Astral Plane to wherever they wished to go. No being would be discriminated against on the basis of race or alignment, so long as each obeyed the ships' officers when on Peregrin's vessels. Drawing upon his extensive knowledge of the planes, Peregrin traveled to a dozen worlds to secure the materials and craftsmen for a vessel that would accomplish his dream.

Another legend claims that Peregrin single-handedly blasted his way to a face-to-face confrontation with the mythical Queen of the Githyanki, forcing her to call her people off from raiding his vessel.

¹⁾ *Dragonscale* is a leather-like material made of the scaly skin of a dragon, usually from the tougher parts of the skin and always with the scales still showing. More often than not, the hide is protected by many layers of transparent lacquers, which not only protect the skin but also lend a certain 'depth' to the cover. Sometimes, intricate patterns or texts in gold-leaf are added between the layers.

²⁾ All sailors are Fighters of 2nd-5th level, though a variety of other classes are represented (DM's choice). The marines are Fighters of 9th-12th level (15% chance for one of these to be a Ranger). The chaplain is a Priest of 8th-10th level, the mage a Mage of 12th-15th level (10% chance that this individual is a Specialist Wizard instead), and the mate a Thief of 10th-12th level.

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

Source/Origins: Randal S. Doering, *Voidjammers!*, in: *Dragon 159* (TSR, 1990)

Luminescence and Coloration

Setting: Forgotten Realms

Requirements: NWP Reading/Writing (*Untheric*)

Author: Sulcran of Unther.

Size: 26 cm tall, 17.3 cm wide, 3.5 cm thick; 369 pages.

Description: A smallish, fairly nondescript book with covers of a pale, weathered leather. On the front cover and spine is a text in faded black paint, perhaps the title of the book.

Within are pages of stained parchment, some folded and others torn and repaired, sewn to an inner spine, and featuring a monochrome manuscript in a neat hand, two columns per page, and on occasion enriched with tables, diagrams, and schematics.

Lore: A copy of a fairly common thesis on the notion that luminescence and color are the same phenomenon.

DM: Copy. Uncommon. Average condition. Title on the front cover and spine.

Reading the title and manuscript requires the NWP Reading/Writing (*Untheric*)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: **I: Light**; **I: Color Spray**; **II: Continual Light**; **II: Darkness 15' Radius**; **VII: Prismatic Spray**; **VI: Project Image**; **I: Chromatic Orb**; **III: Nchaser's Glowing Globe**; **IV: Tulrun's Tracer**.

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

Contents: *Luminescence and Coloration* is a complex study that explores the supposed metaphysical relation between luminescence – the emission of light by various organic and inorganic materials in an unheated state – and the nature of 'color' in general. The author suggests that both luminescence and color (writing: "as witnessed in glowworms, the northern lights, *sunstone*⁴⁾, lightning, and *fervent metals*⁵⁾") occur as a result of the susceptibility of matter to various forms of magical energy, and that the resulting emission or glow can be influenced to a variety of degrees, depending on the nature of the material, its susceptibility to magical radiation, and "of agents and reagents both internal and external, material and immaterial, magical and metaphysical". What follows are countless examples and notes on the author's research into the matter, as well as an important *chromatomagic index* that lists many organic and inorganic materials and the circumstances that will cause to have either a color or begin to glow.

The work contains various references to other books, among which *Analysis of Luminescent Elements* by the alchemist Khaskhariol, and *Luminometry* by the Halruan alchemist Bolmona of Sulazir.

Research: Although some sources suggest that the original of the book was written by the mages Nchaser and Tulrun, most sages of today dismiss this notion.

¹⁾ Untheric, once the primary language of Chessenta, is now a secondary language that is known and spoken mostly in polite society and by bureaucrats. It is written using the *Dethek* 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.

⁴⁾ In this case, *sunstone* is a powder, called *lapis solaris* by alchemists specialized in transmutation, obtained by heating a mixture of barium sulfate and coal, and which, after cooling, exhibits a bluish glow at night that can be restored by exposure to sunlight.

⁵⁾ The term *fervent metal* is sometimes used by alchemists and mages to describe heated metals, having been infused with *fervor*, a supposed immaterial aspect of Elemental Fire. Note that the glow emitted from heated metals is actually called 'incandescence' rather than 'luminescence', a distinction not made by the author.

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

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II

"Bookshelves line the walls, most of them the drow
equivalent of trashy romances and potboilers."

—Nigel Findley, *Skull & Crossbows* (TSR, 1990)