

# d20 Scriptorium the Netbook of Books



**d20**  
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# THE NETBOOK OF BOOKS

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By Dominique Crouzet <dominique.crouzet@libertysurf.fr>

## Introduction

This document originally was a FanCC netbook, that was created primarily through the use of a sort of online generator on the d20 Scriptorium website. Three years later, the netbook of books is almost forgotten, yet has been updated and made available for download.

## HTML Book Generator

To create more book/manuscript descriptions, a HTML generator (see attached file that comes with the netbook) has been added. Simply open it with your Internet browser (offline), choose various options in the relevant fields, and click the submit button. Thereafter you just need to copypaste the result in your word processor.

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## Books & Libraries in your Game Setting

As a preliminary, it should be obvious that the books described in this gaming supplement can (and often should) be tailored to your specific campaign world. This is the reason why most of the time names of religions and geographic locations remain vague or even not mentioned at all. This is up to the individual GM to adapt them to his own.

- One thing which should be remembered about books in the medieval ages, is that they were certainly not mass produced. In fact, until Gutenberg invented the printing press during the 15th century, all books were handwritten, and copied manually (usually by monks). Then, the first printing presses also weren't like those of our modern world able to quickly print thousands copies of a book. In those early times, we can assume that printing one hundred copies of the same book was important, and a thousand was enormous and exceptional. For instance, the first book to have been printed (the Gutenberg bible) was printed at 180 copies. Furthermore, not all copies of a printed book were identical. Each copy was customized to the wishes of the customer (binding, paper, illustrations, etc.). Note by the way that in those times there weren't bookshops. As such, in the game setting a bookshop and a publishing house should be the same thing; and when one wants a specific (printed) book, he should order it, and then come back take it once it has been printed. As such, most books should look as if they were unique, and many indeed are unique. As a GM, you should always decide the approximate number of copies of a printed book, to know if per chance the PCs could meet the same book again in later adventures.

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## Contents

- 001- Generic Books: Arcane and Magic
- 002- Generic Books: Religion and Theology
- 003- Generic Books: Science and Erudition
- 004- Generic Books: Fiction and Tutorials
- 005- Generic Books: Ancient Ruins' Libraries
- 006- Charter of Commerce of the City of Altesdorf
- 007- Altesdorf and the Duchy of Tuntz
- 008- Legendorum of Tuntz
- 009- Chronicle of the Dukes of Tuntz
- 010- Great Codex O'Magica
- 011- Halfling Book Recipes
- 012- Lady Fafonia von Tanzel's Diary
- 013- La Morte de Hastur
- 014- Baradadur
- 015- Necrobion
- 016- Passional of St. Armandius
- 017- Secrets of the Gardener: The Famous Black Orchid Flower and its Cultivation
- 018- Sermon of the Heated Mind and Frozen Heart
- 019- Tablets of Skelos
- 020- The Book of Hate
- 021- The Halfling & The Kobold
- 022- Treatise on the Real Mycosus
- 023- Untitled (set of clay tablets)
- 024- Vandrulf Ad Madroka
- 025- Insects, Transmutation, and Evolution
- 026- Dexter's Book of Flying
- 027- Unthar's Treasure
- 028- Unthar's Bad Day
- 029- Galdkringry: Circles of Power
- 030- Arcamagis
- 031- The Small Herbalist's Compendium
- 032- Court Behavior & Etiquette
- 033- The Song of the Harpy
- 034- Dwarven Runes & Elven Script
- 035- Psychology of the Orc
- 036- Second Crusade of Trolhell
- 037- Marvellorum de Felicitatis
- 038- Chronicle of Castle Treehaven
- 039- Magic for Dummies
- 040- Wearing Armors & Wielding Weapons In 10 Lessons for Dummies
- 041- Demonology for Dummies
- 042- Tragedy of Philius and Danaeda
- 043- How Tryanis Was Punished
- 044- Floralia Ecstasy
- 045- Life of Gadaldaad the Impetuous
- 046- The Lays of Pengalahad
- 047- Pact of Evil: a Quick Path to Power for the Clever
- 048- When the Three Stars Will Align
- 049- Conspiracy from Beyond the Stars
- 050- On the Nature of Celestial Influences
- 051- Stargazers Compendium: A guide to the World of Astronomy
- 052- 101 Ways to Rob a Wizard's Tower and Live
- 053- Staves of Knowledge
- 054- ...And Yet The Sun Shall Rise.
- 055- Codex Fidelis: An indepth look into House Fidelis
- 056- Halfling Families of the Shire of Fearn
- 057- Selection of the Arcanium Digest
- 058- The Art of Love

059- How to Find a Good Husband  
060- My Miserable Life  
061- Secret Vices of the Undul  
062- Caerbor-of-the-Hills  
063- Secret Elixirs of Foridhon the Healer  
064- Heal Yourself With Plants  
065- Mac Dolmandh True Whiskey  
066- The Jeweller's Compendium  
067- Libram of Spell Theft  
068- History of Windhorn Tower  
069- Ley Lines and Magical Energies  
070- Incidence of Magic on the Fabric of Reality  
071- Denizens of the Lower Planes  
072- Secret Guide to the Nine Hells Vol-2  
073- Fourteen Fearsome Fiends  
074- Marash An Vodoniok: Its Life & Its Work.  
075- Finesse Words for the Diplomat  
076- The Yanileckis Bird  
077- Ye Songe of Hruthelde  
078- The Unverified Records of Chitulchan the Aged  
079- About the Folly of Idolatry  
080- Magic: A Cheating of Life, A Temptation of The Devil  
081- Malleus Maleficarum (The Hammer of Witches)  
082- Malleus Bellorum (The Hammer of Dwarves)  
083- Book of the Dead (I)  
084- Book of the Dead (II)  
085- Book of the Dead (III)  
086- Tome of the Damned  
087- Constructs and Necromancy  
088- Secrets of Silver Weaponsmithing  
089- Secrets of Magical Weaponsmithing  
090- Supplies and Furniture for the Serious Alchemist  
091- Basics of Alchemy: Theory and Practice  
092- Advanced Alchemy for the Expert  
093- Superior Alchemy for the Master  
094- Alchemy of the Heart and Mind: An Essay  
095- About Matter and Magic: A Study  
096- About Items and Dweomers: A Study  
097- My Recipes and Formulas  
098- A Journey to Faerie  
099- Humans, Demi-Humans, and their Motives  
100- The Sterces'Sed'Ervil  
101- The Collected Letters of Eserion Von Leiber  
102- Anatomy of Imps  
103- How I Gambled my Life with the Masked God  
104- Book of Witch Curses:  
105- Tractatus Physico-medicus de Incantamentis  
106- Compendium Maleficarum  
107- Concerning the Deeds of the Cursed One  
108- Language of the Tragga Islands Halflings  
109- An Account of the Exploration of the Frostguard Ruins...  
110- The Orcish Manifesto  
111- Riding Like the Arrow: An Illuminated Volume  
112- The Azazel's Ruin  
113- The Ancient Elam  
114- Ivid's Tome Of Mating Patterns of The Vile and Disgusting  
115- Taenor's Treatise on Treasure  
116- Taenor's Treatise of Tempting Transmutations  
117- Gems of Nature  
118- Raising Krenshar: the Jester's Guide

- 119- The Blackhaven Scrolls
- 120- Morgath's Reflections on Necromancy
- 121- The Book of Heaven and Hell
- 122- Ad Tenebras
- 123- The Art of Poisoning
- 124- Liber de Angelis
- 125- Canticle of Glory of God Around the World
- 126- Demonocom
- 127- The Wrath of the Savior
- 128- The nature of Magic
- 129- Thromich's Metaphysical Theories as noted in the Deamder
- 130- Codex of Creative Thought
- 131- Bestiary of the Known World
- 132- Thornward Collection
- 133- Mundus Arcanus
- 134- Zeludo's Bestiary of Archaic Creatures
- 135- Delvings by Marichem
- 136- Diversions Nefarious
- 137- 1996 Ford Taurus Operator's Manual
- 138- Scroll of Woeful Lamentation
- 139- The Theory and Practice of Music
- 140- Traps and Dangers



# Manuscripts Descriptions

#001

## Generic Books: Arcane and Magic

DESCRIPTION SUBMITTED BY Dominique Crouzet

TITLE: See book's titles in "notes" below.  
PUBLISHER: Typically: The Scholar Publishing; Libramicon Manuscripts, Inc.; Philosophical Collegium Publishing; (500 copies printed).  
TYPE/ASPECT: Mundane medium-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech & alphabet.  
SUBJECT: See book's description in "notes" below.  
ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1 or 2 weeks (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: See book's description in "notes" below.  
BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).  
NOTES: 20 books of lesser importance you would find in a typical mage's library.

### 1 - Dragons and Magic: A Study

Tells of dragons as magical creatures. Also a dictionary of Draconic terms and symbols.

### 2 - Secrets of the Stealthy Mage

Tutorial to learn the metamagic feats: Silent spell, Still spell, and Quicken spell.

### 3 - Power for the Determined Mage

Tutorial to learn the metamagic feats: Empower spell, Heighten spell, and Maximize spell.

### 4 - Spellcasting beyond the Limits

Tutorial to learn the metamagic feats: Enlarge spell, and Extend spell.

**5 - Mathematical Relationships Between Gestures and Words.**

This book may help reduce the time and cost of spell research by 20%.

### 6 - Great Compendium of Spell Components

About all spell components used in spellcasting, and where to find them.

### 7 - The Mage and his Entourage: A Study

How being a mage can affect one's social life. Full of advice to not have your neighbors fear or resent you.

**8 - Taking Into Account the Unusual: The Language of Omens**

How to recognize what is an omen and what is not; a tutorial to increase one's Scry skill by up to 8 ranks.

**9 - Illusion or Transmutation: the Processes at Work in Binding Reality**

An effective help (spell research necessitates an appropriate library) to conduct spell research in the Illusion (figment, glamor, pattern, and shadow) and Transmutation schools of magic.

### 10 - The Great Encyclopedia of Magical Practices

An encyclopedia about spellcasting; enables to take 10 in Spellcraft, and is a tutorial to increase one's Spellcraft skill by up to 8 ranks.

### 11 - Life and Unlife: Comparisons and Theories

An effective help (spell research necessitates an appropriate library) to conduct spell research in the Necromancy school of magic.

### 12 - Biographies of the Great Mages of the Past

An encyclopedia; enables to take 10 in Knowledge: History, as pertaining to archmages and other great spellcasters.

**13 - Magic and Military Tactics: Spellcasters on the Battlefield**

An essay on using magic-users on the battlefield.

**14 - Omnipotence of a Directed Use of Magical Energies**

An effective help (spell research necessitates an appropriate library) to conduct spell research in the Abjuration and Evocation schools of magic.

### 15 - Peering Beyond the Veil of Reality

An effective help (spell research necessitates an appropriate library) to conduct spell research in the Divination schools of magic.

### 16 - Breaking the Boundaries of Space and Time

An effective help (spell research necessitates an appropriate library) to conduct spell research in the Conjuraction schools of magic.

### 17 - Theory of Induced Perceptions

An effective help (spell research necessitates an appropriate library) to conduct spell research in the Illusion (phantasm) and Enchantment schools of magic.

### 18 - Theory of the Arcane Gambit

An incredibly boring speculative essay that most wizards believe should be in any serious mage's library.

### 19 - Occultum Esoterica and Other Theories

An incredibly boring speculative essay that most wizards believe should be in any serious mage's library.

### 20 - Awaken the Sorcerer Who Sleeps in You

With this book and 2d4 months of training, a character could multiclass into a first level sorcerer.

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#002

## Generic Books: Religion and Theology

DESCRIPTION SUBMITTED BY Dominique Crouzet

TITLE: See book's titles in "notes" below.  
PUBLISHER: Typically: Abbey of St. Jallius; Abbey of Midrande; (1000 copies printed).  
TYPE/ASPECT: Mundane medium-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: See book's description in "notes" below.  
ORIGINALITY: Extremely conformist, when not doctrinal, to the detriment of the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d4 day (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: See book's description in "notes" below.  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).  
NOTES: 20 books of lesser importance you would find in a typical temple's library.

### **1 - Holy Canon of the Church**

Details all the cosmology, precepts and dogma of the Church.

### **2 - Duties and Privileges of the Priesthood**

The priest's function within society and Church.

### **3 - Clergy, Recluse and Military Orders: Organization and Hierarchy**

Thorough description of the Church's organization.

### **4 - Mass, Liturgy, and Ceremonies, Illustrated**

A tutorial to conduct all the religious ceremonies, from baptism to funeral, from daily prayer to important liturgies, etc.

### **5 - History of the First Archprelates**

The official history of the Church, emphasizing on its beginning; enables to take 10 in Knowledge: History as pertaining to the (relevant) faith.

### **6 - One Prayer for Each Day of the Year**

A typical prayerbook.

### **7 - One Sermon for Each Week of the Year**

A typical book of sermons.

### **8 - My Life In Service of the Church**

About what it means to be a priest.

### **9 - Martyrdom of the Old Missionary**

The ridiculous biography of an improbable saint.

### **10 - Epistle of the Blinding Light**

The metaphoric title says it all.

### **11 - Canticle of the Lost Lamb and the Benevolent Shepherd**

In which is told that the unbeliever who converts to the faith will be forgiven of having been an unbeliever until then.

### **12 - Why God Let Us Become Sinners If We So Choose**

In which is told that the unbeliever is a sinner who forfeits his soul in being an unbeliever.

### **13 - God Is All Mercy But We Seem to Ignore It**

In which everything is told to convince the unbeliever of converting to the faith.

### **14 - Blasphemy of Unlife: the Importance of Destroying Undead**

An encouragement to the eradication of all undead.

### **15 - Of Celestial Hierarchies and Servants of God**

An encyclopedia; enables to take 10 in Knowledge: religion, and Knowledge: the Planes as pertaining to the (relevant) faith.

### **16 - Sermon of the Blind Believer Blessed by God**

In which is told that one should follow the faith blindly, and not challenge "God's Authority" in questioning the Church's dogmas.

### **17 - Thriving In God's Glory**

A book that most priests believe should be read by everyone. An incomprehensible book for all but the faith's mystics.

### **18 - Faith Is a Reward in Itself**

A book that most priests believe should be read by everyone. A senseless book for all but the faith's zealots.

### **19 - Your Love for God Will Be Returned Ten Times**

A book that most priests believe should be read by everyone. A comforting book for all suffering believers.

### **20 - The Power of Faith Lies Within Our Heart**

A book that most priests believe should be read by everyone. An interesting book for all with a religious concern.

#003

## **Generic Books: Science and Erudition**

DESCRIPTION SUBMITTED BY Dominique Crouzet

TITLE: See book's titles in "notes" below.

PUBLISHER: Typically: The Scholar Publishing; Voremund the Librarian; Jani Publishing; (300 copies printed).

TYPE/ASPECT: Mundane medium-sized hardcover book.

CONDITION: Good, although a little worn.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: See book's description in "notes" below.

ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.

CLARITY: Clear (Int check DC=5 to benefit from book's contents).

LENGTH OF STUDY: 1 or 2 weeks (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: See book's description in "notes" below.

BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).

NOTES: 20 books of lesser importance you would find in a typical sage's library.

### **1 - Incomparability of Observation over Academic Theory**

Where is told that the best sages travel the world to gather information, rather than simply stay in the library poring over books of often dubious origin to gain knowledge.

### **2 - The Orobouros Serpent and Its Significance**

An incredibly boring speculative essay that most sages believe should be in their library.

### **3 - Cryptology and Symbolism in Ancient Writings**

An encyclopedia; enables to take 10 in Decipher Script or Intelligence checks pertaining to ancient texts.

### **4 - Compendium of the Bizarre and Supernatural**

An encyclopedia; enables to take 10 in Knowledge: Arcana.

### **5 - Mathematics and Numbers: The Path to Abstract Knowledge**

A treatise on mathematics; enables to take 10 in Knowledge: Mathematics.

### **6 - About Goblinoids: Facts and Myths**

An encyclopedia; enables to take 10 in Knowledge: Goblinoid races (orc, goblins, bugbears, etc.).

### **7 - Dragons of the Past and of Today: A Study**

An encyclopedia; enables to take 10 in Knowledge: Dragons.

### **8 - A Journey Through the Myths of Humanity**

An encyclopedia; enables to take 10 in Knowledge: Religion (as pertaining to dogmas and beliefs of all important religions).

### **9 - History and Those Who Write It: An Essay**

Where is told that history is often written to suit the needs of the writer rather than to record events accurately.

### **10 - The Old Religion In Question**

About shamanism and witchcraft. This work is mostly speculative, but could help increase one's Knowledge: Religion skill by up to +2 ranks.

#### **11 - How to Turn a Vampire with Garlic, and Other Superstitions**

An encyclopedia detailing most of the ineffectual methods which common people believe can protect them from horrible well-known monsters such as dragons, vampires, etc.

#### **12 - Legendary Beasts of the World over the Ages**

An encyclopedia and historical account; enables to take 10 in any Knowledge: Arcana or History, as pertaining to monsters (such as the Tarrasque, Great Sphinx, etc.).

#### **13 - Marvels and Monsters of the Deep Sea**

An encyclopedia; enables to take 10 in Knowledge: Sea.

#### **14 - Shipwright and Boat Design**

Numerous ships' plans; enables to take 10 in Knowledge: Engineering, when it comes to the building of boats.

#### **15 - Anatomical Study of the Human Body**

Descriptions of the internal structure and organs of human body; enables to take 10 in Knowledge: Anatomy, and is a tutorial to increase one's Heal skill by up to +4 ranks provided he already has 4 ranks in it.

#### **16 - Grand Atlas of the Known World**

A set of maps plus general descriptions; enables to take 10 in Knowledge: Geography.

#### **17 - Fifteen Centuries of Kings and Kingdoms**

the official history of the civilized world; enables to take 10 in Knowledge: History.

#### **18 - About Cosmology and the Gods**

An encyclopedia; enables to take 10 in Knowledge: The Planes.

#### **19 - Wilderness Lore for the City Dweller**

An encyclopedia; enables to take 10 in Knowledge: Nature (but not the Wilderness Lore which is practical, not intellectual).

#### **20 - Grand Herbalist's Compendium**

Descriptions of most plants and trees; enables to take 10 in Knowledge: Nature-flora.

#### **1 - On the Superiority of Nobles over Commoners**

A Treatise all based on prejudice, to justify the nobles' undue privileges over the common peoples.

#### **2 - Managing your Lands and Estates**

Using the book's advice effectively, may increase the benefit one can get from his lands by up to 20%.

#### **3 - The Gentleman's Guide to Heraldry**

All about the art, rules, etc. of Heraldry, plus details the coat of arms, blazons, flags, etc., of the most important noble families. Enables to take 10 in Knowledge: Heraldry.

#### **4 - The Complete Guide to Horses: Races, Breeding, and Taming**

Everything about horses; enables to take 10 in any relevant skill check.

#### **5 - The Complete Guide to Dogs: Races, Breeding, and Taming**

Everything about dogs; enables to take 10 in any relevant skill check.

#### **6 - Of Castles and Fortresses.**

A tutorial to get up to 4 ranks with the Knowledge: Architecture skill. Details the main types of castles and towers.

#### **7 - Elegant Fencing with a Rapier**

An illustrated method, which may be used to learn the following feats: Rapier proficiency, and Weapon focus: rapier.

#### **8 - The 40 Favorite Meals of The King by his Cook**

A recipes book where "The King" is in fact the name of the inn whose owner wrote this book.

#### **9 - 57 Herbal Brews and Medicinal Plants for the Non Specialist**

A set of excellent recipes to produce elixirs with an horrible taste but no curative properties.

#### **10 - 73 Simple Methods to Ward Off Evil, Undead, and Witches**

A bunch of effective procedures to waste your time and give you a delusory feeling of security.

#### **11 - 98 Sure Signs that Betray a Member of a Secret Society**

An idiotic book with more potential for wreaking havoc than a whole army of goblins.

#### **12 - 124 Sure Signs that Betray a Spouse Infidelity**

An idiotic book with more potential for wreaking havoc than a rampaging troll.

#### **13 - Fine Embroidering and Noble Bearing for the Gentlewoman**

For the upper classes' woman who will spend her whole life in boredom.

#### **14 - First Aid on the Battlefield**

A tutorial to get up to 4 ranks with the Heal skill; also enables to take 10 with any Heal check.

#### **15 - My Travels to the Land of Elves**

A good description of the elves and their way of life; and the land they inhabit.

#### **16 - When I Sailed Aboard a Pirate Ship**

A realistic description of the pirates who scourge the oceans.

#### **17 - Anthology of the Poems of François Villon**

Songs and poems of a renown bard.

#### **18 - The Dwelf Case: Mystification or Reality?**

A ridiculous controversy around an alleged half-elf / half-dwarf, whose rumored existence (which could never be proved with certainty) generated a "great scandal" a few years ago.

#### **19 - Songs of the Prophesied Age**

An incomprehensible yet very stylish poetry.

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#004

### **Generic Books: Fiction and Tutorials**

DESCRIPTION SUBMITTED BY Dominique Crouzet

TITLE: See book's titles in "notes" below.

PUBLISHER: Typically: Hans Grockman of Altesdorf; Panturne & Cie.; Ostorio; (600 copies printed).

TYPE/ASPECT: Mundane small-sized hardcover book.

CONDITION: Good, although a little worn.

LANGUAGE: Common speech & alphabet.

SUBJECT: See book's description in "notes" below.

ORIGINALITY: Not much originality, yet brings some new ideas to the subject.

CLARITY: Clear (Int check DC=5 to benefit from book's contents).

LENGTH OF STUDY: 1d6 hour (provided

Intelligence check succeeded - see above).

BENEFIT FROM STUDY: See book's description in "notes" below.

BOOK'S MONETARY VALUE: Normal: 1-10 gp.

NOTES: 20 books of lesser importance you would find in a typical mundane library.



## 20 - Great Wars of the Century

Epic recount of the great wars that devastated the land during the past hundred years.

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#005

## Generic Books: Ancient Ruins Libraries

DESCRIPTION SUBMITTED BY Dominique Crouzet

TITLE: See book's titles in "notes" below.

PUBLISHER: Typically a unique handwritten manuscript.

TYPE/ASPECT: Typically a great roll or set of tablets.

CONDITION: Typically damaged and fragile, but still readable provided it is handled with care.

LANGUAGE: Typically a forgotten language (requires a "Comprehend languages" spell).

SUBJECT: See book's description in "notes" below.

ORIGINALITY: Often an original work that brings a new perspective on the subject.

CLARITY: Often unclear (Int check DC=10 to benefit from book's contents).

LENGTH OF STUDY: Typically 1d4 weeks (provided above Intelligence check succeeded).

BENEFIT FROM STUDY: See book's description in "notes" below.

BOOK'S MONETARY VALUE: Usually expensive (from 10 to 100 gold pieces).

NOTES: 20 antique books and remains that you could find in a lost and murky library amidst ancient ruins long forgotten.

### 1 - Secret Na... of the ...ruul De...

Obviously a book of evil practices, maybe demonology, but barely 20% of the book is still readable. A few demon names can be found, but pronunciation has long been lost to the ages, rendering this knowledge useless.

### 2 - Last Journey of the Priest King

A magically preserved great roll describing how an antique dying high-priest ascended to lesser divinity with his god's assistance. Enables to take 10 in Knowledge: Antique Religion.

### 3 - .....urth!!

A set of metal tablets so much rusted that what they are about remains unfathomable. They seem to have been covered with hieroglyphs.

### 4 - When the Beast Will Ba...

This great papyrus roll is but incomplete, and apparently tells of a hideous monster sealed in a lost city.

### 5 - The Primeval Tablet of ...th

Only 20% of this crumbling set of clay tablets covered with hieroglyphs remain readable. It is about the founding of an ancient city, and its laws. Yet the tablets are too incomplete to provide any useful knowledge.

### 6 - Map of the Corridors of t...

About 30% of this great roll is still readable, and show the map of an ancient dungeon which location is not given.

### 7 - Alaka...

Only 20% of this antique spellbook is still readable. Yet an unusual 1<sup>st</sup> level arcane spell of the antiquity miraculously remained complete (should be a weird spell from another source than the core rules).

### 8 - Secret Chronicles of the As.....s of Darshur

This book details the history of an antique secret society. If studied extensively could teach about a forgotten prestige class.

### 9 - Drag.....ory

For some reason, only the illustrations of this book remained, while the text faded away. The illustrations depict battles in which dragons incinerate whole armies of humans; and where mighty wizards cast powerful fire spells.

### 10 - Se...n ...es of the U.....e

Thanks to an enchantment the pages (and cover) of this antique book remained as if new. Unfortunately the text was written subsequently, and so the ink was subject to the passage of time. As such, it is impossible to know what this text is about.

### 11 - The Obsidian Mausoleum of King ....

This almost complete set of Obsidian tablets is an account of the building of a great tomb during the antiquity. Enables to take 10 in Knowledge: Antique Architecture.

### 12 - The Gods of Antaa... ..dur

An incomprehensible description of deities who reside in the sky onboard of great flying chariots of fire and light.

### 13 - The Twelve Pharaohs of the An....et... Desert

This great papyrus roll is a chronological biography of a city long sunken under the sands of a desert. Enables to take 10 in Knowledge: Antique History (as relevant to that lost city).

### 14 - Rise of the...

This antique illustrated codex apparently tells of a sunken city which arose from the depths of the sea to the surface. However, the last part of the book is missing.

### 15 - Warning for the Days When Men of Iron Will Ride Horses

The first pages are still readable and show that obviously this warning applies to the present era. Unfortunately, the remaining of the book is rotten beyond repair and readability.

### 16 - Daranish Akla Tzoshkaht

A book of antique astrology and astronomy; interesting for it shows the evolution of constellations over the ages. Would enable an increase of Astrology or Astronomy skill by +5 ranks, provided one already has 10 ranks in this area.

### 17 - Necro.....

This damaged book seems to tell that originally magic was exclusively divine, and that later arcane magic was invented by outcasts of a theocracy. It seems that arcane magic first began with evil necromancy and demonology.

### 18 - The Teachings of Antakamon

A miraculously preserved book that teaches the secrets of psionics. With this book and 2d4 months of training, a character could multiclass into a first level psion.

### 19 - .....ge.....

This large set of wood tablets has been eaten by termites, and only a few decipherable symbols remains here and there.

### 20 - When the Demon of the Deep Sea Will Awaken

At first sight the book appears preserved. Unfortunately the pages have become a mass of rotting mold.

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#006

## Charter of Commerce of the City of Altesdorf

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Constable Wilfried Aneckman  
PUBLISHER: Hans Grockman of Altesdorf (250 copies printed)  
TYPE/ASPECT: Mundane small-sized hardcover book.  
CONDITION: Excellent, as if new.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Knowledge (Local: laws and organization of commerce).  
ORIGINALITY: Extremely conformist, when not doctrinal, to the detriment of the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with the relevant knowledge skill.  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).  
NOTES: This is the charter of commerce (laws and organization) of the city of Altesdorf, to which all merchants, artisans, etc., are due to abide. For instance, it stipulates that any artisan or merchant must belong to the relevant guild, and work in the relevant area, and that all prices are not free, but determined by the guild.

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#007

## Altesdorf and the Duchy of Tuntz

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Abbot Hortsmanheilfe  
PUBLISHER: Hans Grockman of Altesdorf (800 copies printed)  
TYPE/ASPECT: Mundane medium-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Knowledge (Geography: lands, climate, populations, customs).  
ORIGINALITY: Not much originality, yet brings some new ideas to the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with the relevant knowledge skill.  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).  
NOTES: A guide with illustrations and maps, of the Duchy of Tuntz, which capital is Altesdorf.

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#008

## Legendorum of Tuntz

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Abbot Hortsmanheilfe  
PUBLISHER: Hans Grockman of Altesdorf (550 copies printed)  
TYPE/ASPECT: Mundane small-sized hardcover book.  
CONDITION: Excellent, as if new.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Knowledge (Local: famous heroes, legends, traditions, etc.).  
ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.  
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).  
LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with the relevant knowledge skill.  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).  
NOTES: Details all the legends pertaining to the Duchy of Tuntz, which capital is Altesdorf.

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#009

## Chronicle of the Dukes of Tuntz

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Abbot Hortsmanheilfe  
PUBLISHER: Hans Grockman of Altesdorf (400 copies printed)  
TYPE/ASPECT: Mundane small-sized hardcover book.  
CONDITION: Excellent, as if new.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Knowledge (Nobility and royalty: lineages, heraldry, etc.).  
ORIGINALITY: Extremely conformist, when not doctrinal, to the detriment of the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with the relevant knowledge skill.  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).  
NOTES: Details everything official pertaining to the nobility of the Duchy of Tuntz, and its history since the founding of the duchy.

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#010

## Great Codex O'Magica

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Karzaad Vuhl

PUBLISHER: None (handwritten manuscript / only copy)

TYPE/ASPECT: Richly decorated and sumptuous tome of great size with precious bindings.

CONDITION: Excellent, as if new.

LANGUAGE: Draconic (Draconic signs, symbols, and alphabet).

SUBJECT: Tutorial of magic (see below).

ORIGINALITY: Really original work that brings a new perspective on the subject.

CLARITY: Clear (Int check DC=5 to benefit from book's contents).

LENGTH OF STUDY: 3d4 months (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Supreme tutorial to get up to 20 ranks in Knowledge-Arcana skill (requires normal expenditure of skill points). The book also contains nine medium to high-level spells formulas, plus a tutorial to learn any metamagical spell of the core-rulebook I.

BOOK'S MONETARY VALUE: Invaluable (over 100,000 gold-pieces).

NOTES: This is a minor artifact, one of the most valuable book that may be found on the world.

**Description:** The "Great Codex O'Magica" is a sentient magical tome (like an intelligent sword) of great power. It appears as a big spell-book which can fly and defend itself. The cover is made of chiseled platinum, in which are embedded 10 magical gems able to cast spells. The pages are special parchments made of the skins of various magical beasts.

**Powers:** The book's abilities are in fact nothing less than those of a *beholder*! The difference is that it isn't a living being (which must feed, etc.), but a magical item with a purpose; and that it casts different spells than those of a *beholder*.

- Type: Heavy magical tome.

- INT: 12

- Ego: 30

- Alignment: NE

- Communication: Speech.

- Fly/levitation: continuous, speed: 6, maneuverability: B

- Armor class: AC=20 (hardcover). To hit a gem without damaging the book requires a called shot at -8.

- Hit-points : 50. Note that blunt weapons and freezing (etc.) spells do 1% of destruction to the book's content per point of damage. Slashing weapons, and burning-acid-etc. spells do 2% of destruction to the book's content per point of damage. Once the book is "dead", check what remains readable from it, after having done that calculation.

- Attacks : by spells. The book has 9 different spells that it is able to cast (through the gems on the cover), and may cast 1d4+1 spells per round, chosen randomly from these 9. Note that these spells are determined by the GM, and should be 5<sup>th</sup> or higher level spells; and their formulas are found into the book. In addition the central biggest gem

(a diamond worth 50 000 gp) can cast an *Anti-magic* ray once per round (area of effect: cone in front of the gem).

- Book's purpose: do not let anyone except its creator, take nor peruse it.

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#011

## Halfling Book Recipes

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Duldibon the Cocky

PUBLISHER: None (handwritten manuscript / only copy)

TYPE/ASPECT: Collection of handwritten notes in a wrapper.

CONDITION: Good, although a little worn.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Professional tutorial (Craft: cooking).

ORIGINALITY: Really original work that brings a new perspective on the subject.

CLARITY: Clear (Int check DC=5 to benefit from book's contents).

LENGTH OF STUDY: Text contents immediately obvious; each recipes takes 1d4 x 30 minutes to complete.

BENEFIT FROM STUDY: Short tutorial in cooking, enabling to get up to 5 ranks in Craft-cooking (requires normal expenditure of skill points).

BOOK'S MONETARY VALUE: Cheap (from 1 to 10 silver pieces).

NOTES: Seeing at the lengthy introduction, the author certainly intended to make a whole book.

However, there are only 14 recipes available in this collection of handwritten sheets. The recipes require a Craft-cooking check at DC=10 to be completed. If successful, the food thus produced is really excellent and of unusual flavor. The ingredients are simple ones easily found almost everywhere.

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#012

## Lady Fafonia von Tanzel's Diary

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Lady Fafonia

PUBLISHER: None (handwritten manuscript / only copy)

TYPE/ASPECT: Mundane small-sized hardcover, handwritten book.

CONDITION: In bad condition, but still readable.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Diary (see special notes below)

ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.

CLARITY: Clear (Int check DC=5 to benefit from book's contents).

LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: None, and the text is moderately interesting.  
BOOK'S MONETARY VALUE: Could sell dozens (and maybe hundreds) of gold pieces to the right person.  
NOTES: This a defunct noble woman's diary. In it, the author tells how she hated her husband and committed repeated adultery to avenge herself. As such, she names all the lovers she had while being married, and details all the debaucheries she had with them. In fact, this book has a potential for being much more than a simple pornographic text. It could well engender some blood feud it were to fall in the wrong hands, as it contains the names of the lovers, as well as the name of the real father (a commoner) of the current ruler of the Tanel family.

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#013

### **La Morte de Hastur**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: unknown  
PUBLISHER: None (handwritten manuscript / only copy remaining out of five)  
TYPE/ASPECT: Luxurious medium-sized leather-bound book.  
CONDITION: Excellent, as if new.  
LANGUAGE: Infernus idiom (Infernal marks).  
SUBJECT: Political protest veiled as humorous fiction.  
ORIGINALITY: Not much original, yet brings some new ideas to the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: None, yet the text is well written and entertaining.  
BOOK'S MONETARY VALUE: Invaluable (over 1000 gold pieces).  
NOTES: This book is a curios coming from the Nine Hells. It was in fact created as a device for a devious scheming. This is an insulting critic and sarcasm of a ruler of a great city of the Nine Hells. However, it also contains some paragraph which betray their authors. That is, their supposed authors, as in fact the book was written by the ruler criticized in the book. He then used the book as a proof of the so-called author's treachery, to have an excuse to put them under arrest. Incidentally, all those who did read one of the five books which were produced, were also executed, or at least heavily fined. Four of the books were thereafter destroyed, but one found its way to the material plane. The text is a summit of black humor, and also a good description of some habits of the lower planes' denizen. The hardcover is made of a

blackened skin, and the binding and fasteners of sculpted bones, all of which being obviously of demonic provenance. The book could sold at enormous value to the right person; but such customer would be very hard to find.

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#014

### **Baradadur**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: The Council of Baradadur Clan.  
PUBLISHER: None (handwritten manuscript / only copy)  
TYPE/ASPECT: Mundane medium-sized hardcover book.  
CONDITION: Damaged and fragile, but still readable provided it is handled with care.  
LANGUAGE: Dwarven language (Dwarven runes).  
SUBJECT: Knowledge (Local: famous heroes, legends, laws, traditions, etc.).  
ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d4 day (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Lesser tutorial to get up to 5 ranks in the Knowledge (Local: Baradadur clan) skill (requires normal expenditure of skill points).  
BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces), but only a dwarf historian or descendant of the Baradadur clan would buy it.  
NOTES: This unique book (only one copy exists) details the Clan Baradadur: its history, laws, custom, etc. This dwarven clan lasted for seven centuries, but thereafter disappeared for some unknown reason (all the pages where it was explained are missing). The last council member of the clan brought this book with him when the last survivors fled their native mountain. The text doesn't tell about what these survivors did once out of the mountain.

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#015

### **Necrobion**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Azar Al'Kabir  
PUBLISHER: None (handwritten manuscript / only copy)  
TYPE/ASPECT: Richly decorated and sumptuous tome of great size with precious bindings.  
CONDITION: Good, although a little worn.  
LANGUAGE: Draconic (Draconic signs, symbols, and alphabet).  
SUBJECT: Alchemy.  
ORIGINALITY: Extremely original (that is: a first sight only -see below).



CLARITY: Incomprehensible (Int check DC=20 to benefit from book's contents).

LENGTH OF STUDY: 1 or 2 week (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: None, plus the text is atrociously written and odiously boring.

BOOK'S MONETARY VALUE: Very expensive (from 100 to 1000 gold pieces).

NOTES: This book is absolutely sumptuous, with a black-leather cover engraved with alchemy symbols, and with silver bindings. Inside is a black gothic text augmented with handwritten notes of a brilliant violet ink, and illustrated with numerous drawings.

The main problem with this book however, is that it has no intrinsic value. It was done by a skillful scribe for a great charlatan who intended to use it for one of his scams. As such, the text superficially appears to hold many secrets, but is in fact a pure nonsense. The author only saw to make a text looking mysterious, yet promising. Anyway, it would make a great decoration into a sage's home.

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#016

### **Passional of St. Armandius**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Unknown

PUBLISHER: None (handwritten manuscript / only copy)

TYPE/ASPECT: Richly illuminated small-sized *Book of Hours*.

CONDITION: Excellent, as if new.

LANGUAGE: Church vernacular (Common alphabet).

SUBJECT: Religion.

ORIGINALITY: Extremely conformist and odiously doctrinal.

CLARITY: Very clear.

LENGTH OF STUDY: 5 minutes to see what the book is about; 1 hour to read it entirely.

BENEFIT FROM STUDY: None, plus the text is really boring to read.

BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).

NOTES: This is the inept hagiography of St Armandius who was tortured by unbelievers. The book is really a masterful piece of art, if you consider how richly it has been done, full with wonderful illuminations, and a rich binding with a fine leather cover. Yet, the text is absolutely useless to read, except if you are a fanatic of the relevant religion.

This book is in fact a magical/cursed book. If one reads only a few pages, she must make a Will save at DC=15. If she succeeds, she understands there is nothing to gain from the reading of this text, except maybe a headache. So, she is free to continue or not. However, if she fails the saving throw, she is compelled to read it entirely and much carefully,

leaving aside any other occupation until she has finished. Then, once the reading is finished, she must succeed another Will save at DC=10 or feel compelled to seek the nearest church of that religion, and convert (which also means making an appropriate donation). There, she will have to make a last Will save at DC=5 or feel compelled to immediately become a priest of that religion (the character must multiclass). Note that the unfortunate character who fails all three saves and becomes a priest of that religion will often say *"Before I lived within the darkness of ignorance. But then, I read this book and saw the light..."*

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#017

### **Secrets of the Gardener: The Famous Black Orchid Flower and its Cultivation**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Damion the Halfling

PUBLISHER: Ostorro (around 50 copies printed; easy to order book).

TYPE/ASPECT: Small-sized leatherbound book with numerous color illustrations.

CONDITION: Good, although a little worn.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Craft (horticulture) / Knowledge (Nature: plants, herbalism).

ORIGINALITY: Really original work that brings a new perspective on the subject.

CLARITY: Unclear (Int check DC=10 to benefit from book's contents).

LENGTH OF STUDY: 10 minutes to see what the book is about; 2 weeks (provided Intelligence check succeeded - see above) to benefit from its study.

BENEFIT FROM STUDY: Tutorial with which one may increase his/her Knowledge-nature skill ranks by one rank; and his/her Craft -horticulture skill by up to five ranks.

BOOK'S MONETARY VALUE: Normally 1d4+3 gold pieces; but a halfling could pay twice as much for this book.

NOTES: This book enables to create (Craft -horticulture- DC=15) various flowers of great beauty which are more resistant to variations of climate, and have a much longer duration.

There is also a paragraph which tells of a certain druid, and his love for black Orchid flowers. This character was obviously young when the book was written, but is now an old archdruid. Clever use of this information by the reader could earn him a +1 or +2 Diplomacy bonus when interacting with this specific druid.

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#018

## Sermon of the Heated Mind and Frozen Heart

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Archprelate Lurvanus  
PUBLISHER: Ostoro (around 500 copies printed; easy to order book).  
TYPE/ASPECT: Mundane small-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Religion.  
ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d4 hours (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: None, and the text is moderately interesting.  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).  
NOTES: This religious writing is the complete text of a much lengthy sermon which the Archprelate Lurvanus made a few years ago during the great holy festival commemorating the "Birth of the Prophet". Well written but annoying, it preaches to "forget logic and be more faithful" about matters of religion. Anecdote has it (Knowledge -local- DC=15) that when Lurvanus finished his sermon, one third of the audience was dozing, if not totally sleeping.

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#019

## Tablets of Skelos

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Unknown  
PUBLISHER: None (handwritten tablets / only copy)  
TYPE/ASPECT: Set of 18 ivory tablets.  
CONDITION: In bad condition, but still readable.  
LANGUAGE: Hieroglyphic (pictograms and drawings).  
SUBJECT: Tutorial of magic (see special note for more details).  
ORIGINALITY: Incomplete and rather faulty plagiarism of a well known text.  
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).  
LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Tutorial containing spell formulas (see special notes).  
TABLETS' MONETARY VALUE: Invaluable (over 1000 gold-pieces).  
NOTES: These are obviously a much incomplete copy of the fabled "Tablets of Skelos". Made of

ivory, they detail 1d4+1 antique and forgotten arcane spell formulas (GM's choice, but preferably of spells from another source than the core rules). With an Intelligence check at DC=10, the reader will understand that the original Tablets of Skelos were much more numerous. The copyist of this set of tablets obviously concentrated on the spell formulas.

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#020

## The Book of Hate

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Trazarch the Cursed  
PUBLISHER: None (handwritten manuscript / only copy)  
TYPE/ASPECT: Great roll (rolled skin in a cylindrical metal container).  
CONDITION: Good, although a little worn.  
LANGUAGE: Orcish dialect (but in Dwarven runes).  
SUBJECT: A kind of evil hagiography and prayerbook.  
ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.  
CLARITY: Confused (Int check DC=15 to benefit from book's contents).  
LENGTH OF STUDY: 1d4 day (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: None, plus the text is atrociously written and odiously boring.  
BOOK'S MONETARY VALUE: Cheap (from 1 to 10 silver pieces).  
NOTES: Upon reading the text, two things quickly appear obvious: 1) it was written in some orcish tongue for a hateful half-orc megalomaniac (and evil) priest; 2) it was written using dwarven runes, and seems to contain a coded text. That is, anyone familiarized with Dwarven script will discern some strange signs at regular intervals (Spot check at DC=10) within the text. Studying them requires a Decipher Script check at DC=5, which reveals the following story:  
Bordin Silverquill was a dwarven scribe who disappeared a few years ago. He was in fact captured by Trazarch the Cursed, a priest and leader of a great orc tribe of the mountains. However, once captured Bordin convinced Trazarch that he would be more useful to him alive than dead. Having understood that the orcs were illiterate, he convinced them of the importance of writing, and to have their deeds and ideals recorded as to remain "eternal". So, Trazarch dictated the "Book of Hate" to Bordin who wrote it. The text is thus a hagiography of Trazarch, and how he will crush and torture his enemies, and conquer the world, etc. It also describes some hateful prayers dedicated to his god. Nonetheless, what is really interesting is that in the meantime, the coded text gives several useful information on the weaknesses of the orcs,

and how to reach inside their underground realm past guards and traps.

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#021

### **The Halfling & The Kobold**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Lady Varnian  
PUBLISHER: Panturne & Cie.  
TYPE/ASPECT: Mundane small-sized hardcover book.  
CONDITION: In bad condition, but still readable.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Narrative fiction.  
ORIGINALITY: Not much original, yet brings some new ideas to the subject.  
CLARITY: Clear.  
LENGTH OF READING: 1d6 hour.  
BENEFIT FROM STUDY: None, yet the text is well written and entertaining.  
BOOK'S MONETARY VALUE: Cheap (1d4 copper pieces).  
NOTES: This book is at first sight an entertaining fictitious tale about a good Halfling cleric against an evil Kobold sorcerer. During all the story, the two spend their time fighting each other through subtle magic and devious scheming. Then, at the end of the story the Halfling wins, but it is unclear if the Kobold really dies. The author finishes his tale in pretending that he wrote it after real events that occurred in the land of Faerie. In fact it could well be the case, and the two protagonists could also still exist, either as old archmages or undead, but still fighting each other.

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#022

### **Treatise on the Real Mycosus**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Brother Fado of the Abbey of Midrande  
PUBLISHER: Abbey of Midrande  
TYPE/ASPECT: Luxurious medium-sized leather-bound book.  
CONDITION: In bad condition, but still readable.  
LANGUAGE: Church vernacular (Common alphabet).  
SUBJECT: Unknown.  
ORIGINALITY: Impossible to fathom.  
CLARITY: Totally incomprehensible (Int check DC=25 to benefit from book's contents).  
LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: None, plus the text is atrociously written and odiously boring.  
BOOK'S MONETARY VALUE: Worthless (only good to make a fire).  
NOTES: The subject of this book seems to be some kind of occult knowledge, but it could well be

anything else. However, there is nothing to be gained from its study. It seems to have been written by a moron, or someone with an extremely confused mind. The one who would succeed in understanding it, would also discover that the information it provides (Knowledge: arcana) is incorrect.

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#023

### **Untitled (set of clay tablets)**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Unknown  
PUBLISHER: None (handwritten tablets / only copy)  
TYPE/ASPECT: 24 clay tablets.  
CONDITION: Rotten, crumbling, and almost unreadable, about one third of their contents are lost.  
LANGUAGE: Hieroglyphic (pictograms and drawings).  
SUBJECT: Knowledge (Arcana: ancient mysteries).  
ORIGINALITY: Truly unoriginal ideas obviously copied from better works on this subject.  
CLARITY: Incomprehensible (Int check DC=20 to benefit from book's contents).  
LENGTH OF STUDY: 3d4 months (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: None, and the text is moderately interesting.  
BOOK'S MONETARY VALUE: Cheap (from 1 to 10 silver pieces).  
NOTES: These are extremely ancient, but totally useless tablets, are in fact filled with antique superstitions forgotten long ago. The main problem however, is that these tablets could well be mistaken for the fabled "Tablets of Skelos" said to hold great magical secrets. As such, with a Knowledge (arcana) check at DC=25, one will discern that these are not the tablets of Skelos. At DC=15 he would see them as being certainly these tablets, or at least a copy. Of course, once the tablets are deciphered, they appear as completely useless. They could be sold a few silver pieces to a scholar, as a curios.

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#024

### **Vandrulf Ad Madroka**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Yars Jod Althur  
PUBLISHER: unknown if any (seems to be printed rather than hand-written)  
TYPE/ASPECT: Great roll (rolled papyrus in a cylindrical metal container).  
CONDITION: In bad condition, but still readable.  
LANGUAGE: Forgotten language (requires the use of a *Comprehend languages* spell).

SUBJECT: Narrative fiction.  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Incomprehensible (Int check DC=20 to benefit from book's contents).  
LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Informative about the existence of another plane (see below).  
BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).  
NOTES: This strange and foreign writing in fact comes from another plane. It details the life of a more or less humanoid race and its customs. A careful study of this text could enable the reader to get +1 rank in Knowledge (The planes) skill (requires normal expenditure of skill points). Other than this, the text is really weird to read. The plane and race of creatures it pertains to is left to the GM's discretion. However, it is meant to be something unknown to the players.

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## #025

### Insects, Transmutation, and Evolution

DESCRIPTION SUBMITTED BY [Brendan J. Quinn](#)

AUTHOR: Icarus of Padalon  
PUBLISHER: Hans Grockman of Altesdorf (150 copies printed)  
TYPE/ASPECT: Mundane medium-sized hardcover book.  
CONDITION: In bad condition, but still readable.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Entomology  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Very clear.  
LENGTH OF STUDY: 1d6 hours (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: With this book in hand, you may take 10 on any Knowledge: Nature check dealing with insects. The text is otherwise well written and entertaining.  
BOOK'S MONETARY VALUE: Relatively expensive (due to the presence of spell formulas): 40 to 160 gold pieces (4d4 x 10).  
NOTES: A strange book, detailing comparisons to the lives of insects with common human lives, and also detailing insect anatomy and it's resilience against Transmutation spells. The book includes a chapter on evolution, and how the author believes in millenia insects will be much stronger and able to conquer the planet. In the appendix, a couple basic spells are scribed, indicating that this book was probably intended to be read by mages. These spells are *Spider Climb*, and *Expeditious Insects Abductor* (see below).

**Expeditious Insect Abductor.** (0 level) Teleport insects in a designated recipient.

### EXPEDITIOUS INSECT ABDUCTOR

© 2001: [Dominique Crouzet](#)

Conjuration (Summoning) [Teleportation]

**Level:** Drd 0, Sor/Wiz 0

**Components:** V, S, M

**Casting Time:** 1 full round

**Range:** Unlimited

**Effect:** 1d4 + 1/level insects/vermin

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell teleports insects/vermin into a nearby recipient that you designate. This recipient cannot be a living creature, but it may be a cell inside which is a living creature. You must touch the recipient in which the insects will be put (if it is a room, you must touch one of its outer walls). It teleports 1d4 + 1/level specific insects or vermin (such as: hornets, red spiders, or blue dragonflies of the Meliak marshes) of a normal sort (i.e.: natural insects with no more than 1 hit-point). These insects cannot be controlled in any way, and won't attack nearby creatures, as they are disoriented. Nonetheless, the effect may be much displeasing. Note that the range of this spell is unlimited (yet is restricted to this plane), but nonetheless brings the insects from the nearest appropriate area. As such, it could be used to retrieve some insects from a place (provided it is the nearest one to contain such insects) to put them into the recipient. It could even be used to retrieve some vermin from a living creature, such as lice or rot-grubs.

*Material components:* fresh flowers which must be put into the recipient in which the insects will be brought. Note the insects will first feel attracted by these flowers once inside the recipient.

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## #026

### Dexter's Book of Flying

DESCRIPTION SUBMITTED BY [Brendan J. Quinn](#)

AUTHOR: Dexter Tonomon  
PUBLISHER: Hans Grockman of Altesdorf (23 copies printed)  
TYPE/ASPECT: Mundane medium-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech & alphabet.  
SUBJECT: Knowledge (Flying -see below-).  
ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d4 day (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with the Knowledge: Architecture and Engineering skill dealing with flying.  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).  
NOTES: This book explains plainly the ability to fly, how certain flying creatures do it, how their skeletal structures are built, internal bodily functions and useful information on what exactly would be needed to build a flying machine.

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#027

## Unthar's Treasure

DESCRIPTION SUBMITTED BY [Brendan J. Quinn](#)

AUTHOR: Tintina White Autumn

PUBLISHER: Panturne & Cie.

TYPE/ASPECT: Mundane small-sized hardcover book.

CONDITION: Excellent, as if new.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Children's tale, with bright pictures.

ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.

CLARITY: Clear (Int check DC=5 to benefit from book's contents).

LENGTH OF STUDY: Immediate, mainly because there is obviously nothing to study.

BENEFIT FROM STUDY: None, yet the text is well written and entertaining.

BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).

NOTES: The first of a series of books written about the happenstance adventures of Unthar the yeti. In this book, he meets his future companion Faltitha the pixie. Faltitha accompanies Unthar because he told her of his treasure which he lost, and that he believes was stolen by a nearby dragon. The dragon, admiring the bravery of the two, allows Unthar to take his treasure back, though he knows not what it was. Unthar passes up all the grand jewelry, clothes, and other luxurious items to retrieve his plain, wooden doll that was given to him by his mother. The moral of the story is that personal possessions are more important than wealth.

#028

## Unthar's Bad Day

DESCRIPTION SUBMITTED BY [Brendan J. Quinn](#)

AUTHOR: Tintina White Autumn

PUBLISHER: Panturne & Cie.

TYPE/ASPECT: Mundane small-sized hardcover book.

CONDITION: Excellent, as if new.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Children's tale, with bright pictures.

ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.

CLARITY: Clear (Int check DC=5 to notice political undertones).

LENGTH OF STUDY: Immediate, mainly because there is obviously nothing to study.

BENEFIT FROM STUDY: None, yet the text is well written and entertaining.

BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).

NOTES: A children's book detailing the misadventures of Unthar, a friendly but slightly dim Yeti and his Pixie friend, Faltitha. In this story, Unthar, after having accidentally fallen into a deep pit, saves, with the help of Faltitha, a group of orphans living underground and subservient to their bully king. A slight bit of political propaganda slips into the pages, as the moral of the book is to do what's best for everyone, and not owe blind allegiance to your chosen leader.

#029

## Galdkringry: Circles of Power

DESCRIPTION SUBMITTED BY [Duane Nutley](#)

AUTHOR: Unknown

PUBLISHER: Unknown (in any case, the book was probably printed rather than hand-written).

TYPE/ASPECT: Exotic medium-sized hardcover book. The book's cover appears to be made of a kind of light metal, while all the pages are supple yet very resilient and impervious to water.

CONDITION: Excellent, as if new.

LANGUAGE: Forgotten language appearing as a set of geometrical symbols (requires the use of a *Comprehend languages* spell).

SUBJECT: Knowledge (Arcana: ancient mysteries, magic traditions, etc.).

ORIGINALITY: Completely new ideas.

CLARITY: Incomprehensible (Int check DC=20 to benefit from book's contents).

LENGTH OF STUDY: 1d6 years

BENEFIT FROM STUDY: Tutorial to learn specific metamagical feats (see special notes).

BOOK'S MONETARY VALUE: Invaluable (over 1000 gold-piece).

NOTES: Where does this book comes from cannot be determined; but seeing at the strange language used, and the unknown material it is made of, it must come from very far (in fact probably from an alternate dimension). Use of a *Comprehend languages* spell is required to understand the text. But even like that, the alien way its content is presented, makes the text very difficult to understand. The persevering reader who would understand it, will find a totally new and unique way of using magical figures to enhance magic-use. (This part is left to the discretion of the GM, in the improbable case where a PCs would succeed in understanding the book's contents.)



#030

### **Arcamagis**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: The Desplorable Master  
PUBLISHER: None (handwritten manuscript / only copy)  
TYPE/ASPECT: Set of parchment pages in a case.  
CONDITION: Good, although a little worn.  
LANGUAGE: Draconic (Draconic signs, symbols, and alphabet).  
SUBJECT: Tutorial of magic (see special note for more details).  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).  
LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: A method for wizards to record their spells more concisely and less costly.  
BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).  
NOTES: Despite being atrociously written and odiously boring (50% of the text's content is in fact a detestable and pretentious hagiography of the book's author – an obscure wizard), this book is invaluable. It is an efficient method explaining how to record spells in a spellbook more concisely. Any spell recorded with this method takes only 50% of the required space (i.e.: number of pages, as defined by the core-rules), and only 25% of the usual expenses (as defined by the core-rules).

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#031

### **The Small Herbalist's Compendium**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Uldan Vassir  
PUBLISHER: Hans Grockman of Altesdorf (14 copies printed)  
TYPE/ASPECT: Mundane medium-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Knowledge (Nature: plants, herbalism).  
ORIGINALITY: Incomplete and rather faulty plagiarism of a well known text.  
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).  
LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Lesser tutorial to get up to 5 ranks in Knowledge-nature skill (requires normal expenditure of skill points).  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).  
NOTES: The contents of this book are in fact flawed, and may lead the reader to grievous

mistakes. Fortunately, if one takes the time to study the difficult to decipher/read handwritten notes in the margin (corrections from an unknown reader), he will get the right information out of this faulty text.

It should be noted that very few copies of the book were produced, as when the publisher learned the book was defective, he ceased to print them (Hans Grockman only prints copies of a book on order).

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#032

### **Court Behavior & Etiquette**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Lady Mindanial of Azur  
PUBLISHER: Ostorio (around 1000 copies printed; easy to order book).  
TYPE/ASPECT: Small-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Knowledge (Nobility and royalty: etiquette and court behavior).  
ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 10-40 minutes (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with the relevant knowledge skill.  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).  
NOTES: A book of the appropriate etiquette and courteous manners among upper social classes, as relevant to various nations and races. This small book easy to carry, is very useful when you need to address a noble or official properly. You just need to read about it prior to the meeting, enabling you to take 10 when having to make a skill check pertaining to etiquette (normally: Knowledge - nobility and royalty).

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#033

### **The Song of the Harpy**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Bradolio  
PUBLISHER: Hans Grockman of Altesdorf (328 copies printed).  
TYPE/ASPECT: Mundane medium-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Knowledge (Harpies -see below-).  
ORIGINALITY: Not much originality, yet brings some new ideas to the subject.



CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with the relevant knowledge skill.  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).  
NOTES: In this well written and extremely entertaining book, the author tells how he was once persecuted by a group of harpies. The books not only contains the tale of this adventure, but also a dozen (excellent) songs which he wrote on this subject, plus a thorough description (including illustrations) of harpies, their strength and weaknesses, habits, etc. As such, use of this book may enable the reader to take 10 with any skill check pertaining to Knowledge: harpies. The book finishes on a humorous note: Bradolio explains that he survived from his tribulations with the harpies because "he was in fact already used to them". He says that he once married a beautiful looking girl which rapidly turned out to be "worse than a true harpy". He pretends that he rapidly had no other choice than flee his native city, and then forever wander around for fear his wife would eventually find him again if he dared to settle down.

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#034

### Dwarven Runes & Elven Script

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Rind Havrenskolp  
PUBLISHER: Havrenskolp & cie (500 copies printed).  
TYPE/ASPECT: Mundane medium-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Dwarven language and Elven tongue (Dwarven runes and Elven script).  
SUBJECT: Dictionary / language method.  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 3d4 months (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Language tutorial.  
BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).  
NOTES: This book is not only a language method and dictionary. It also explains how the differences in language structures generate different ways of viewing the world, and how it always led dwarves and elves to a structural inability for mutual comprehension. This book is primarily for dwarves wanting to learn the elven language and writing. But it could be also used the other way, but with a DC=10 (clarity check).

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#035

### Psychology of the Orc

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Bralzar Dorblind The Wise  
PUBLISHER: Havrenskolp & cie (800 copies printed).  
TYPE/ASPECT: Mundane small-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Dwarven language (Dwarven runes).  
SUBJECT: undefined (write your own description)  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with Knowledge-orcs skill.  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).  
NOTES: This book is a complete study about orcs, their way of life, and behavior. A character who studies this book carefully, then trains with real orcs (which obviously will most of the time end in a bloodshed) could thus learn a special feat identical to the rangers ability "Favored enemy" against orcs. This special feat is cumulative with the ranger ability.

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#036

### Second Crusade of Trolhell

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Starwald Oddsinger  
PUBLISHER: Havrenskolp & cie (500 copies printed).  
TYPE/ASPECT: Luxurious medium-sized leather-bound book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Dwarven language (Dwarven runes).  
SUBJECT: Knowledge (History: dwarves/goblinoids wars).  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d4 day (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with the relevant knowledge skill.  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).  
NOTES: Details the history of the second crusade of Trolhell, when the dwarves, allied with the humans who lived south to their realm, spent two centuries stopping goblinoid hordes from the wastes known as "Trolhell". The book details many fortresses and underground mazes that the dwarves

used during their battles. It also mention a group of dwarves paladins who swore to defend the mountains "as long as they would have to". Upon their death during a terrible battle, they became ghosts and have (supposedly) remained since then, still guarding the mountains against any goblinoid invasion. A dragon is also mentioned, which, if still alive, would have grown to enormous size.

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#037

### Marvellorum de Felicitatis

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: unknown  
PUBLISHER: Not indicated if any.  
TYPE/ASPECT: Gem contained (text magically inscribed into a transparent gem).  
CONDITION: Excellent, as if new.  
LANGUAGE: Heaven's tongue / Celestial (Celestial alphabet).  
SUBJECT: Prayerbook.  
ORIGINALITY: Not much original, yet brings some new ideas to the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: None (but see side effect below), yet the text is well written and entertaining.  
BOOK'S MONETARY VALUE: Invaluable (over 1000 gold-piece).  
NOTES: This doesn't appear as a book, but a crystal plate the size of a small book. When held, this magical item let appear the text, which scrolls as the reader advances in its reading. It is all about prayers and poems on goodness and compassion, and how abiding to such values eventually lead to salvation and blissfulness. Moreover, this book grants the reader with a *Protection from evil* spell as long as he reads it.

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#038

### Chronicle of Castle Treehaven

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Countess Chrisania of Treehaven  
PUBLISHER: None (handwritten manuscript / only copy)  
TYPE/ASPECT: Richly illuminated small-sized *Book of Hours*.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Knowledge (Local: Treehaven family and estates).  
ORIGINALITY: Extremely conformist, when not doctrinal, to the detriment of the subject.

CLARITY: Clear (Int check DC=5 to benefit from book's contents).

LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with Knowledge-local when pertaining with the Treehaven family and estates.

BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).

NOTES: Tells of the Treehaven noble family and their land and castle over the last two centuries. Hidden in the binding is a small document: a map with coded annotations, and a coded text on its back. If deciphered (Decipher script check at DC=15) it happens to be a "treasure map" leading to an underground crypt in which is hidden something very important to the Treehaven family. What this thing is, is not told, despite it is allegorically hinted at several times in the book (Int check at DC=10 to notice it).

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#039

### Magic for Dummies

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Prof. Alanus Smith  
PUBLISHER: IDG Manuscripts, Inc.  
TYPE/ASPECT: Luxurious medium-sized leather-bound book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Tutorial of magic (see special note for more details).  
ORIGINALITY: Not much originality, yet brings some new ideas to the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d4 months (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Tutorial to learn specific feats (see special notes), plus cantrip spell-formulas.  
BOOK'S MONETARY VALUE: Very expensive (from 100 to 1000 gold pieces).  
NOTES: This book details how to become an arcane spellcaster quickly and easily. It contains several spell-formulas (*Ray of Frost*, *Light*, *Mage Hand*, *Mending*, *Detect magic*, and *Read magic*), plus a tutorial on the casting of cantrips. A non spellcaster studying it may learn the *Cantrip* feat, while a wizard would be able to learn the *Cantripification* feat (both from the *Netbook of Feats*; see thereafter).  
In the case where the reader would want to use this book to become a first level wizard, it appears that he could use it only for a basic understanding of magic. Studying with a mentor, or from much more complex books is still required.

### CANTRIP [General, Pseudo-Class]

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Allow anyone to use 0-level arcane spells

**Prerequisite:** Intel 13+, Knowledge (Arcana)

**Benefit:** Grants any individual the ability to know/ understand up to their intelligence modifier's worth of cantrips (which they must locate/be trained in). The character can use his selection of cantrips by preparing (as a wizard) and using one per day. Anyone trying to cast a spell (even though it's just 0-level) must meet all of the requirements and suffer all of the penalties associated with the use of arcane magics.

**Special:** This feat may be taken multiple times; however, no additional cantrips can ever be learned (past the individuals intelligence modifier). Each additional time this feat is taken, the caster may prepare one additional cantrip per day. The total maximum number of cantrips that can be cast in a single day (regardless of the number of times this feat is taken), is also limited to the casters intelligence modifier.

**Balance:** 4.04 (Purp 4.50, Pow 4.50, Port 4.80, Comp 3.80, Rule 2.60)

**Comments:** I added the pseudo-class type to this feat since it duplicates a class-based ability. Other than that, I think this is a useful feat that allows the spelunker to gain light once per day, or the farmer to gain mage hand once per day. It's about usefulness and learning a small bit of magic that can be useful in your daily life, it's not about becoming a mage.

### CANTRIPTIFICATION [Special]

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You have mastered cantrips in a way that allows you to use them more freely

**Prerequisite:** Caster level of 3 or greater, 5 or more ranks of Knowledge (arcana)

**Benefit:** Instead of picking and choosing cantrips (0-level spells) for the day, you can freely use any cantrip available to you (known or in your spellbooks) up to the total number of cantrips you can cast per day.

**Balance:** 4.00 (Purp 3.60, Pow 4.70, Port 4.00, Comp 4.70, Rule 3.00)

**Comments:** This allows a wizard to use cantrips like a sorcerer. Cantrips don't allow much room for abuse, so this is a fairly balanced (and useful) feat for wizards.

## #040

### Wearing Armors & Wielding Weapons In 10 Lessons for Dummies

DESCRIPTION SUBMITTED BY Dominique Crouzet

**AUTHOR:** Herbert Vandenhämmer

**PUBLISHER:** IDG Manuscripts, Inc.

**TYPE/ASPECT:** Luxurious medium-sized leather-bound book.

**CONDITION:** Good, although a little worn.

**LANGUAGE:** Common speech (Common alphabet).

**SUBJECT:** Professional tutorial (see special note for more details).

**ORIGINALITY:** Really original work that brings a new perspective on the subject.

**CLARITY:** Clear (Int check DC=5 to benefit from book's contents).

**LENGTH OF STUDY:** 10-40 minutes (provided Intelligence check succeeded - see above).

**BENEFIT FROM STUDY:** Tutorial to learn specific feats (see special notes).

**BOOK'S MONETARY VALUE:** Invaluable (over 1000 gold-piece).

**NOTES:** This book is a fully illustrated tutorial for learning the basics of weapons and armors proficiency, plus expert combat techniques with the crossbow, dagger, and staff. Then, the book was obviously written by an author competent both in fighting and arcane magic. It is also clearly intended for spellcasters, if one considers the spell formula given at the end of the book. In fact it is very difficult, if not impossible, to learn the use of weapons and armors from a book; and you certainly cannot do it in 10 lessons of 1 hour each. However, this book contains a special 1st level spell especially designed to make this possible (this spell cannot be used for anything else). That is, the student casts the spell (which duration is of 1 hour), and then follows the relevant course. No more than one course may be thus learned per day, so the character needs 10 days to become proficient in one of the following areas; that is, to get one of the following feats (provided he has a "feat slot" available): Simple weapons proficiency, Light armors proficiency, Weapon focus - crossbow, Weapon focus - dagger, and Weapon focus - staff.

## #041

### Demonology for Dummies

DESCRIPTION SUBMITTED BY Dominique Crouzet

**AUTHOR:** Faustanus the Clever

**PUBLISHER:** Unknown if any (seems to be printed rather than hand-written).

**TYPE/ASPECT:** Luxurious medium-sized leather-bound book.

**CONDITION:** Good, although a little worn.

**LANGUAGE:** Common speech (Common alphabet).

**SUBJECT:** Tutorial of magic (see special note for more details).

**ORIGINALITY:** Incredibly original work that brings a new perspective on the subject.

**CLARITY:** Clear (Int check DC=5 to benefit from book's contents).

**LENGTH OF STUDY:** 1 month (provided Intelligence check succeeded - see above).

**BENEFIT FROM STUDY:** Tutorial to learn a specific feat (see special notes).

**BOOK'S MONETARY VALUE:** Apparently invaluable (over 1000 gold-piece).

**NOTES:** This book begins with the author telling how its life had been made miserable "because of the others". In fact, the text appears so cleverly written, that most petty characters of jealous and hateful dispositions should recognize themselves in the author's description; that is, as people who deserved the best in life, but were unjustly cheated of their due by the others. Then, the author recounts how he came by the secret knowledge of binding demons to his will. He pretends that demons were so stupid and gullible, that he could trick them easily. Thereafter he of course explains how after

having summoned a couple demons, it brought him the Power, and with power came everything he wanted... and deserved.

Of course, the second part of the book is the thorough description of a ritual to summon a demon. The procedure is much different from a spell, with the obvious advantage that one doesn't need to be an archmage to perform it. The only thing which curiously is missing in the description, is that it will work only once.

### Summon Demon [General]

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You can summon a demon... but also loose your life in the process.

**Prerequisite:** Wisdom inferior to 13.

**Benefit:** You gain the ability to summon a lower planar fiend of a challenge rating equal to your level, that will remain and obey your will for 1 hour per level. The ritual to call the fiend takes 1 hour, require 500 gp pieces worth of various components, and also costs 200 XP of your life force. Once there, you must make a charisma check at DC=10 to control the fiend. If succeeded, it will remain there and obey any of your order until the end of duration, at which time he returns to his own plane.

**Special:** The truth is that this ritual kills the one who performs it. Once the ritual is completed, the summoner is suddenly possessed by the fiend, with no save allowed. It results in the summoner's soul directly sent to the Nine Hells, or Abyss, etc. with no hope of return (a later *Raise dead* or similar spell will not work). Meanwhile his body is now inhabited by the fiend, who can either keep his shape or turn into his own normal shape. Usually the fiend cannot remain on the material plane for long, and will return to its own when the hosting body will die. If the fiend keeps the summoner's body's normal shape, he can remain on the material plane for 1d6 weeks. But if he turn to its own shape, only 1d6 days. Note that under the guise of the summoner, the demon cannot but appear inhuman and malevolent, that is: "possessed".

**Comments:** Of course, the one who comes across this feat will not be warned about the fact it will kill him. All that stuff about loosing experience points and charisma check for control is just a decoy.

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#042

### Tragedy of Philius and Danaeda

DESCRIPTION SUBMITTED BY Dominique Crouzet

**AUTHOR:** Dranice

**PUBLISHER:** Ostorio (1000 copies printed)

**TYPE/ASPECT:** Mundane small-sized hardcover book.

**CONDITION:** Good, although a little worn.

**LANGUAGE:** Common speech (Common alphabet).

**SUBJECT:** Narrative fiction (tragedy).

**ORIGINALITY:** Extremely conformist, when not doctrinal, to the detriment of the subject.

**CLARITY:** Confused (Int check DC=15 to benefit from book's contents).

**LENGTH OF STUDY:** 1d4 day (provided Intelligence check succeeded - see above).

**BENEFIT FROM STUDY:** None, plus the text is atrociously written and odiously boring.

**BOOK'S MONETARY VALUE:** Normal (from 1 to 10 gold pieces).

**NOTES:** This book is a tragedy play, in fact odiously boring to read. However, for snobbish reasons this text is much appreciated among the upper and educated classes. As such, knowing the text and being able to quote it is often seen as a badge of education among the gentry and nobility. That is, a character wishing to be considered as refined among the aristocracy could say something like: *As Patroclus declares to Carionus in the scene II, act IV: "Tantæne animis cælestibus iræ?"*. The usefulness of this knowledge could come into play where an aristocrat would look down upon an adventurer for his coarse demeanor (adventurers are rarely perfumed and garbed in fine silk, and tend to be straightforward). In such circumstance quoting this text may cancel any negative modifier that he could get because of his poor appearance. Of course, the quote must be appropriate to the circumstance, and the character must remember it: Intelligence check at DC=12.

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#043

### How Tryanis Was Punished

DESCRIPTION SUBMITTED BY Dominique Crouzet

**AUTHOR:** Drashoon of Kandh

**PUBLISHER:** None (handwritten manuscript / only copy)

**TYPE/ASPECT:** Sumptuous tome of great size with precious bindings, and a cover made from a dragon's skin.

**CONDITION:** Excellent, as if new.

**LANGUAGE:** Draconic (Draconic signs, symbols, and alphabet).

**SUBJECT:** Tutorial of magic (see special note for more details).

**ORIGINALITY:** Really original work that brings a new perspective on the subject.

**CLARITY:** Unclear (Int check DC=10 to benefit from book's contents).

**LENGTH OF STUDY:** 3d4 months (provided Intelligence check succeeded - see above).

**BENEFIT FROM STUDY:** Contains specific spell formulas (see special notes).

**BOOK'S MONETARY VALUE:** Invaluable (over 1000 gold-piece).

**NOTES:** This unique book recounts how Tryanis, a city of Antiquity wasn't destroyed by a natural cataclysm, but by the author himself, using the most powerful spell to have ever existed. So the text begins with the (dubious) reasons why Drashoon wanted to punish the city, and then it describes the spell he used for that:

**Vengeful Meteorite.** Makes a meteorite fall on a city whose population formerly wronged the caster.



## VENGEFUL METEORITE

© 2001: Dominique Crouzet

Conjuration (Summoning) [Fire]

**Level:** Sor/Wiz 9

**Components:** V, S, M

**Casting Time:** 1 night and 1 day

**Range:** 1 mile/ level.

**Target, Effect or Area:** 1 town or city, or 1 big castle or temple.

**Duration:** Special (see spell description)

**Saving Throw:** Special (see spell description)

**Spell Resistance:** No

This spell is primarily intended to be used as a plot device by the GM. It will cause a huge meteorite to fall on any town or city, or great building such as a big castle or large monastery, completely destroying it in a cataclysm of fire. However, for some reason, it does not work upon modest villages and dwellings, nor small castles and lone towers. Also, this spell has the most stringent requirements and ritual proceedings.

Until now, this mighty spell has been used only once, during the Titanswar, when it totally destroyed the great city of Tryanis. There is only one copy of the spell, and it is in the fabled "Book of Draashoon's Secrets". Draashoon the Warped devised this most powerful dweomer to avenge himself of the city of Tryanis, because of the humiliation he had suffered there. For some forgotten reasons, the evil archmage had been banished from the city after having been magically disfigured in front of its population, as his punishment was to be. Years later, Draashoon returned to Tryanis, and announced to the population that the city would soon be destroyed because of some wrong they did to a man several years ago. However, Draashoon had come when the Titanswar was beginning to rage all over the land, so nobody paid attention to him...

In order to cast the spell successfully, the wizard must first have been wronged by the city, whether he deserved it or not. Being wronged by the city means something like: to have been banished or mocked by the citizens, or by its ruler(s); to have been a slave in the city for years, despised by most; etc. If this condition is not met, the comet will fall at a safe distance from the city. In-between cases should require a percentage roll (which is determined by the GM).

The spell is cast in two parts as follows:

First part: the caster must wait for a particularly memorable day, in term of the weather, to do his casting: a day of sand storm, of unusually intense heat, etc. (such weather may be natural, or induced with magic by the caster). The night before that special day, the caster begins his casting with the opening of a gate to the elemental plane of Magma (first part of the spell). This gate must be opened several miles above the city, in the sky (note that the spell doesn't provide the mean to go there). Then, when the gate is opened, the dweomer will use it to grow a comet and make it fall on the city at the right time.

The second part of the casting occurs on the following day, when the caster must go personally to the city, and announce that it has been doomed for a wrong they did in the past to someone (i.e.: himself). He is free to make this proclamation as he wants, but there must be people to hear it. The caster must spend the full day in the city making his announcement, after which he may leave. The fact it should be done during a day with a special weather, is solely intended to add theatrical drama to the announcement!

Once the spell has been cast, the meteorite doesn't fall brutally on the city, but takes some time before coming. During this time people may foil the spell, but this is a difficult process which moreover must be figured out first. Thus, the comet will fall on the city 2d6 months after the casting. During that period, a new star will appear in the sky, then will slowly grow in size and lightning each night, until the night before the fall, when it will have a luminosity equal to that of the moon (but a much smaller size). All those people who received the caster poorly when he came to make his announcement, don't get any saving throw, and don't believe there will be any fall of the comet. Those who were at least polite toward him, will be able to make a Will saving throw. If it is successful, they will have dreams

and other warnings about the meteorite. However they still are free to listen to these warnings or not. Note otherwise that an astrology check (whoever makes it) always reveal that the meteorite will fall, and when.

Anyway, this catastrophic event may still be averted in one of the two following ways:

(1) If the wrong the caster suffered was deserved (as a consequence of his evil and criminal doings), he must be killed to stop the spell.

(2) If the wrong suffered was unjust, the spell will be stopped if the caster gets an appropriate reparation/ compensation.

Note that in any case, it must be figured out that the comet is in fact caused by the caster in question; and where that character may be found is another matter entirely!

<n>When the comet falls on the city, it totally destroys it, and kills all the inhabitants. There is no save possible, nor hiding into a cave. All what is left thereafter, is a profound crater and nothing else. Beyond the city walls, a raging fire destroys everything in a 20 miles radius. This is equal to a *delayed blast fireball* spell, doing fire damage of 20d6 +20 the first mile, then decreasing by 1d6+1 each mile thereafter.

*Arcane Material Components:* 5000 gp worth of various usual components, plus a *Brazier of Commanding Fire Elementals* (which is also consumed in the process).

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## #044

### Floralia da Ecstasy

DESCRIPTION SUBMITTED BY Dominique Crouzet

**AUTHOR:** Shalann Esendil

**PUBLISHER:** Ostorio (400 copies printed)

**TYPE/ASPECT:** Luxurious medium-sized leather-bound book, full of wondrous illustrations.

**CONDITION:** Good, although a little worn.

**LANGUAGE:** Elven tongue (Elven calligraphy).

**SUBJECT:** Knowledge (Nature: plants, herbalism).

**ORIGINALITY:** Really original work that brings a new perspective on the subject.

**CLARITY:** Unclear (Int check DC=10 to benefit from book's contents).

**LENGTH OF STUDY:** 1d4 day (provided Intelligence check succeeded - see above).

**BENEFIT FROM STUDY:** None (but see side effect below), yet the text is well written and entertaining.

**BOOK'S MONETARY VALUE:** Expensive (from 10 to 100 gold pieces).

**NOTES:** This book is a work of art, not always clear because of the poetic and allegoric style in which it is written. It pertains to gardening and floral art, and how to create beautiful gardens and sumptuous bouquets in the elven fashion.

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#045

## Life of Gadaldaad the Impetuous

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Unknown

PUBLISHER: Panturne & cie. (240 copies printed)  
TYPE/ASPECT: Mundane small-sized hardcover book.

CONDITION: In bad condition, but still readable.

LANGUAGE: Common speech & alphabet.

SUBJECT: Narrative fiction.

ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.

CLARITY: Clear (Int check DC=5 to benefit from book's contents).

LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: None, yet the text is well written and entertaining.

BOOK'S MONETARY VALUE: Cheap (from 1 to 10 silver pieces).

NOTES: This book recounts the life of a great knight of the past, whose virtuous behavior was the perfect example of what an ideal knight should strive for. The books mentions his great magical sword and shield, supposedly detained by a dragon.

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#046

## The Lays of Pengalahad

DESCRIPTION SUBMITTED BY Duane Nutley

AUTHOR: Adlar Priadan

PUBLISHER: Wheels of Paper (1000 copies printed)

TYPE/ASPECT: Mundane medium-sized hardcover book.

CONDITION: Good, although a little worn.

LANGUAGE: Common speech & alphabet.

SUBJECT: Poetry.

ORIGINALITY: Really original work that brings a new perspective on the subject.

CLARITY: Clear (Int check DC=5 to benefit from book's contents).

LENGTH OF STUDY: Immediate, mainly because there is obviously nothing to study.

BENEFIT FROM STUDY: None, and the text is moderately interesting.

BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).

NOTES: The Lays is a book of poetry.

Unfortunately it is a book of badly written erotic poetry about the exploits of the knight Pengalahad. Moreover, in some areas it was forbidden by the Church (for moral reasons, as a lustful and ridiculous priest is sometimes portrayed in the poems). As such, detaining the book could earn the owner some (minor) problems if he were "caught" by the relevant authorities; but also would be much appreciated by the enemies of that Church.

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#047

## Pact of Evil: a Quick Path to Power for the Clever

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Adzorlau Ath'Gridhan

PUBLISHER: Unknown (the book is obviously a printed copy, and bears the serial number 666).

TYPE/ASPECT: Luxurious medium-sized leather-bound book of a sinister aspect (red tinted human skin, bones fasteners and binding, horrible symbols).

CONDITION: In bad condition, but still readable.

LANGUAGE: Abyssal slang (Infernal marks).

SUBJECT: Tutorial of magic (see special note for more details).

ORIGINALITY: Really original work that brings a new perspective on the subject.

CLARITY: Clear (Int check DC=5 to benefit from book's contents).

LENGTH OF STUDY: 1 or 2 weeks (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Contains a specific spell formula (see special notes).

BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).

NOTES: This horrendous book describe the most powerful 1st level spell ever written, in fact an evil pact with the powers of the lower planes which will only bring doom to the one who would accept it. The book contains a spell formula, and a complete description of the advantages of this method, and how its creator became a much powerful archmage, etc. Of course, the truth about the risks involved, and that the spell in fact relies entirely upon a demon lord is not explained.

**Curse of the Power-Monger.** Using the spellbook and head of a dead wizard, you become a great spellcaster, but at the price of your soul.

### CURSE OF THE POWER-MONGER

© 2001: Dominique Crouzet

Summoning [Evil]

**Level:** Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 hour

**Range:** Personal

**Target, Effect or Area:** You

**Duration:** 1 day

**Saving Throw:** Special (see spell description)

**Spell Resistance:** No

This spell is primarily intended to be used as a plot device by the GM. However, a PC could use it to great end, if he doesn't care about loosing his life thereafter.

This spell is very special. It was created by a young 1<sup>st</sup> level mage who was so eager to become powerful, that he decided to create the mightiest first level spell ever known to have existed. The name he intended to give to his spell was "Glory of the Great". Such a foolish idea was doomed to fail however, and instead, he came up with this cursed spell. Then, the ambitious fellow killed himself while trying to impress people around, in showing them what such a great wizard he had become. The truth is, that no 1<sup>st</sup> level spell will ever have the power of doing

such monstrous effects. In fact, this spell calls upon a demon lord, who in turn does the job. Without the terrible demon's intervention, the spell would do nothing. He does so to exact punishment on those who offended him, or often only to wreak evil and chaos.

The purpose of that spell is to transform a low level mage with few spells, into a great wizard with several spells at his disposal, for the spell duration. However, it is not only costly in terms of spell components, but also in terms of the risks involved.

The components of the spell are the head/skull and spell-book of a dead wizard of any level (the original creator of this spell killed his mentor with poison to get the spell components). Then, upon casting of the spell (which begins by shouting the name of the demon lord three times in a row), the caster must eat the head one way or another (boiled and seasoned, turned into powder, etc.), and burn the spell-book with special incenses. The intended result is to transform the caster into a wizard of the same level and abilities as the former wizard used as a spell component. Then, during a full 24 hours period, the low level mage will be a wizard of that level and power (any level !!), able to do everything he wants within the limits of the abilities and powers of such a wizard (and spells are imparted upon the caster without need for memorization).

There is however a side effect which wasn't planned originally by the spell creator: there is a base 20% chance + 5% per level of the wizard the caster becomes for spell duration, minus 5% per his own normal level(s), that when the spell expires, something detrimental occurs. Nonetheless, even if the caster escapes this risk, he still definitively loses 1d4 points of constitution, and 500 XP per level of the caster he had become by way of the spell. The detrimental effect is: at the end of the spell, the caster must make a Fortitude saving throw (with DC of 20). If failed, the caster is instantly transformed into an undead (a wraith). Thereafter, only a wish spell will be able to reverse this consequence. If successful, the caster "only" dies normally (that is, he could be resurrected thereafter).

Example: Nemredh, a 2<sup>nd</sup> level wizard has got the spellbook and skull of a dead 7<sup>th</sup> level wizard. For duration of the spell, Nemredh is treated as he was a 7<sup>th</sup> level spellcaster (hit-dice, saving-throws, etc.); all spells that a 7<sup>th</sup> level wizard could cast are suddenly (thanks to the demon lord) imparted in his mind, as if he had memorized them from the book of the dead wizard. Then, when the spell ends, Nemredh will lose 3500 XP and 1d4 points of constitution. Furthermore, there is a 45% chance that Nemredh dies, and even perhaps becomes an undead forever.

*Arcane Material Components:* head and spellbook of any dead wizard, plus 500 gp. worth of special incenses. Note that even in campaign were the rules on material spell components are not used, the head and spellbook are, obviously, still required.

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#048

## When the Three Stars Will Align

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Bajaracus

PUBLISHER: Bajaracus

TYPE/ASPECT: Mundane small-sized hardcover book.

CONDITION: Excellent as if new.

LANGUAGE: Common speech & alphabet.

SUBJECT: Astrology.

ORIGINALITY: Really original work that brings a new perspective on the subject.

CLARITY: Confused (Int check DC=15 to benefit from book's contents).

LENGTH OF STUDY: 1 or 2 week (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: None, plus the text is atrociously written and odiously boring.

BOOK'S MONETARY VALUE: Worthless (only good to make a fire).

NOTES: This book of astrology prophesies the end of the world in a near future. It first details the calculations by which the author came to discover that the end of the world is very close. It then clearly details how the alignments of three stars (due to happen in a near future) will coincide with a planar alignment that will weaken the boundaries between dimensions. This conjugated with other factors confusedly described, will provoke the opening of a dozen gates all over the world. The locations of where these gates will open is given, with only one being a gate to the heavens (just over a swamp infested with monsters), and all the others being gates to the lower planes from which will pour forth thousands of demons.

In fact the main problem with this book, is that it uses a totally new method of astrology calculation; and anyone competent in Astrology (at least 4 ranks), will notice it. In fact, the author once made a terrible nightmare which involved "three stars". He thus made some astronomical observations, and actually discovered that three stars were due to align, and that it remembered him an old legend about three demons. But thereafter, nothing in conventional astrology would indicate what such an alignment of stars could induce, except that indeed, it was not exceptionally auspicious. So, the author had to make his own researches and develop new astrology theories until they worked effectively to predict the end of the world. Once done, the author decided to alert the world, thus published hundreds of his book. In fact the author is not really a charlatan, but a stubborn character of mediocre talent who deceived himself with ridiculous pretentiousness.

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#049

## Conspiracy from Beyond the Stars

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Abbot Darlonaeus  
PUBLISHER: Voremund the Librarian (25 copies printed).  
TYPE/ASPECT: Mundane small-sized hardcover book.  
CONDITION: Excellent, as if new.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Conspiracy.  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).  
LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: None, yet the text is well written and entertaining.  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).  
NOTES: This books pretends that an evil race, cousin to the Illithids, plans to invade the earth from the moon. They are said to be secretly building geometric stone structures of obsidian carved with "runes", all over the world in difficult to reach places deep in the wilderness. These structures will then be activated with magic when the stars will be "at right angles" to open gates to distant planets. These planets are dark, damp, cold, and evil places where reside hideous monsters and deities unknown to humanity. Once the gates will open, they will invade the world and subjugate humanity to odious slavery. Nonetheless, one of these despicable deity is already on the world, but fortunately slumbering within the depths of the deepest ocean. Yet, many depraved sects of these Illithids try to awake him by committing foul sacrifices. Otherwise, the book contains a description of a secret base of Illithids on the moon, where, as the author explains, there is no air to breath, and no animal nor plant lives. A gate is said to transport "those who know the words" from the right gates to this base.  
It should be noted that Abbot Darlonaeus has been imprisoned in his monastery for having become mad. Yet, a few scholars believe that indeed, there could be some truth in his tales.

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#050

## On the Nature of Celestial Influences

DESCRIPTION SUBMITTED BY Kelly Lee Philipps

AUTHOR: Novazastrum  
PUBLISHER: None (handwritten manuscript / only copy)  
TYPE/ASPECT: Set of parchment or vellum pages in a case.  
CONDITION: In bad condition, but still readable.  
LANGUAGE: Heaven's tongue / Celestial.  
SUBJECT: Astrology.  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Confused (Int check DC=15 to benefit from book's contents).  
LENGTH OF STUDY: 3d4 months (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Excellent tutorial to get up to 15 ranks in Astrology (requires normal expenditure of skill points).  
BOOK'S MONETARY VALUE: Very expensive (from 100 to 1000 gold pieces).  
NOTES: Upon close examination (Spot check at DC=15), the text appears to hold regular small markings which reveal to be a coded text (Decipher Script check required at DC=15). This coded text is about an ancient prophecy of a future heavenly alignment that should spell an end to the old world order and give birth to a new age of enlightenment, but only after a titanic struggle.

### Skill: Astrology (Int; Trained only)

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This skill is about determining the influences of the stars and planets upon a character according to his/her birth date. Then, as the stars and planets are supposed to have an influence on everything, astrology can apply to practically anything; provided it has a precise beginning, like the foundation of a knights' order, the building of a temple, etc. Lastly, astrology can be used to determine the general influences at work on the world, and their possible impact on events. However, astrology cannot be used to predict the future. Astrology may only determine what will be the influences on something at a future date. So, while this may affect greatly the outcome of events, this doesn't determine what they will be.

**Check:** Provided you know his/her birth date, you can determine a character's general traits (materialist or spiritual, physical or intellectual, etc.). Then, you may calculate what will be the unseen influences at work on him/her at a future date; that is, if things will be easier or more difficult in some domain. The same kind of calculation can apply to a building (temple, castle, etc.), an organization (government, religion, etc.), endeavor (travel, etc.), and else. Finally, astrology can be used to determine if there will be some major influence affecting the world: nature (seasons, flood, etc.), nations, and else.

#### DC Result

**15** Determination of the basic personality traits of a character (materialist or spiritual, physical or intellectual, evasive or straightforward, calm or nervous, etc.). DC will be reduced to 10 if the astrologer also knows the location and hour of birth.

**15** Determination of a major event concerning the world at large. This event could be prevented as the future is yet not determined. For example, an old and useless stone structure could become a gate to the lower planes when the stars and planets are in the right alignment. However, the gate may be destroyed or prevented to function. In any case the astrology check would reveal that "Hell and Earth will meet and woe will befall to the world".

**20** Determination of a major influence that could affect a whole society. This event could be prevented as the future is yet not determined. For example, a certain alignment of planets could have an "evil" influence on living creatures, inducing irritability and anger in almost everyone. As such, disputes and riots could erupt everywhere much more easily than normally, thus giving an astrology check like: "Sons and fathers will confront each others, kings will be overthrown, and hate will thrive".

**25** Determination of a major influence that could affect an endeavor. This should NOT be determined at random. On the contrary it should be used as a tool of the GM to give the PCs some clues about the adventure to come. For example, they are to save the kidnapped princess, but unknowingly she is in fact the evil-doer who organized a devious scheming. As such the astrology check would tell (concerning her rescue) that "Against all expectations, a perverse treachery will ruin their plan".

**Retry:** Yes, but usually it is very difficult to tell if the astrological calculations were made correctly until the events occur. Even then, it's not always easy to tell if what occurs is conform to what had been determined through the use of astrology.

**Special:** Spellcasters using astrology in conjunction with divination spells, may cast them at a higher effective casting level. The astrology calculations are made just before the casting, then the casting time is multiplied by 5, and the spell is cast at +1d4 levels, provided the character succeeded an astrology check at DC=10 + 2 x spell level.

**GM's note:** It should be noted that in medieval times, not all peoples know their birth date with certainty. The upper educated classes and those living in cities will be more accustomed to declare the birth of their children to the official registration. But deep in the countryside, many peoples won't know when they were born exactly. At best they would know the year and season, which is insufficient to make an astrology check. On the other hand, astrology could be used to great ends by a GM wishing to add dramatic effects to his campaign, with stories of special alignments of stars and planets that are portent of major events concerning the world. In any case however, Astrology is not a divination spell. As such, the GM is in his right to give some clues or not. After all, whatever is checked astrology will only tell of the influences provided by the stars and planets, not foresee the future, and most of the time such influences will be perfectly neutral.

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#051

## Stargazers Compendium: A guide to the World of Astronomy

DESCRIPTION SUBMITTED BY Brendan J. Quinn

**AUTHOR:** Serith GreenStar

**PUBLISHER:** Jani Publishing (100 copies printed)

**TYPE/ASPECT:** Luxurious medium-sized leather-bound book.

**CONDITION:** Good, although a little worn.

**LANGUAGE:** Common speech (Common alphabet).

**SUBJECT:** Professional tutorial (see special note for more details).

**ORIGINALITY:** Rather conventional, but offers some occasional fresh point of view.

**CLARITY:** Clear (Int check DC=5 to benefit from book's contents).

**LENGTH OF STUDY:** 1d4 day (provided Intelligence check succeeded - see above).

**BENEFIT FROM STUDY:** Encyclopedia enabling to take 10 with Knowledge: Astronomy or any other relevant skill check.

**BOOK'S MONETARY VALUE:** Expensive (from 10 to 100 gold pieces).

**NOTES:** This book is a rather elaborate textbook contain information on the stars, with all sorts of interesting facts, like telling the difference between planets and stars, a detailed history of comets and constellations, multiple theories on what exactly stars are, ranging from torch-lights of the gods to strange spheres of flammable gas.

This book also includes a complete lunar calendar that extends from 400 years in the past to 200 years in the future, and also marks the times of lunar and solar eclipse.

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#052

## 101 Ways to Rob a Wizard's Tower and Live

DESCRIPTION SUBMITTED BY Duane Nutley

**AUTHOR:** Unknown

**PUBLISHER:** Wheels of Paper (1000 copies printed)

**TYPE/ASPECT:** Mundane medium-sized hardcover book.

**CONDITION:** Excellent, as if new.

**LANGUAGE:** Common speech (Common alphabet).

**SUBJECT:** Comedy.

**ORIGINALITY:** Very original.

**CLARITY:** Unclear (Int check DC=10 to understand it's a comedy not a real tutorial).

**LENGTH OF STUDY:** 10-40 minutes (provided Intelligence check succeeded - see above).

**BENEFIT FROM STUDY:** None, yet the text is well written and entertaining.



BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).

NOTES: This book is meant to have been written by a rogue who had delusions of comedy. It is meant to make readers laugh by offering outlandish ways to rob a wizard in his home and live to tell the tale. For example: in disguising as a zombie to rob a necromancer's lair; or of the usefulness of wearing a colorful garb when entering an illusionist's tower. The book is very popular amongst wizards and can be found amongst many libraries and other private collections. Unfortunately some people (who fail an Int check at DC=10) think the book is true and try to use its methods for their own gain. In such cases, the user would in fact suffer a -1 or -2 penalty to most of his skill checks.

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#053

### Staves of Knowledge

DESCRIPTION SUBMITTED BY Duane Nutley

AUTHOR: Unknown

PUBLISHER: None (hand-carved manuscript)

TYPE/ASPECT: 15 wooden 1' long staves.

CONDITION: Excellent, as if new.

LANGUAGE: Forgotten language (requires the use of a "Comprehend languages" spell).

SUBJECT: Knowledge (Arcana: ancient mysteries, magic traditions, etc.).

ORIGINALITY: Really original work that brings a new perspective on the subject.

CLARITY: Incomprehensible (Int check DC=20 to benefit from book's contents).

LENGTH OF STUDY: 3d4 months (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: undefined (write your own description)

BOOK'S MONETARY VALUE: Invaluable (over 1000 gold-piece).

NOTES: The staves consist of 15 1' long pieces of wood covered in runes or scribbles. When viewed with Comprehend Languages, they make sense. The wood appears as if it was taken straight off the tree and might bud at any moment. They gleam slightly when viewed with Detect Magic and preservation magics are seen.

Their text is about a much primitive form of magic. Studying it would enable one to get up to 4 ranks in Spellcraft and Knowledge: Arcana (as pertaining to ancient magic if you make such distinctions). Note you must still spend skill-points normally to do so. At GM's discretion these staves might also contain 1d4 spell formulas (of the sort you would find among Neolithic barbarian tribes).

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#054

### ...And Yet The Sun Shall Rise.

DESCRIPTION SUBMITTED BY Brendan J. Quinn

AUTHOR: Circa Alanohn

PUBLISHER: Master Wheezing Printing (550 copies printed)

TYPE/ASPECT: Mundane small-sized hardcover book.

CONDITION: Excellent, as if new.

LANGUAGE: Common speech & alphabet.

SUBJECT: Published Diary (A diary found and published, with written sidenotes from the publisher)

ORIGINALITY: Really original work that brings a new perspective on the subject.

CLARITY: Confused (Int check DC=15 to benefit from book's contents).

LENGTH OF STUDY: 1 or 2 week (provided Intelligence check succeeded - see above). Reading the book casually requires only about 2d6 hours.

BENEFIT FROM STUDY: While the book was not necessarily meant to be studied, it's very in depth and revealing about the human mind. Studying the book for 1d4 weeks will allow the subject to gain up to 5 ranks in Knowledge: Psychology.

BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).

NOTES: This book appears to be a diary of Circa Alanon, a woman who grew up a fairly decent life until she was about fifteen when her father was killed. She "worked the streets" to support her mother and her younger brother. Circa spends many pages describing the guilt she feels for both her occupation and for deceiving her mother about her career.

A gap of about a year and a half exists between two points, where she describes an abduction. Her word pattern indicates that she was under a lot of emotional turmoil at this time, and fails to describe much of what occurred to her in this time.

Eventually, she reaches stability in her writing skills. She ends up with a group of travelers, whom she describes herself as being very cold to, even though she cares for many of them deeply. She even describes romantic desires for another woman named Sandrafel, and frequently details much of the agony she goes through, and eventually leaves the group because of these emotions. Here she meets her longtime friend Gerade, a half-orc paladin who she identifies well with. While their personalities clash, the two become close friends. The book closes with her resolving to reveal her deep secrets to Gerade, and then ends mysteriously. How this book came into the hands of the publisher is unknown, but a closing note by Master Wheezing indicates he's seeking the greatest of historians to close the story. Assuming she still lives, a sequel seems likely.

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#055

## Codex Fidelis: An indepth look into House Fidelis

DESCRIPTION SUBMITTED BY Benson Chung

AUTHOR: Twain the Scribe  
PUBLISHER: Handwritten manuscript / only copy  
TYPE/ASPECT: Luxurious large-sized leather-bound tome with metal fasteners.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Knowledge (Nobility and royalty: lineages, heraldry, etc.).  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: None, yet the text is well written and entertaining.  
BOOK'S MONETARY VALUE: Invaluable (over 1000 gold-pieces).  
NOTES: The book goes into highly complex details about the lineage of House Fidelis, even discussing distant cousins and friends who have had an impact on this noble family. But hidden within the pages of the book itself is a map (spot check = 15, Decipher Script = 20) of the dungeon beneath the family keep.

#056

## Halfling Families of the Shire of Fearn

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Dimidion Galeesh  
PUBLISHER: Bolger Books (250 copies printed).  
TYPE/ASPECT: Mundane small-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Knowledge (Local: famous heroes, common peoples' genealogies, etc.).  
ORIGINALITY: Extremely conformist, when not doctrinal, to the detriment of the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d4 day (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with the relevant Knowledge skill.  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).  
NOTES: Boring but well documented, it details the last 300 years of Halfling genealogies in the Shire of Fearn. Births, marriages, professions and deaths are mentioned. Only for exceptional characters or events is given more information. For example: the

deed of Galy Multawel, a Halfling child who was "unknowingly kidnapped" by an ogre who had stolen the barrel in which he was hidden. The child later miraculously escaped, and his report helped defeat the ogre and his brigands.

#057

## Selection of the Arcanium Digest

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Philosophical Collegium.  
PUBLISHER: Philosophical Collegium Publishing (over 1000 copies printed).  
TYPE/ASPECT: Fine medium-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech & alphabet.  
SUBJECT: Tutorial of magic (see special note for more details).  
ORIGINALITY: Much conformist.  
CLARITY: Reasonably clear (Int check DC=7 or 14 to benefit from book's contents).  
LENGTH OF STUDY: 3d4 months (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Enables to become a 1<sup>st</sup> level wizard.  
BOOK'S MONETARY VALUE: Very expensive (100 gold pieces/book if new).  
NOTES: This is a set of 12 volumes designed for the students wishing to learn the arcane arts at the Collegium's university. The books are extremely well done, but are really expensive. In fact the Collegium requires of its students to have these books if they want to follow the training courses in arcane magic at their university. Of course one may buy used books for half price. Note that a careful study of these books may enable a character to become a 1<sup>st</sup> level wizard all by himself. This would however require an Intelligence check at DC=14, while studying with a mentor at the university wields only a DC=7.  
These books teach all that a beginner should learn to become a 1<sup>st</sup> level wizard. In addition they contain a tutorial to learn the Scribe Scroll feat (book #4), and all zero level wizard spells of the Core Rulebook I (books #4 to #12). These twelve books are:  
01 - Basics of Spells and Magic  
02 - Importance of Concentration and Memory  
03 - Manipulating Material Components  
04 - Of Arcane Writings: Spellbooks and Scrolls  
05 - Fundamentals of Abjuration Magic  
06 - Fundamentals of Conjuraction Magic  
07 - Fundamentals of Divination Magic  
08 - Fundamentals of Enchantment Magic  
09 - Fundamentals of Evocation Magic  
10 - Fundamentals of Illusion Magic  
11 - Fundamentals of Necromancy Magic  
12 - Fundamentals of Transmutation Magic

#058

## The Art of Love

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Ovide  
PUBLISHER: Hans Grockman of Altesdorf (1000 copies printed).  
TYPE/ASPECT: Mundane small-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Tutorial of seduction (see special note for more details).  
ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1 or 2 week (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: None, yet the text is well written and entertaining.  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).  
NOTES: This book comes from the Antiquity, but was translated and printed in modern times. It is a tutorial for men to seduce women (but not the reverse). The text revolves around personal hygiene (remember: we are in medieval times), courtesy, and flattery. The author pretends that women rarely resist outrageous flattery, and suggests the would-be seducer deludes his "prey" in making her believe that "this flaw in her physique is precisely what he likes in her". Otherwise, the authors tells that a man can get almost any woman he wants, provided he is persevering and can make her believe he really loves her. The effectiveness of this tutorial will greatly depends on whom is asked, and many other aspects of the situation and the seducer. With enough study of the book, a character could use his Diplomacy or Bluff skill to seduction purposes.

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#059

## How to Find a Good Husband

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Nelia Doreen  
PUBLISHER: Hans Grockman of Altesdorf (550 copies printed).  
TYPE/ASPECT: Mundane small-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Special tutorial (see special note for more details).  
ORIGINALITY: Not much originality, yet brings some new ideas to the subject.  
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).

LENGTH OF STUDY: 1 or 2 week (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: See special note for more details.

BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).

NOTES: This book is a set of advice for a woman to find a good husband. It first details the fundamental characteristics of the "worthy husband" (hardworking, responsible, trustworthy, sensible, loving children, etc.; that is: a paladin), and how to discern if a man has such qualities or not. It then explains how to discern whether a man wanting to seduce a woman is truly in love with her, or just has unsavory urges to satisfy, with usually no concern for her feelings and a possible pregnancy. In this regard, the book can be used to take 10 in any Sense Motive check intended to determine the real intent of a man toward a woman, when it comes to romantic matters. The book otherwise explains how to seduce her future husband when the reader has found him. It is all about being sexually desirable, and then (once married) well practiced, while at the same time appearing innocent and virtuous. Here also, in following the book's advice to the letter, the reader may take 10 to her Charisma check to seduce a man. Note lastly that the text is often unclear, as it tends to use a veiled language every time it comes to sexual matters.

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#060

## My Miserable Life

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Jolhol Darkmood  
PUBLISHER: None (handwritten manuscript / only copy).  
TYPE/ASPECT: Collection of handwritten notes in a wrapper.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Diary.  
ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: None, and the text is moderately interesting.  
BOOK'S MONETARY VALUE: Cheap (from 1 to 10 silver pieces).  
NOTES: The author was a clerk and tax collector who had numerous bad adventures. The worst was when he had to get shelter in a ruined and haunted temple, and when brigands ate his horse and then tried to kill him for the same purpose. Later his fiancé was murdered, and he was unjustly

imprisoned. In fact he did write this autobiography in prison. The main fact is that when he died he became a relentless ghost, and that now the ghost is tied to this book. As such, the ghost of Jolhol Darkmood will get to final rest only when someone will add this last episode into the book, and then will have the book published. Of course, the ghost will try to oblige the first person to put his hands on the book, to do it.

#### **Ghost of Jolhol Darkmood**

Medium sized Undead (Incorporeal)

**Hit Dice:** 6d12 (45 hp)

**Initiative:** +1 (+1 Dex)

**Speed:** Fly 30 ft. (perfect)

**AC:** 15 (+1 Dex, +4 deflection); or 11 (+1 Dex)

**Attacks:** Incorporeal touch +4 melee

**Damage:** by available weapon 1d4 (dagger) or 1d6 (club)

**Face/Reach:** 5 ft. by 5 ft./ 5 ft.

**Special Attacks:** Manifestation, malevolence (Will save DC=19), telekinesis

**Special Qualities:** Undead, incorporeal, +4 turn resistance, rejuvenation

**Saves:** Fort +2, Ref +3, Will +8

**Abilities:** Str 11, Dex 12, Con —, Int 13, Wis 12, Cha 18

**Skills:** Appraise +10, Craft (calligraphy) +5, Diplomacy +8, Gather information +13, Hide +9, Knowledge (local) +8, Listen +15, Profession (scribe) +12, Search +18, Sense motive +10, and Spot +15.

**Feats:** Iron will, Run, Skill focus (Profession), and Bookworm (from Netbook of Feats)

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**Incorporeal:** Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with 50% chance to ignore any damage from corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always move silently.

**Challenge rating:** 5

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#061

#### **Secret Vices of the Undul**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Unknown

PUBLISHER: Voremund the Librarian (25 copies printed).

TYPE/ASPECT: Mundane small-sized hardcover book.

CONDITION: Good, although a little worn.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Political protest veiled as fiction?

ORIGINALITY: Really original work that brings a new perspective on the subject.

CLARITY: Confused (Int check DC=15 to benefit from book's contents).

LENGTH OF STUDY: 1 or 2 week (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: None, and the text is moderately interesting.

BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).

NOTES: This books tells of an unknown race of shapechangers with debauched and perverted inclinations of a lascivious sort. In fact it is hard to tell if the book is about a group of doppelgangers disguised as humans, of succubus intending on perverting the society, a veiled political protest about the depravation of the ruling class, or simply a coded text.

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#062

#### **Caerbor-of-the-Hills**

DESCRIPTION SUBMITTED BY Adam Ross

AUTHOR: Methinas

PUBLISHER: None (handwritten manuscript; but bears the copy number #4).

TYPE/ASPECT: Set of (magically treated) bark pages in a carved wooden case.

CONDITION: Good, although a little worn.

LANGUAGE: Druidic language (Druidic alphabet).

SUBJECT: Poetry.

ORIGINALITY: Not much originality, yet brings some new ideas to the subject.

CLARITY: Confused (Int check DC=15 to benefit from book's contents).

LENGTH OF STUDY: 1d4 hours for a casual reading; but 1d4 days for using it as a knowledge book (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Normally none, despite the text is well written and entertaining.

Nonetheless, a persevering reader may also use it as a lesser tutorial to get up to 5 ranks in Knowledge: Nature skill (requires normal expenditure of skill points).

BOOK'S MONETARY VALUE: Very expensive (from 100 to 1000 gold pieces).

NOTES: This is a book of rather innocuous poetry about nature (particularly mountains and the seasons). Yet, if studied carefully it provides some unexpected insights into the way of the wilds. As such, the book could be used as a tutorial to learn about Knowledge: Nature. However, since this wasn't the primary intent of the book, it would appear confused when used to such end. Otherwise, the "book" is extremely valuable, as it is written in secret Druidic language, and it is of exceptional quality: pages are made of magically treated supple bark; while the case which contains them is a carved wooden box of remarkable craftsmanship.

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#063

## Secret Elixirs of Foridhon the Healer

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Unknown

PUBLISHER: The Scholar Publishing (35 copies printed).

TYPE/ASPECT: Mundane medium-sized hardcover book.

CONDITION: Good, although a little worn.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Healing with plants.

ORIGINALITY: Really original work that brings a new perspective on the subject.

CLARITY: Clear (Int check DC=5 to benefit from book's contents).

LENGTH OF STUDY: 1 or 2 week (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Help with the Heal skill (see below).

BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).

NOTES: Written by a disciple (who wished to remain anonymous) of the great druid Foridhon, it details dozens of plants elixirs much useful when treating diseases or curing wounds. Nonetheless, these elixirs do not relate to specific diseases or illness, but rather to general types of afflictions. As there are many elixirs of various plants described, the book can be used in most environments. Yet, it was not designed for neophytes and requires at least to have 10 combined ranks of Knowledge-nature and Healing skills (with at least 4 ranks of Knowledge-nature), for being usable effectively. Preparing an elixir takes 1d4 x 30 minutes; it gives a +1d4 bonus to the Healing check, and a +1 hit-point recovered for the character who consumes it.

#064

## Heal Yourself With Plants

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Rika Zarái

PUBLISHER: Bolger Books (25 copies printed).

TYPE/ASPECT: Luxurious large-sized leather-bound tome with metal fasteners.

CONDITION: Excellent, as if new.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Healing with plants.

ORIGINALITY: Really original work that brings a new perspective on the subject.

CLARITY: Clear (Int check DC=5 to benefit from book's contents).

LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: None, and the text is moderately interesting.

BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).

NOTES: This book details how to use plants effectively when treating diseases, and curing wounds. Its author pretends to be a druid; yet any druid, or character with at least 8 ranks in Knowledge-nature, will strongly suspect that the author lied in order to appear more convincing. In fact, the main value of this book is to be impressive, with fine illustrations and a daunting yet falsely erudite terminology. As such, it could be used effectively only in conjunction with a Bluff attempt; and a charlatan would greatly appreciate it when trying to pass for a healer. On the other hand, no adverse effect will result from the use of this book, but if peoples get any good from it, it would be purely a psychological effect (as a placebo).

#065

## Mac Dolmandh True Whiskey

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Dalderban Mac Dolmandh

PUBLISHER: Havrenscop & cie (10 copies printed).

TYPE/ASPECT: Mundane medium-sized hardcover book.

CONDITION: Good, although a little worn.

LANGUAGE: Dwarven language (Dwarven runes).

SUBJECT: Professional tutorial (see special note for more details).

ORIGINALITY: Really original work that brings a new perspective on the subject.

CLARITY: Unclear (Int check DC=10 to benefit from book's contents).

LENGTH OF STUDY: 1d4 day (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Good tutorial to get up to 10 ranks in the relevant skill (requires normal expenditure of skill points).

BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).

NOTES: Contains the recipe for the well known Whiskey of the Mac Dolmandh dwarven clan. The Whiskey is not only delicious (and very strong), but also has protective effects against cold weather. That is, for each pint drank the consumer feels less the effects of natural cold for 1d3 hours (d6: 1-2-3=1, 4-5=2, 6=3), during which he gets a +4 bonus to his Fort saving throws against cold.

Brewing the whiskey requires an appropriate distillery, and to succeed a Craft-brewing check at DC=15 (but of course taking 10 is possible).

Otherwise, it could be done by an alchemist in his laboratory with an Alchemy check at DC=15. The Whiskey takes 10 years to ferment. To have it ferment rapidly, augment the DC by 1 for each reduction of one year. That is, you may try to have it immediately available with a DC=25. But in this



case the taste is detestable, even if the protect from cold property remains.

Note that this book wasn't originally written and printed to be sold to anyone. Only 20 or so copies were printed, to the exclusive use of the members of the clan. But later, a few copies were apparently stolen. Such a copy could sell for a high price to many a publisher; however, sooner or later the publisher would get the visit of some angry dwarves.

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#066

### **The Jeweller's Compendium**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Arhi Benhaldar

PUBLISHER: Ostoru (200 copies printed).

TYPE/ASPECT: Luxurious medium-sized leather-bound book.

CONDITION: Excellent, as if new.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Knowledge: Gems.

ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.

CLARITY: Clear (Int check DC=5 to benefit from book's contents).

LENGTH OF STUDY: 1d6 hours (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with Appraise and Knowledge skill, as pertaining to gems.

BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).

NOTES: This encyclopedia details all known gems and their relative prices (depending on places, races, etc.), plus their mundane characteristics, where they can be found, etc. This book however doesn't tell about the gems properties related to magical purposes.

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#067

### **Libram of Spell Theft**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Unknown

PUBLISHER: None (handwritten manuscript; but bears the copy number #5).

TYPE/ASPECT: Luxurious medium-sized leather-bound book.

CONDITION: Good, although a little worn.

LANGUAGE: Common speech & alphabet.

SUBJECT: Professional tutorial (see special note for more details).

ORIGINALITY: Really original work that brings a new perspective on the subject.

CLARITY: Very clear.

LENGTH OF STUDY: 3d4 months (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Tutorial to become a spell-thief. The Spell-Thief is a prestige class found in the Netbook of Classes, that can be downloaded at: <<http://www.enworld.org/fance/nboc/>>

BOOK'S MONETARY VALUE: Invaluable (over 1000 gold-piece).

NOTES: This book details the difficult method that enable to steal spells from the mind of spellcasters. Yet these techniques are so thoroughly difficult, that one needs to devote all his efforts to it, and this takes years to master. In other words, this book is a tutorial to become a spell-thief.

The Libram of Spell-Theft bears an enchantment helping understand what it teaches. Unlike other magic books however, the Libram of Spell-Theft's magic does not vanish once read. However, being magical, one cannot simply copy it, to have another book. Studying the book to become a Spell-Thief takes one full month (+the appropriate XP to get a advance a level).

Caster level: 7th; Prerequisite: Craft Wondrous Item, *Detect magic*, *Read magic*, *Detect thoughts*, *Vampiric touch*; Price: 10,000 gp.; Weight: 1 lb. Note that to manufacture this item, the creator must be a Spell-thief, or have a copy of the book at his disposal.

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#068

### **History of Windhorn Tower**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Masdernius the historian

PUBLISHER: Voremund the Librarian (25 copies printed).

TYPE/ASPECT: Mundane medium-sized hardcover book.

CONDITION: Good, although a little worn.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Knowledge (Arcana: ancient mysteries, magic traditions, etc.).

ORIGINALITY: Not much originality, yet brings some new ideas to the subject.

CLARITY: Clear (Int check DC=5 to benefit from book's contents).

LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with Knowledge: Arcana skill, as pertaining to the Windhorn tower.

BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).

NOTES: A chronological history of the Windhorn tower, who built it, and who inhabited it. The tower was always rumored to be a lair of evil, stalked by demons. The book tells it was built by summoned genies, and was occupied for five centuries by a dynasty of summoner wizard specialists. Then, the tower was conquered by a necromancer who supposedly became an undead 40 years ago and

should be the vampire or lich now residing in it. Seven years ago, a renown knight went to the tower to rid it from its evil; but never came back and obviously didn't change anything. The author suggests that the knight became a ghost under control of the lich, but could be turned into an ally if dealt with cleverly; nonetheless the basis for this information looks weak. Besides, the book contains several maps of the tower's interior and underground maze, but with a warning that it could well have changed since then.

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#069

## Ley Lines and Magical Energies

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Unknown

PUBLISHER: The Scholar Publishing (9 copies printed).

TYPE/ASPECT: Luxurious medium-sized leather-bound book.

CONDITION: Good, although a little worn.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Knowledge (Arcana: ancient mysteries, magic traditions, etc.).

ORIGINALITY: Really original work that brings a new perspective on the subject.

CLARITY: Unclear (Int check DC=10 to benefit from book's contents).

LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with the relevant knowledge skill.

BOOK'S MONETARY VALUE: Very expensive (from 100 to 1000 gold pieces).

NOTES: This book explains that currents of magical energy continuously run through the planet, much as water run through the land in the form of rivers. However, these streams of energy, the *ley lines*, are not on the surface, but underground, that is, not in cave but through earth and rock. Then, as much as there are springs of water, there are sources of this magical energy which pour from the ground. These sources are called *nexus spots*, and can reveal much useful to a spellcaster. In fact, the magic which issues from these spots is invisible to the eyes, and requires a *Detect magic* spell to be perceived. Yet, it can have important effects on the surroundings: almost all places that display a supernatural feature are in fact an area with a nexus spot. Anyway, magic-users may channel the energy that pours from a nexus-spot to great ends. It first require to create a special focus, that is, a magical item of large size encased in the nexus-spot, and to which the spellcaster will be attuned. Thereafter, as long as the spellcaster will be close to the focus, he will be able to use the energy from the nexus-spot to enhance his own magic. Of course, the ideal for a mage, would be of

building his laboratory on such a nexus-spot. In fact, the author of this book suggests that the habit of many a mage to live in a lone tower in the wilderness, is to have an abode built entirely on such a source of magic. Then, the book details how to create such a focus to channel the magic of nexus spots:

**Magical Nexus Spot Focus:** This large sized item must be fixed into the ground on the nexus spot. Thereafter, while being within 15 feet of it, the wizard who created the focus can cast all her spells enhanced. That is, to any spell she cast, she can apply a metamagical feat of her choice that she knows, without having to increase the spell level, nor prepare the spell with that metamagical feat prior to casting.

*Caster level:* 10th; *Prerequisite:* Craft Wondrous Item; *Creation Price:* 25,000 gp and 1000 XP; *Market Price:* this item cannot be sold, as the focus is attuned to its creator and to the spot for which it was made.

Only nine copies of this much interesting and useful book were ever printed, no more. The fact is that the original used as a model by the publisher to print the book was stolen, and none of the precedent buyers accepted to lend the publisher their own exemplar so he could copy it to resume publishing.

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#070

## Incidence of Magic on the Fabric of Reality

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Unknown

PUBLISHER: None (handwritten manuscript).

TYPE/ASPECT: Mundane medium-sized hardcover book.

CONDITION: In bad condition, but still readable.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Knowledge (Arcana: ancient mysteries, magic traditions, etc.).

ORIGINALITY: Really original work that brings a new perspective on the subject.

CLARITY: Clear (Int check DC=5 to benefit from book's contents).

LENGTH OF STUDY: 1 or 2 week (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Lesser tutorial to get up to 5 ranks in Knowledge: Arcana skill (requires normal expenditure of skill points).

BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).

NOTES: This book speculates on the effects of a repeated use of magic on the normal physical laws of the material plane. After having studied a few locations corrupted with magical phenomena, the author experimented on his own, in casting a summoning, a transmutation, and an evocation spell hundreds of times on the same place (an underground chamber deep below his tower). A few years later, the author pretends having thus created

an "unstable" area, which thereafter expanded all by itself until it encompassed the whole tower. He by the way explains the properties of such a zone, which first direly affects spellcasting (making it unpredictable), and second tends to alter natural life in the vicinity and attract unnatural creatures. The book finishes with the author telling he was going to make more studies to learn how repair a "fabric of reality" thus corrupted. On the last page there is a note added by an ulterior reader. It tells that he (the ulterior reader) was unable to find this second volume, and where he suspected the tower of the author was located.

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#071

### **Denizens of the Lower Planes**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Destajarus the Scribe  
PUBLISHER: The Scholar Publishing (35 copies printed).  
TYPE/ASPECT: Mundane medium-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Knowledge (The planes: generalities).  
ORIGINALITY: Not much originality, yet brings some new ideas to the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1 or 2 week (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with the relevant knowledge skill.  
BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).  
NOTES: This book is an encyclopedia about demons, daemons, and devils. As such, it details most Baatezu, Tanar'ri, and Yugoloth (i.e.: all those that you can find in the Core Rulebook III plus the Rulebook on planes). However, the book also explains that those are only the most important "families" of demons. Aside these three main families which count hundreds of millions of individuals, also exist lesser families which are in much inferior numbers, and thus are rarely known to those outside the infernal regions. For example, among demons there are not only the Tanar'ri, which are but the strongest "family"; there also is the Tzarch\* family. However, the book is much more evasive about all these sub families, only telling that there exist many. Then, the book explains many things about demons: that they use souls as a form of currency; that they are immortal unless killed on their own plane; and that when they summon others of their kind to their aid, they become indebted to them; etc.

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#072

### **Secret Guide to the Nine Hells Vol-2**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Unknown  
PUBLISHER: None (handwritten manuscript; but bears the copy number #4).  
TYPE/ASPECT: Luxurious medium-sized leather-bound book.  
CONDITION: In relatively bad condition, but still readable.  
LANGUAGE: Abyssal slang (Infernal marks).  
SUBJECT: Knowledge (The planes: 3<sup>rd</sup>, 4<sup>th</sup>, and 5<sup>th</sup> hells generalities).  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).  
LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with the relevant knowledge skill.  
BOOK'S MONETARY VALUE: Invaluable (over 1000 gold-piece).  
NOTES: It clearly appears that this book belongs to a set of at least three tomes on the subject. Also, it seems that the book was copied from more extensive documents and reports from some spies of the outer planes. This book details the 3<sup>rd</sup>, 4<sup>th</sup>, and 5<sup>th</sup> levels of the nine hells, giving information extremely valuable for the traveler, if they can be trusted... This book details the typical inhabitants of each plane, as well as its natural conditions and how to offset some of their effects (such as rampaging diseases). It also details the major cities and fortresses (including a few rough maps), the defense systems, and the main stratagems set to capture intruders. For example, one of the stratagems is a rumor, spread through various means, that a Deva wanders around in disguise to help helpless mortal travelers lost to these infernal regions. The rumor has it that shouting a certain name three times in a row summons this benevolent savior. In fact it summons a devil squad.

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#073

### **Fourteen Fearsome Fiends**

DESCRIPTION SUBMITTED BY Peter Fitzpatrick

AUTHOR: Tanderious of Nentisangreon  
PUBLISHER: None (handwritten manuscript).  
TYPE/ASPECT: Richly decorated and sumptuous tome of great size with precious bindings.  
CONDITION: Good, although a little worn.  
LANGUAGE: Draconic (Draconic signs, symbols, and alphabet).  
SUBJECT: Knowledge (Monsters bestiary -see special notes-).  
ORIGINALITY: Incomplete and rather faulty plagiarism of a well known text.

CLARITY: Clear (Int check DC=5 to benefit from book's contents).

LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: None, plus the text is atrociously written and odiously boring.

BOOK'S MONETARY VALUE: Very expensive (from 100 to 1000 gold pieces).

NOTES: This book is a dull, pedestrian recitation of facts known to any competent diabolist, with occasional glaring errors. It is, however, very attractively illuminated, and the quality and sumptuousness of the binding makes it valuable in its own right. The illustrations are competent, though generic, and if the text were expunged it would have worth as a pre-illuminated palimpsest.

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#074

### **Marash An Vodoniok: Its Life & Its Work.**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Moskadrius, Primal Scribe of the University

PUBLISHER: None (handwritten manuscript / only copy?).

TYPE/ASPECT: Richly decorated and sumptuous tome of great size with precious bindings.

CONDITION: Excellent, as if new.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Hagiography of an ancient archmage.

ORIGINALITY: Really original work that brings a new perspective on the subject.

CLARITY: Clear (Int check DC=5 to benefit from book's contents).

LENGTH OF STUDY: 1d4 day (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: None, yet the text is well written and entertaining.

BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).

NOTES: This beautiful libram is in fact an obscene hagiography of a powerful wizard who lived centuries ago. It records the wonderful life and deeds of this man who was but perfect, and did good who benefited the whole humankind still long after his departure from the world of the living. For instance, at the time of his birth several marvelous omen occurred in the vicinity. Then, when he was still a child he was already gifted with a brilliant mind far superior to those of most sages, while everyone loved him, so good and compassionate he was. Later, he quietly convinced an evil tyrant to become a good ruler, and brought the prosperity of a modern economy to the "bestial and savage barbarians of the North". Finally, after a life full of deeds always more extraordinary, he didn't die.

Instead, he decided to leave the world on his own accord, and transfigured himself into divine glory. Where this book comes from is in fact a complete mystery. Likewise, the exact period and area where Marash An Vodoniok lived remains strangely unclear, as remain undefined the peoples with whom he interacted. But there is more to this book: it bears a magical curse. Anyone who reads this book must succeeds a Will saving throw at DC=20, or be convinced that not only everything in this book is true, but also that its truth should be revealed to all. As such, any Historian and Scribe who read this book invariably gets to the task of correcting History. As such, the official History of a neighbor kingdom was recently rewritten to explain how it was in fact founded by Marash An Vodoniok seven centuries ago. On the other hand, if one peruses all the libraries where this book still wasn't heard of, he will find no mention of this incredible character.

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#075

### **Finesse Words for the Diplomat**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Banahus O'Meliades

PUBLISHER: Bolger Books (350 copies printed).

TYPE/ASPECT: Mundane small-sized hardcover book.

CONDITION: Excellent, as if new.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Diplomacy tutorial (see special note for more details).

ORIGINALITY: Incredibly obsolete, to the detriment of the subject.

CLARITY: Unclear (Int check DC=10 to NOT benefit from book's contents).

LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Tutorial to learn a specific feat (see special notes).

BOOK'S MONETARY VALUE: Worthless (only good to make a fire, if per chance it is flammable).

NOTES: This annoying book is supposedly about aristocratic behavior and etiquette. As such it is primarily a tutorial to get a new general feat: Foolish Etiquette (see thereafter). However, the mannerism taught in this book appears oddly antiquated. In fact, if the reader succeeds an Intelligence check at DC=10, he will clearly understand that following the book's advice is a sure way to act ridicule.

#### **Foolish Etiquette [General]**

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You gain a small benefit in some circumstances, and a small disadvantage in others, with the diplomacy skill.

**Prerequisite:** Intelligence and Wisdom inferior to 13.

**Benefit:** You gain a +1 bonus on Diplomacy checks when dealing with nobles, +2 if these nobles are foppish



sycophants. However, using such mannerism with common peoples can result either in a +1 or -1 modifier to the skill check (equal chances), as some naive peoples will be impressed by it, while others will find it totally ridiculous if not offensive.

**Special:** This feat is not cumulative with Skill focus: Diplomacy; because the rigid bearing it teaches would be incompatible with an effective method of adapting one's behavior to the circumstances.

**Comments:** True! This feat is totally inferior to skill focus, and not cumulative with it. But who is to say that you cannot learn ineffective methods of doing things? This feat represents a kind of totally useless and ridiculous learning, that in many cases will become an hindrance rather than an advantage. Of course, no clever PC would waste a feat to learn this one.

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#076

## The Yanileckis Bird

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Martel the Sage

PUBLISHER: The Scholar Publishing (43 copies printed).

TYPE/ASPECT: Mundane small-sized hardcover book.

CONDITION: Good, although a little worn.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Knowledge (Nature: a specific type of rare bird).

ORIGINALITY: Really original work that brings a new perspective on the subject.

CLARITY: Clear (Int check DC=5 to benefit from book's contents).

LENGTH OF STUDY: 1d6 hours (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Tutorial to learn a specific feat (see special notes).

BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).

NOTES: In this book, the author describes everything about a rather strange bird: the *Yanileckis*. According to the author, this small (1 hit-point) bird of bright blue color, possesses a supernatural ability: its song repels evil spirits. The author pretends that the Yanileckis, despite being a normal bird, radiates an aura of goodness and is at all times protected by a *Protection from Evil* aura. Of course, the Yanileckis bird does not always sing, but when it does so in the middle of the night shortly before dawn, it repels (supposedly as a cleric of medium level) all incorporeal spirits and undead of evil alignment that could lurk in the vicinity. The author pretends that no evil spirits stalk an area where Yanileckis birds live. The main problem however, is that Yanileckis bird are very rare, and never sing in captivity. The book is then full of illustrations of the bird, but remains evasive as where it can be found. Nonetheless, the book gives the procedure to somehow domesticate this

bird: a tutorial to get a new general feat: Domesticate Yanileckis Birds (see thereafter).

## Domesticate Yanileckis Birds [General]

© 2002, Dominique Crouzet

You have a special knack with the Animal Empathy skill, but only when applied on the Yanileckis bird.

**Prerequisite:** Animal Empathy 6+ ranks.

**Benefit:** You get a +4 bonus on all skill checks with the Animal Empathy skill when you deal with the Yanileckis bird. If you have the Skill Focus feat with animal empathy, it is not cumulative with it.

**Comments:** The main problem with this feat, is to know if the Yanileckis bird exists at all, which is left to the GM's discretion. In any case this bird will remain rare; but if it doesn't exist at all, it means that a character learning this feat will have wasted a feat for naught. Of course, no sane character will ever consider learning this feat, but it is nonetheless taught in the book.

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#077

## Ye Songe of Hruthelde

DESCRIPTION SUBMITTED BY ???

AUTHOR: Unknown

PUBLISHER: None (handwritten manuscript).

TYPE/ASPECT: Collection of handwritten notes in a wrapper.

CONDITION: Dry, brittle pages which must be handle with care, but quite readable.

LANGUAGE: An archaic form of Common.

SUBJECT: Narrative Romance.

ORIGINALITY: Rather conventional, but vividly written.

CLARITY: Clear.

LENGTH OF STUDY: 1d6 hours.

BENEFIT FROM STUDY: None, yet the text is well written and entertaining. Perhaps it can be tied into an adventure, or it may just waste the PCs' time.

BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).

NOTES: An obscure saga, telling of the lifelong quest of Hruthelde to discover his birthright. He eventually succeeds, finding he is partially of fae blood, and lives on the border between this world and the otherworld, and is now known as the Stag King.

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#078

## The Unverified Records of Chitulchan the Aged

DESCRIPTION SUBMITTED BY Richard J. Miller

AUTHOR: Vito Commest  
PUBLISHER: None (handwritten manuscript; but bears the copy number #2).  
TYPE/ASPECT: Set of parchment pages in a case.  
CONDITION: In bad condition, but still readable.  
LANGUAGE: Infernus idiom (Infernal marks).  
SUBJECT: Knowledge (Arcana: ancient mysteries, magic traditions, etc.).  
ORIGINALITY: Original work that brings a new perspective on the subject.  
CLARITY: Confused (Int check DC=15 to benefit from book's contents).  
LENGTH OF STUDY: 2 weeks (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Contains specific spell formulas (see special notes).  
BOOK'S MONETARY VALUE: Very expensive (600 gold pieces).  
NOTES: The loose pages of this volume are not in any particular order, and there are no identifying marks to indicate the order. However, if an Int check of DC=15 is successful and 2 weeks of study are invested in the volume, the spells *Darkness*, *Death Knell*, and *Invisibility* are found within its pages.

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#079

## About the Folly of Idolatry

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Darim Ajundath  
PUBLISHER: Wheels of Paper (300 copies printed).  
TYPE/ASPECT: Mundane small-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Travels chronicles and philosophical speculations.  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: None, yet the text is well written and entertaining.  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).  
NOTES: The author relates his many travels to distant countries in search of enlightenment. However, during all these years when he did seek a "guru", he only encountered charlatans and imposters. Nonetheless, what always puzzled him

the most, was the credulity of the common peoples when it comes to characters who can display magical powers. The author explains that himself first lived in a village where the priest was revered as a holy-man for wielding a few magical abilities, despite his behavior often bordered on immorality. At least, in his own native country peoples were afraid of wizards and left them alone. But according to the author things are much different in distant lands, especially those where practitioners of magic are rare. There, it appears as if the common man's mind has lost all its critical power of observing and judging the behavior of an individual whom people credit with magical abilities. Such individual could act in the most abnormal and revolting ways, yet the duped audiences would ascribe them to mystical consciousness and holiness, transcending normal actions. For instance, the author tells how once he met with one of these holy-men in a village. The "saint" used to urinate into a silver vessel in full view of the crowds that came to visit him, and then sprinkled the liquid over the audience. In some cases, his admirers held up their faces and uncovered their bosoms to receive the sanctifying drops!

In fact, the author (in reading the book, it eventually becomes obvious that he was a monk), concludes that religiosity, spirituality, and holiness, may not be judged by the ability of one to cast spells or display psychic powers. He even goes as far as claiming that true mysticism requires an absolute rejection of magical abilities. So, the author finishes his book in declaring that when he finally settled down, he became a puritan in order to abide by a true spirituality.

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#080

## Magic: A Cheating of Life, A Temptation of The Devil

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Joshua Greynekheim  
PUBLISHER: Unknown (the book is obviously a printed copy). In fact the author published the book all by himself at almost 700 copies (half of them which were given freely to "deserving" peoples).  
TYPE/ASPECT: Mundane medium-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech & alphabet.  
SUBJECT: Essay on the inherent evil of magic, plus tutorial to become a Puritan. (The Puritan is a prestige class found in the Netbook of Classes, that can be downloaded where you found this netbook.)  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Clear if only reading it; Unclear to learn its method (Int check DC=10 to benefit from book's contents).

LENGTH OF STUDY: 1d4 hours for a casual reading; 1d4 months to become a puritan (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Tutorial to learn specific feats (see special notes).

BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).

NOTES: This book was written by a religious fanatic and extremist who viewed all magic as a manifestation of ultimate evil. According to this text, those who delve in magic automatically forfeit their soul to the lower planes. In the author's opinion, even good priests' magic would eventually corrupt their soul. But there is more to this book: it also thoroughly details various methods to recognize magic and combat the supernatural effectively. That is: this book can be used as a tutorial to become a Puritan.

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#081

### **Malleus Maleficarum (The Hammer of Witches)**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Heinrich Kramer & Jacob Sprenger  
PUBLISHER: Theology Faculty of Keuln (over 1000 copies printed).

TYPE/ASPECT: Mundane medium-sized hardcover book.

CONDITION: Good, although a little worn.

LANGUAGE: Church vernacular (Common alphabet).

SUBJECT: Witch-hunt.

ORIGINALITY: Extremely original for inventing incredible (and criminal) misconceptions and superstitions.

CLARITY: Unclear (Int check DC=10 to benefit from book's contents).

LENGTH OF STUDY: 2d6 hours (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: None, but moreover believing in this text will hinder the mental faculties of the reader.

BOOK'S MONETARY VALUE: Worthless (only good to make a fire, as luckily it is flammable), yet some fanatic extremists could pay 2d6 gp to buy it.

NOTES: This guide was designed to help witch-hunters unmask witches and demons. However, it will clearly appear to the sane reader that this hateful book is only a compilation of odious superstitions and misconceptions about women and magic. According to the book, women are inferior to men and naturally prone to submission to the Devil, while all peoples who practice magic (except priests of the authors' religion of course), are evil witches serving demons. There is nothing useful to be gained from this book, but moreover, anyone who would study it and abide by its theory, would get a -2 modifier to all intelligence and wisdom

checks, until he forfeits all its absurd theories altogether. Nonetheless, the text was written in Church language, and has badly translated notes in the margin. Take into account the fact that many peoples have a really bad knowledge of Latin, and the text itself is unclear, this explains how this text got so much success (among fanatic worshippers of a lawful evil religion).

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#082

### **Malleus Bellorum (The Hammer of Dwarves)**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Galderhun of Iron-Hold

PUBLISHER: Havrenscolp & cie (300 copies printed).

TYPE/ASPECT: Luxurious medium-sized leather-bound book.

CONDITION: Good, although a little worn.

LANGUAGE: Dwarven language (Dwarven runes).

SUBJECT: Knowledge (Hammer of Dwarves: famous heroes, laws, and traditions). The *Hammer of the Dwarves* is a prestige class found in the Netbook of Classes, that can be downloaded at:

<<http://www.enworld.org/fancc/nboc/>>

ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.

CLARITY: Clear.

LENGTH OF STUDY: 2d4 hours (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with Knowledge skill, pertaining to the *Hammers of the Dwarves* (see below).

BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).

NOTES: This book revolves around the *Hammers of the Dwarves*, and what it means for a dwarf to belong to this prestigious religious/military brotherhood of warriors. In this book the reader will learn about Harek Haldar of Hindorth the founder of the order (1100 years ago), and his incredible deeds. Then, several great Hammers of the Dwarves heroes of the past are listed and held up as examples of the order's greatness. The book then details the requirements for being accepted into the order, and the life and duties of a Hammer of the Dwarves (yet the book cannot be used as a tutorial to become of that class). Finally, the last chapter is a treatise about hammers as weapons, and how to manufacture a masterwork war-hammer (yet the description is too succinct to provide any bonus or benefit to the reader who would manufacture one). Note lastly, that the publisher included a short comment in the introduction to warn ignorant readers that this book, the *Hammer of Dwarves*, has nothing to do with an incredibly wicked human treatise called the *Hammer of Witches*.

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#083

### **Book of the Dead (I)**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Unknown  
PUBLISHER: None (handwritten manuscript).  
TYPE/ASPECT: Great roll (rolled papyrus in a cylindrical metal container).  
CONDITION: Excellent, as if new (thanks to magic).  
LANGUAGE: Hieroglyphic (pictograms and drawings).  
SUBJECT: Knowledge (The planes: generalities).  
ORIGINALITY: Not much originality, yet brings some new ideas to the subject.  
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).  
LENGTH OF STUDY: 1 or 2 week (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with the relevant knowledge skill.  
BOOK'S MONETARY VALUE: Invaluable (over 1000 gold-piece).  
NOTES: This is a very ancient papyrus roll which remained preserved throughout the ages thanks to an enchantment. This Book of the Dead describes the journey of a soul, after its departure from the world of the living. Such a journey is held to be extremely hazardous, and those who would get lost would eventually remain trapped in the material world or lower Astral as undead. Henceforth, this manuscript is in fact a guide to safely travel through the otherworld (Astral, etc.) to the soul's resting place (outer planes). The text emphasizes the upper planes as the normal destination, and describes the way to the lower planes as perils. Of course, once translated this text would be invaluable for characters wishing to travel to the outer planes while still alive.

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#084

### **Book of the Dead (II)**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Unknown  
PUBLISHER: None (handwritten manuscript).  
TYPE/ASPECT: Great roll (rolled papyrus in a cylindrical metal container).  
CONDITION: Excellent, as if new (thanks to magic).  
LANGUAGE: Hieroglyphic (pictograms and drawings).  
SUBJECT: Knowledge (Undead).  
ORIGINALITY: Not much originality, yet brings some new ideas to the subject.  
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).  
LENGTH OF STUDY: 1 or 2 week (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with the relevant knowledge skill.

BOOK'S MONETARY VALUE: Invaluable (over 1000 gold-piece).

NOTES: This is another much ancient papyrus roll which remained preserved throughout the ages thanks to an enchantment. This Book of the Dead is in fact an encyclopedia on undead, describing the most common types (i.e.: those found in the Core Rulebook III), their behavior, etc. It also explains that most undead are souls which lost their way to the Heaven when they died.

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#085

### **Book of the Dead (III)**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Unknown  
PUBLISHER: None (handwritten manuscript).  
TYPE/ASPECT: Great roll (rolled papyrus in a cylindrical metal container).  
CONDITION: Excellent, as if new (thanks to magic).  
LANGUAGE: Hieroglyphic (pictograms and drawings).  
SUBJECT: Tutorial of magic.  
ORIGINALITY: Not much originality, yet brings some new ideas to the subject.  
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).  
LENGTH OF STUDY: 1d4 months (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Tutorial to learn a specific feat (see special notes).  
BOOK'S MONETARY VALUE: Invaluable (over 1000 gold-piece).  
NOTES: This is another much ancient papyrus roll which remained preserved throughout the ages thanks to an enchantment. This Book of the Dead details the whole procedure for embalming a deceased and turning it into an undead mummy. It should be noted however, that the mummy made using this procedure can be created only by priests, and if the deceased used to such end formerly took an oath to forever guard the temple /tomb /graveyard /etc., rather than leave for the otherworld upon death. However, the mummies thus created are not linked to the Negative Energy Plane, but the Positive Energy Plane instead. As such, they regenerate (1 hit-point per 10 minutes), and are not subject to Turn Undead and spells which specifically work against Negative Energy. The book is thus a tutorial to get a new item creation feat: Embalm Sacred Guardians (see thereafter). Then, the book gives the formula to manufacture Mummies, and Greater Mummies.



### Embalm Sacred Guardians [Item Creation]

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You can create Mummies and Greater Mummies.

**Prerequisite:** Divine spellcaster level 9<sup>th</sup>+

**Benefit:** You can create the following undead: *Mummy*, and *Greater Mummy*. The gold and XP costs are 50% of that a flesh golem for mummies; and 75% of that a flesh golem for greater mummies.

**Special:** There are much restrictions with the use of this feat which cannot be used as easily as a necromancer could use *Animate Dead*. For one thing, the corpse used must have been from a follower of the priest's faith, and have sworn an oath to protect a temple/tomb/etc. of the religion forever. Also, the priest's deity may not authorize its priests to create mummies (this is appropriate only to a very few religions).

**Comments:** This feat is mainly for NPCs, as a PC will hardly find a usefulness for it in the course of his adventuring life.

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### #086

#### Tome of the Damned

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Unknown

PUBLISHER: None (handwritten manuscript).

TYPE/ASPECT: Luxurious medium-sized leather-bound book.

CONDITION: In bad condition, but still readable.

LANGUAGE: Infernus idiom (Infernal marks).

SUBJECT: Tutorial of magic (see special note for more details).

ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.

CLARITY: Confused (Int check DC=15 to benefit from book's contents).

LENGTH OF STUDY: 2d4 months (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Tutorial for becoming a lich (see special notes).

BOOK'S MONETARY VALUE: Invaluable (over 1000 gold-piece).

NOTES: This dark libram details the procedure to become a lich. This must begins with the creation of a Lich's Phylactery (see Core Rulebook III: Lich undead); that requires to be a cleric, sorcerer, wizard, or similar class (ecclesiastic, mage, etc.) of at least 11<sup>th</sup> level, and have the Wondrous Item Creation feat. The phylactery costs 120,000 gp and 4,800 XP to create. Then, the character must follow through lengthy rituals of magic taking 2d4 weeks to prepare, and 2d4 days to complete. Note that detaining this book is considered a major crime in many civilized areas.

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### #087

#### Constructs and Necromancy

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Murjhan the Defaced

PUBLISHER: None (handwritten manuscript; but bears the copy number #2).

TYPE/ASPECT: Luxurious medium-sized leather-bound book.

CONDITION: In bad condition, but still readable.

LANGUAGE: Draconic.

SUBJECT: Tutorial of magic (see special note for more details).

ORIGINALITY: Really original work that brings a new perspective on the subject.

CLARITY: Relatively clear (Int check DC=7 to benefit from book's contents).

LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Tutorial to learn specific feats (see special notes).

BOOK'S MONETARY VALUE: Invaluable (over 1000 gold pieces).

NOTES: This book pertains to the manufacturing of constructs using necromantic methods. As such the book is first a tutorial to get a new item creation feat: Craft Necromantic Constructs (see thereafter). Then, the book gives the formula to manufacture Homonculus, Flesh golems, and Bone golems.

#### Craft Necromantic Constructs [Item Creation]

© 2002, Dominique Crouzet

You can create some constructs, such as the *Homonculus*, *Flesh golem*, and *Bone golem*.

**Prerequisite:** Spellcaster level 7<sup>th</sup>+, ability to cast necromancy spells.

**Benefit:** You can create some constructs, as detailed in the Core Rulebook III (monsters: golems), if you meet the prerequisites. The main advantage over Craft Wondrous Items, is that you don't need other feats (such as having Craft Wondrous Item *plus* Craft Magic Arms and Armors), and that all expenditures (time, money, and XP) are reduced by 20%. However, doing it with necromancy, you bind an evil spirit from the lower planers into the construct. The disadvantage is that constructs thus made radiate evil (alignment aura), and can be turned as undead of twice their hit-dice.

**Normal:** The animating force for a normal golem and many constructs, is a spirit from the Elemental Planes (usually of Earth). As such, a golem is normally neutral, and impervious to Turn Undead.

**Special:** As this feat deals with necromancy, it is similarly evil to the *Animate Dead* spell, and thus could pose problems of alignment compatibility at GM's discretion.

**Comments:** This feat has obvious advantages when compared to the Craft Wondrous Item feat. However, where the latter can be used with most magical items, this feat can be used only for manufacturing a few constructs, which also get a few hindrances when compared to normal constructs. Of course, a PC wizard may wonder if this feat is really worth taking. But who is to say that one cannot learn restrictive methods of doing things?

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#088

## Secrets of Silver Weaponsmithing

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Ilmarinen Fireforge  
PUBLISHER: Havrenscop & cie (550 copies printed).  
TYPE/ASPECT: Mundane medium-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Dwarven language (Dwarven runes).  
SUBJECT: Professional tutorial (see special note for more details).  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d4 day (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Tutorial explaining the secrets of silver-weaponsmithing (see special notes).  
BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).  
NOTES: This book is all about forging silver blades which have hardness of steel. The book first tells that a blade entirely made of silver is useless (the metal is too soft); and that simply coating a normal blade with silver won't make it effective against creatures invulnerable to steel, but vulnerable to silver. Then it is a tutorial to craft blades of silver as hard as blades of steel. To make a silver blade which is hard like a normal steel blade, the weaponsmith must do it as if he would create a masterwork weapon (i.e.: for time, cost, DC, etc.). Then, if he wants to create a silver blade which is like a masterwork steel blade, the price doubles, and the DC is +5 higher than for a normal masterwork blade.

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#089

## Secrets of Magical Weaponsmithing

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Ilmarinen Fireforge  
PUBLISHER: Havrenscop & cie (300 copies printed).  
TYPE/ASPECT: Mundane medium-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Dwarven language (Dwarven runes).  
SUBJECT: Professional tutorial (see special note for more details).  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d4 day (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Tutorial to learn specific feats (see special notes).  
BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).  
NOTES: This book is all about forging magical weapons. The book is thus primarily a tutorial to learn the following item creation feat: Craft Magic Arms and Armors. Then, it gives the formula to create metal weapons of simple enchantments (+1 and +2).

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#090

## Supplies and Furniture for the Serious Alchemist

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Randolph Hanuver  
PUBLISHER: Wheels of Paper (350 copies printed).  
TYPE/ASPECT: Luxurious medium-sized leather-bound book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Alchemy material.  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d4 day (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Special (see special note for more details).  
BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).  
NOTES: This book is about the creation of a well equipped laboratory for arcane and alchemy researches. It lists the basic material needed, what is really important and what is not, etc. In using this book the reader will save on certain items, but will spend more on others, so in the end the cost of his laboratory will remain the same. However, as the book will advice him against several usual mistakes, it will help him cut in half the time required to build his laboratory. Furthermore, if following the book's advice the character decide to get a superior laboratory, it will cost him 750 gp, but will at the same time give him a +3 bonus to Alchemy checks (normal lab: 500 gp and +2 bonus). The author otherwise suggests to buy only books which validity have been proved, such as his own.

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#091

## Basics of Alchemy: Theory and Practice

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Randolph Hanuver  
PUBLISHER: Whurts (500 copies printed).  
TYPE/ASPECT: Luxurious medium-sized leather-bound book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech & alphabet.  
SUBJECT: Alchemy.  
ORIGINALITY: Not much originality, yet brings some new ideas to the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Lesser tutorial to get up to 5 ranks in the relevant skill (requires normal expenditure of skill points).  
BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).  
NOTES: This book a tutorial for the would-be self-taught alchemist, even if the author suggests to also follow training courses with a competent master. This book is thus a tutorial for beginners, with which a character could get up to 5 ranks in Alchemy. The book also contains formulas: Acid, Alchemist's fire, Antitoxin, and Tindertwig.

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#092

## Advanced Alchemy for the Expert

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Randolph Hanuver  
PUBLISHER: Whurts (400 copies printed).  
TYPE/ASPECT: Luxurious medium-sized leather-bound book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech & alphabet.  
SUBJECT: Alchemy.  
ORIGINALITY: Not much originality, yet brings some new ideas to the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 2d4 months (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Good tutorial to get up to 10 ranks in the relevant skill (requires normal expenditure of skill points).  
BOOK'S MONETARY VALUE: Very expensive (from 100 to 500 gold pieces).  
NOTES: This book is an excellent tutorial that can teach a character to increase his ranks in alchemy from 6 to 10, so the character cannot be a beginner to use it. Otherwise, the book also contains the formulas to create the potions of: *Charisma*, *Intelligence*, *Oil of timelessness*, and *Swimming*.

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#093

## Superior Alchemy for the Master

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Randolph Hanuver  
PUBLISHER: Wheels of Paper (200 copies printed).  
TYPE/ASPECT: Luxurious medium-sized leather-bound book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech & alphabet.  
SUBJECT: Alchemy.  
ORIGINALITY: Not much originality, yet brings some new ideas to the subject.  
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).  
LENGTH OF STUDY: 3d6 months (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Excellent tutorial to get up to 15 ranks in the relevant skill (requires normal expenditure of skill points).  
BOOK'S MONETARY VALUE: Very expensive (from 500 to 1000 gold pieces).  
NOTES: This book is a superior tutorial, which can teach a character to increase his ranks in alchemy from 11 to 15, so the character must already be an expert alchemist. The book is also about the creation of magical potions without necessarily knowing the relevant spell formula (but the item creation feat Brew Potion is still required). As such, the book contains the formulas to create the following potions: *Cure light wound*, *Cure moderate wounds*, *Delay poison*, *Neutralize poison*, *Oil of slipperiness*, and *Remove disease*. Other potions formulas without knowing the spell could also be researched, taking the same time and amount of money as researching a spell of equal level. However, creating a potion without knowing the spell formula requires to succeed an Alchemy check at DC=15 + 2 x level of the spell normally required.

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#094

## Alchemy of the Heart and Mind: An Essay

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Randolph Hanuver  
PUBLISHER: Wheels of Paper (80 copies printed).  
TYPE/ASPECT: Luxurious medium-sized leather-bound book.  
CONDITION: Excellent, as if new.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Alchemy.  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).

LENGTH OF STUDY: 1 or 2 week (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: None, and the text is moderately interesting.  
BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).  
NOTES: In this book, the author tells that alchemy should be seen as a spiritual discipline rather than just a method to create useful mixtures and elixirs. As such, the author makes a convincing parallel between the processes at work in the beakers and bottles, and the maturation process of the human soul. He thus declares that alchemy is equal to prayer and meditation when it comes to spiritual awareness. The book also contains the formula to create a *Periapt of wisdom*, and the *Potion of wisdom*.

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#095

### About Matter and Magic: A Study

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Randolph Hanuver  
PUBLISHER: Wheels of Paper (500 copies printed).  
TYPE/ASPECT: Luxurious medium-sized leather-bound book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Alchemy.  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).  
LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Tutorial to learn specific feats (see special notes).  
BOOK'S MONETARY VALUE: Relatively expensive (from 100 to 200 gold pieces).  
NOTES: This book is in two parts. The first part is a theory on the relationship between material things and magical energies, and how this is taken into account in spellcasting. That is, it explains why so many spells require the use of material components, and on which basis they were selected. Then, the second part of the book details dozens of spells, and the spell components used in their casting. The main interest of this section is to explain in which aspect that material component is important, and to list other components that could display the same characteristics. In other words, the book gives variant spell components, usually choosing ones of cheap value and easily available. The book thus list many spells and their components, but not all (in fact all arcane spells of level 1-6 of the Core Rulebook I, and not other). For any spell not listed, a wizard may determine substitution components (in using the book's theory) in a number of days'

research equal to the spell's level; and in succeeding a spellcraft check equal to 10 + the spell's level. However, there is a major hindrance with component substitution: when comparing the normal component and the substitution component, any cost decrease by a factor of 10 induces a reduce in the spell effectiveness of 1 for the casting level, and 2 for the DC. The reverse may also be true at GM's discretion.

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#096

### About Items and Dweomers: A Study

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Randolph Hanuver  
PUBLISHER: Wheels of Paper (43 copies printed).  
TYPE/ASPECT: Luxurious medium-sized leather-bound book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Alchemy.  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d6 months (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Tutorial to learn specific feats (see special notes).  
BOOK'S MONETARY VALUE: Invaluable (over 1000 gold-piece).  
NOTES: This book explains all the fundamentals of magical items creation. As such, this enormous volume is a tutorial to learn the following item creation feats: *Brew potion*, *Craft rod*, *Craft staff*, *Craft wands*, and *Craft wondrous item*. Then, for each feat the author gives an example, so the book also contains formulas for the following magical items (see Core Rulebook II): *Potion of Vision*, *Rod of Metal and mineral detection*, *Staff of Size alteration*, *Wand of Detect magic*, and *Goggles of minute seeing*.

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#097

### My Recipes and Formulas

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Unknown  
PUBLISHER: None (handwritten manuscript).  
TYPE/ASPECT: Thick set of vellum pages in a case.  
CONDITION: Damaged and fragile, but still readable provided it is handled with care.  
LANGUAGE: Draconic (Draconic signs, symbols, and alphabet).  
SUBJECT: Alchemy.  
ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.



CLARITY: Unclear (Int check DC=10 to benefit from book's contents).  
LENGTH OF STUDY: 3d4 weeks (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Contains specific potions and magic items formulas (see special notes).  
BOOK'S MONETARY VALUE: Invaluable (over 1000 gold-piece).  
NOTES: This work would be invaluable for any alchemist or artificer. In fact it contains the formulas of some alchemist-wizard to create several magical items; but moreover, to create them at a lesser cost (-20% in gold-pieces and XP) if he is of the artificer (or similar) prestige class. Nonetheless, the book doesn't provide the required spell-formulas, and doesn't supercede the need for relevant item creation feats, that the reader still needs to know to manufacture the items. These formulas are:  
1) Potions: Alter self, Bull's strength, Clairaudience/Clairvoyance, Cure serious wounds, Fire breath, Fly, Invisibility, Lesser restoration, Nondetection, Protection from fire.  
2) Wondrous items: Bag of holding, Gauntlets of ogre power, Hat of disguise, Helm (or Headband) of telepathy, Necklace of fireballs (type I to III), Wings of flying.

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#098

### **A Journey to Faerie**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Master Igguk  
PUBLISHER: Unknown (the book is obviously a printed copy).  
TYPE/ASPECT: Richly illuminated medium-sized leather-bound book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Gnomish language (Dwarven runes).  
SUBJECT: Knowledge (Local: famous heroes, legends, traditions, etc.) as pertaining to Fey and Faerie.  
ORIGINALITY: Not much originality, yet brings some new ideas to the subject.  
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).  
LENGTH OF STUDY: 1d4 day (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: The text is well written and entertaining, and also could help like an Encyclopedia enabling to take 10 with the relevant knowledge skill (see special note below).  
BOOK'S MONETARY VALUE: Very expensive (from 100 to 1000 gold pieces).  
NOTES: The author is a gnome sage who lives on the border of the land of Faerie. His book is a collection of tales about its inhabitants: the fey. These tales appear like wonderful and comical children tales with numerous illustrations and

drawings, but nonetheless are based on real facts. As such, and despite the book is nothing of an encyclopedia, it provides good information about the fey and their lives. Thus, for any fey encountered, there is a 80% chance that the book will mention it (illustration, race name and main characteristics); and a 40% chance that the book will give more details about magical abilities and habits. Lastly there is 5% that an individual fey encountered will seem to be a character nominally mentioned in the book. In fact it may or may not be the case, but often the fey will let the character believe it. Otherwise, the reader may take 10 to any Knowledge check related to the fey, but it will take him 1d6 x 10 minutes.

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#099

### **Humans, Demi-Humans, and their Motives**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Medjarnius of Talem  
PUBLISHER: The Scholar Publishing (120 copies printed).  
TYPE/ASPECT: Mundane small-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Psychology.  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Good tutorial to get up to 8 ranks in Sense Motive (requires normal expenditure of skill points).  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).  
NOTES: This book is a treatise about the human and demi-human psychology. It can be used as a tutorial to get up to 8 ranks in Sense Motive. The book is a thorough description of the main types of personalities among the various humanoid races; it then tells how a character should listen to the voice of an individual rather than his words, try to "feel" its general demeanor, etc., and how this will help to determine his real intents and main personality traits. Nonetheless, although the book is excellent and well done, the author emphasizes on the petty aspect of humanity, seeing listlessness, egoism, lie, etc., in most peoples.

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**The Sterces'Sed'Ervil**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Muirgen

PUBLISHER: None (handwritten manuscript).

TYPE/ASPECT: Richly decorated and sumptuous tome of great size with precious bindings.

CONDITION: Excellent, as if new.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Tutorial of magic (see special note for more details).

ORIGINALITY: Possibly the most original book ever written on this subject.

CLARITY: Incomprehensible (Int check DC=20 to benefit from book's contents).

LENGTH OF STUDY: 3d4 months (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Contains specific spell formulas (see special notes).

BOOK'S MONETARY VALUE: Invaluable (over 1000 gold-piece).

NOTES: This book was written by a genius archmage with an Intelligence of 21. The metaphysical concepts it exposes are so alien to the standard view of cosmology, that despite being clearly presented they require much efforts to be understood. Needless to say that if they would be known to the religious authorities, they would be declared heretic.

The first chapter presents a rapid overview of acknowledged cosmology and commonly accepted explanation of magic: Peoples believe that they live on the material plane, and that deities reside on the outer planes. At the same time they have no real explanation for magic, believing it to be some kind of gift or secret. Nevertheless, they believe (and believe it so strongly that this is even not a doctrine), that inert matter, life, and magical energies are three different and separate aspects of the universe. The author ends the chapter in asserting that nothing could be farther from the Truth. He then exposes with numerous examples, mathematical explanations, and several complex diagrams the "true" nature of the universe and magic:

The universe is entirely made up of energy patterns, which are conscious of themselves and of the others. There is nothing like matter, life, magic power and whatnot. There is only this energy, which is somehow light and electricity, plus consciousness and information. So the universe is only made of such beings interacting the ones with the others, and nothing else. Then, a variety of these beings have taken on the habit of stealing the energy of those weaker than themselves (there is a note that this is an interpretation of a process beyond comprehension). As such, they form a sort of net in which to trap their victims, like a spider makes a web in which to entrap flies. This is a

perceptual prison in which energy beings are cut into several parts and scattered, in order to better manipulate them and suck their power. As such, mortals (at least humans and demi-humans) are Greater Souls who lost their immortal glory, and suffer in the prison that appears as the material world. The material world is but an illusion, created with aspects of elemental beings also thus imprisoned. It imprisons the consciousness, making it forget about its true nature and submitting it to entropic limitations. A consciousness who can break this perceptual prison, resumes its glorious state of divine energy, immensely grander than any mortal life will ever be. So, it appears that all evil suffered in the material world, is in fact an illusory manifestation that somehow results from this devouring of the Greater Soul.

Then about magic: There is nothing like arcane magic, divine magic, psionics, and other supernatural powers. These are all illusions, put over the process by which a mortal tries to somehow mend the broken parts of his Greater Soul. As the Greater Soul is "becoming whole again", it is less and less bound by the limitations imposed upon its consciousness by the perceptual prison which is the world. To others it may seem that the powerful cleric, wizard, psion, etc. can defy the physical laws of the so-called reality. But this is untrue, as there is no reality, just a net of constraints bidding the freedom of the Greater Soul. The main problem is that these wizards, clerics, and else have been so used to this prison over eons, that they cannot believe they could be much more than just powerful mortals.

At the end of the book are given two spell formulas:

**1)** A variant of the *True Seeing* spell. It works like the normal version, but enables to see that what the author says is true. The author pretends that the "common" True Seeing spell includes an enchantment so the user doesn't remember what he *really* saw. As such, he is not traumatized, and just retains narrowed information interpreted to fit with his normal perceptions. However this variant of the spell works like the common version, but also enables to see that the world is as described by the author. The main problem is that the user seeing reality in this manner must succeed a Will save at DC=20 or become feeble-minded (as per the spell). On the other hand, looking at a creature in this manner for 1d6 minutes would enable the user to learn most of what is to be known about it (i.e.: learn about the creature's racial characteristics).

**2)** A 10<sup>th</sup> level spell which necessitate an Intelligence and level of 20 to be cast. The casting time is of 7 hours, during which the caster must be perpetually under the effect of the above spell (*True Seeing* variant). The spell is especially difficult, and the caster must succeed a Spellcraft check at DC=30. If successful the caster's Greater Soul gets ultimate freedom: it resumes its divine state, and is

forever freed from the material plane, but also any plane (astral, outer, etc.). As such the caster becomes a god. However, not a god in the world he knew, as the gods were somehow only an aspect of a priest's Greater Soul. The caster has disappeared forever from reality (this limited prison), and has become a glorious ultimate being for eternity. Well, this is at last what the spell description pretends. It seems that the book's author wrote its description before casting it upon himself.

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#101

### **The Collected Letters of Eserion Von Leiber**

DESCRIPTION SUBMITTED BY Richard J. Miller

AUTHOR: Alexion Mernigoth, Historian  
PUBLISHER: Panturne & Cie. (100 copies printed).  
TYPE/ASPECT: Mundane small-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Knowledge (Architecture and Engineering: Towers).  
ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d4 day (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Lesser tutorial to get up to 5 ranks in the Knowledge (Architecture and Engineering: Towers) skill (requires normal expenditure of skill points).  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).  
NOTES: This volume collects 70 letters written by the relatively well known architect Eserion Von Leiber, who specialized in small but well fortified towers favored as outposts along mountain passes. While the letters do not concentrate entirely on tower construction, they are an entertaining read, as VonLeiber had an interesting sense of humor. Most of the letters were written to those responsible for the construction of the towers he designed, although there are several that are addressed to students who wanted to learn design skills from him.

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#102

### **Anatomy of Imps**

DESCRIPTION SUBMITTED BY Brendan J. Quinn

AUTHOR: Asaerack  
PUBLISHER: Libramicon Manuscripts, Inc. (15 copies printed).  
TYPE/ASPECT: Mundane small-sized hardcover book.  
CONDITION: Excellent, as if new.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Professional tutorial (see special note for more details).  
ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d6 hours (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Lesser tutorial to get up to 5 ranks in Knowledge: Anatomy. It can also be used to take 10 when rolling a Knowledge: Anatomy check dealing with imps.  
BOOK'S MONETARY VALUE: Normal (from 10 to 30 gold pieces).  
NOTES: This books appears to be a normal hardcover book. (The first three copies printed used tanned imp-hide for their cover; which gave them a faint aura of evil.) The book goes into extensive detail about the general anatomy of an imp, and provides some theories on the anatomies of other fiendish outsiders.

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#103

### **How I Gambled my Life with the Masked God**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Darlaeen Felianael  
PUBLISHER: None (handwritten manuscript).  
TYPE/ASPECT: Luxurious medium-sized leather-bound hardcover book.  
CONDITION: In bad condition, but still readable.  
LANGUAGE: Elven tongue (Elven calligraphy).  
SUBJECT: Narrative biography (or fiction?) plus a tutorial of magic.  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Confused (Int check DC=15 to benefit from book's contents).  
LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Some clues about an outer-planar deity, and a few spell formulas. Aside from this, the text is well written and entertaining.  
BOOK'S MONETARY VALUE: Very expensive (from 100 to 1000 gold pieces).  
NOTES: This book relates the adventures of a witty elven maiden who ventured to the outer planes and

eventually met a deity that she outwitted but at considerable risks. The book gives several clues as to the behavior of this deity who hides him/herself behind a mask of darkness, and as to his/her realm. Lastly, the book contains a handful of spell-formulas related to the planes (as chosen by the GM). It should be noted that it is very difficult (DC=35) to determine what is true and what is fiction in this book, and so will be uncertain the information given.

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#104

### **Book of Witch Curses:**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Unknown  
PUBLISHER: None (handwritten manuscript; but bears the copy number #4).  
TYPE/ASPECT: Luxurious medium-sized leather-bound book.  
CONDITION: In bad condition, but still readable.  
LANGUAGE: Magical writing (requires the use of a 'Read magic' spell).  
SUBJECT: Tutorial of magic (see special note for more details).  
ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.  
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).  
LENGTH OF STUDY: 1d4 day (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Contains specific spell formulas (see special notes).  
BOOK'S MONETARY VALUE: Very expensive (from 100 to 1000 gold pieces).  
NOTES: This book gives the formula of the *Bestow Curse* spell, plus all the material components and variants of casting needed to obtain specific effects. Also, the book includes what is required to get freed from each curse, other than a dispel curse spell. Lists of dozens of curses including:

- the stinking wart
- the squeaky voice
- the impotent husband
- the cow which gives spoiled milk
- the bad crops
- repel horses
- barking angry dogs
- attracts beggars
- attract cats
- Bad luck (something wrong fall upon victim, such as pickpocket)
- etc.

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#105

### **Tractatus Physico-medicus de Incantamentis**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: G.A. Mercklin  
PUBLISHER: Bolger Books (350 copies printed).  
TYPE/ASPECT: Mundane medium-sized hardcover book.  
CONDITION: In bad condition, but still readable.  
LANGUAGE: Latin, or Church vernacular (Common alphabet).  
SUBJECT: Professional tutorial (see special note for more details).  
ORIGINALITY: Extremely conformist, when not doctrinal, to the detriment of the subject.  
CLARITY: Unclear (Int check DC=10 to not suffer from book's contents).  
LENGTH OF STUDY: 1d8 hour (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: None, and the text is moderately interesting.  
BOOK'S MONETARY VALUE: Worthless (only good to make a fire, as per chance it is flammable).  
NOTES: This is a medical book written by a puritan. It deals mainly with the non-magical treating of diseases and illnesses provoked by magic. Being written by a puritan, the book is moreover full of misconceptions injurious to women who practice any form of magic, describing them all as worshippers of demons bent on perverting society. In fact, along these lines the book explains at length how a "good woman" is a woman totally subservient to her husband. In any case, following the book's advice can only result in a -4 penalty to any Heal check, until the user realizes the book is useless (i.e.: he succeeds the DC=10 intelligence check). Note that puritans coming across this book will not question the validity of its contents...

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#106

### **Compendium Maleficarum**

DESCRIPTION SUBMITTED BY Dominique Crouzet

AUTHOR: Fransisco Maria Guazzo  
PUBLISHER: Abbey of Midrande (250 copies printed).  
TYPE/ASPECT: Mundane medium-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Latin, or Church vernacular (Common alphabet).  
SUBJECT: Knowledge (Religion: evil cults).  
ORIGINALITY: Extremely conformist, when not doctrinal, to the detriment of the subject.  
CLARITY: Confused (Int check DC=15 to benefit from book's contents).  
LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).



**BENEFIT FROM STUDY:** Encyclopedia enabling to take 10 with the Knowledge (Religion: evil cults) skill.

**BOOK'S MONETARY VALUE:** Normal (from 1 to 10 gold pieces).

**NOTES:** This book, written by an exorcist, is an encyclopedia of evil cults and worships of demonic entities. It is fully illustrated, and describes the main characteristics of evil cults, and where they typically operate. However, the text is full of misconceptions, and the author tend to see a diabolist or evil witch in any woman able in magic. Likewise many rituals which could in fact belong to religions of nature, are described as being potential signs of a demonic worship. As such, when used to determine if some ritual or faith is of the evil sort, this book is much effective when it is actually the case. However, its misconceptions also tend to make appear natural religions such as druidism, shamanism, and witchcraft as being some sort of demonic worship all the same.

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#107

### Concerning the Deeds of the Cursed One

DESCRIPTION SUBMITTED BY Dominique Crouzet

**AUTHOR:** Unknown

**PUBLISHER:** None (handwritten manuscript).

**TYPE/ASPECT:** Fine medium-sized leather-bound hardcover book.

**CONDITION:** Excellent, as if new, due to an enchantment.

**LANGUAGE:** Common speech (Common alphabet).

**SUBJECT:** Knowledge (Religion: one specific cult -see special notes-).

**ORIGINALITY:** Rather conventional, but offers some occasional fresh point of view.

**CLARITY:** Unclear (Int check DC=10 to benefit from book's contents).

**LENGTH OF STUDY:** 1d6 hour (provided Intelligence check succeeded - see above).

**BENEFIT FROM STUDY:** Encyclopedia enabling to take 10 with the relevant knowledge skill.

**BOOK'S MONETARY VALUE:** Invaluable (over 1000 gold-piece).

**NOTES:** This dark libram is in fact a cursed magical item which promotes an evil deity's cult. However, it does it in a much devious (cursed) way: During the daylight, any attempt to read the book results in the text appearing as a completely innocuous description of the evilness of that evil deity's cult, by a fanatic opposed to it. (Nonetheless, it is written in such a way that the reader suspects this is exaggerated and the cult in fact is not so evil. It also gives false information, so nobody may use them against it.) However, read the text at night, and it is an eldritch writing,

detailing and promoting the service and worship to that dark deity.

Furthermore, this is a cursed intelligent item, whispering insidious evils, talks of betrayal, into the owner's mind during all hours of day and night. Those who listen to the book's advice may begin to learn its contents and become increasingly evil in the process. The book actually enables one to get up to 5 ranks in Knowledge - religion (but as pertaining to that cult only), which is a class skill for the character as long as he owns the book. The trick is that: 1) for each rank he thus gains, his alignment goes one step toward chaotic evil, until he is of that alignment; 2) the number of ranks gained determine which of the book's magical powers he may use.

Int 14 (+2), Wis 14 (+2), Cha 18 (+4); Ego: 21; Al: CE (but under a permanent *Non-detection* spell); the book owner of non-CE alignment gets a negative level unless he learns from it (see above). The purpose of this book is to turn the owner into a priest or agent (appropriate core or prestige class) of the dark deity it promotes. Once the character has gained 5 ranks of Knowledge - religion (as pertaining to that cult) and 1 level of such a character class, the book vanishes (usually in a way letting the owner suspect it was stolen by some enemies of the cult). In fact it teleports somewhere else as to be able to corrupt a new person.  
*Type:* minor artifact; *Caster level:* 19<sup>th</sup>; *Weight:* 2 lb.

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#108

### Language of the Tragga Islands Halflings

DESCRIPTION SUBMITTED BY John Toppe

**AUTHOR:** Aanto Sital

**PUBLISHER:** Unknown if any (seems to be printed rather than hand-written).

**TYPE/ASPECT:** Mundane medium-sized hardcover book.

**CONDITION:** Damaged and fragile, but still readable provided it is handled with care.

**LANGUAGE:** Common speech (Common alphabet).

**SUBJECT:** Dictionary / language method.

**ORIGINALITY:** Really original work that brings a new perspective on the subject.

**CLARITY:** Clear (Int check DC=5 to benefit from book's contents).

**LENGTH OF STUDY:** 1d4 day (provided Intelligence check succeeded - see above).

**BENEFIT FROM STUDY:** Lesser tutorial to get up to 5 ranks in the relevant skill (requires normal expenditure of skill points).

**BOOK'S MONETARY VALUE:** Expensive (from 10 to 100 gold pieces).

NOTES: The Tragga Islands are populated by barbarian halflings and very little is known about them. Aanto Sital spent several decades living among them and has given a detailed account of their unique language which is a variant form of a now-lost halfling dialect. Comparison to mainland halfling speech indicates that the Tragga Islands halflings have been isolated for well over a millenium.

An expert in the field of halfling dialects or halfling history would be willing to pay well for a copy of this book. Most others would find the book quite boring and worth very little.

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#109

### **An Account of the Exploration of the Frostguard Ruins...**

DESCRIPTION SUBMITTED BY Jeff Longcore

AUTHOR: Erin Kathleen O'Bannon, virtuoso bard  
PUBLISHER: Philosophical Collegium Publishing (70 copies printed).

TYPE/ASPECT: Mundane medium-sized hardcover book.

CONDITION: Good, although a little worn.

LANGUAGE: Common speech & alphabet.

SUBJECT: Knowledge (History: royalties, wars, etc.).

ORIGINALITY: Really original work that brings a new perspective on the subject.

CLARITY: Clear (Int check DC=5 to benefit from book's contents).

LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: None, yet the text is well written and entertaining.

BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).

NOTES: The first page gives the book's full title: "An Account of the Exploration of the Frostguard Ruins with sections detailing Extra dimensional places adjacent thereto, and the inhabitants therein, living, dead, and undead."

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#110

### **The Orcish Manifesto**

DESCRIPTION SUBMITTED BY Duane Nutley

AUTHOR: Unknown

PUBLISHER: Unknown (the book is obviously a printed copy).

TYPE/ASPECT: Single page piece of parchment or medium sized unassuming tome. CONDITION: Good, although a little worn.

LANGUAGE: Orcish (broadsheet), Common (Tome)

SUBJECT: Political analysis (tome) or funny illustrations meant to drive home a point (broadsheet)

ORIGINALITY: Really original work that brings a new perspective on the subject.

CLARITY: Clear (Int check DC=5 to benefit from book's contents).

LENGTH OF STUDY: Immediate (broadsheet) or 1d4 days (tome)

BENEFIT FROM STUDY: None, yet the text is well written and entertaining.

BOOK'S MONETARY VALUE: Cheap (from 1 to 10 silver pieces).

NOTES: The Orcish Manifesto actually comes in two types; a 1 page broadsheets or a medium sized nondescript tome. The 1 page piece of paper contains no writing, only funny illustrations. The illustrations show the basic tenets of the Orcish Manifesto; that the strong rule and give orders to the small and weak. The tome (of which at least 100 copies have been printed) is surprising enough written in concise Common and details what the Orcish Manifesto is about. It details that the strong are the ones who rule and it is only through strong leadership that a tribe grows strong. Swift punishment is necessary to avoid rebellion. It then goes on to say that only a strong Orcish ruler can unite many tribes into a force powerful enough to wreck havoc on the world. Interestingly, the author of the book demands that law and order be maintained and that orcs who follow no rules are the ones who will fail.

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#111

### **Riding Like the Arrow: An Illuminated Volume**

DESCRIPTION SUBMITTED BY Richard J. Miller

AUTHOR: Sir Matthew Reddner and Brother Felix Curry

PUBLISHER: None (handwritten manuscript).

TYPE/ASPECT: Richly decorated and sumptuous tome of great size with precious bindings.

CONDITION: Excellent, as if new.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Professional tutorial (see special note for more details).

ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.

CLARITY: Unclear (Int check DC=10 to benefit from book's contents).

LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Good tutorial to get up to 10 ranks in the relevant skill (requires normal expenditure of skill points).

BOOK'S MONETARY VALUE: Very expensive (500 gold pieces).

NOTES: Riding Like the Arrow: An Illuminated Volume is a very large and richly illustrated tome devoted to horseback riding and mounted archery.

The written portion of the book (by Sir Matthew Reddner) is very clear and precise in its instruction, but the hand drawn and colored illustrations are rather fanciful, and it is obvious that the artist (Brother Felix Curry) had very little experience in either riding or archery. As a result, the lessons can sometimes be a bit unclear, especially when the text makes reference to the figures in the illustrations, who oftentimes seem to be doing something other than what is described and are occasionally drawn in positions not possible by the human body. However, if the required time and practice are taken, the reader can gain up to 10 ranks in the Ride skill, and would be well on their way in gaining either the Mounted Archery or Mounted Combat feats.

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#112

### The Azazel's Ruin

DESCRIPTION SUBMITTED BY Victor Ventura Sanchez

AUTHOR: Cirien S'Aladras  
PUBLISHER: None (handwritten manuscript).  
TYPE/ASPECT: Richly decorated and sumptuous tome of great size with precious bindings.  
CONDITION: Excellent, as if new.  
LANGUAGE: Elven tongue (Elven calligraphy).  
SUBJECT: Knowledge (Arcana: ancient mysteries, magic traditions, etc.).  
ORIGINALITY: Not much originality, yet brings some new ideas to the subject.  
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).  
LENGTH OF STUDY: 3d4 months (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Contains specific spell formulas (see special notes).  
BOOK'S MONETARY VALUE: Invaluable (over 1000 gold-piece).  
NOTES: This tome was written by a great high mage of Evereska. This wonderfoul book describes the history of Azazel. "Azazel was a great demon lord of the Abyss that ruled among a cap. It did thousands of years during the first war of the demons and his demons' innumerable hordes were rushed on the world to conquer it. The elves were the first ones in facing them. Innumerable battles took place both in the skies and in the land. The elves used their more powerful magic, the High Magic. The demons were thousands and thousands and very powerful. Others joined the war. A group of human beings very powerful, capable of using a magic never seen that was compared to the High Magic of the elves and could overcome it in some aspects. Thanks to its help and after years of fighting and thousands of dead men the war finished with the defeated demons. Ultimately the human magicians enclosed all the surviving demons (that continued being thousands) in another plane that would prevent them returning to the Abyss and

to the world. The world got away itself from these demons during milleniums but not forever. In the year of the awakening Azazel it managed to liberate. Other demons of flat others also entered the world and this way the peoples returned to suffer under his claws. In these battles Cirien S'aladras, a High Magician elf, took part. The elves and some human beings returned to face the demons. This time there was no a great war but only any battles since the demons were dispersed. Cirien, together with other High Magicians and the Harpists they faced against the powerful one Azazel and they managed to defeat and to enclose in a gem that would contain his essence forever."

The book contains the formulae, the description and the components of the spell that was used to imprison Azazel in the gem: " Last Containment of Azazel's Soul". The spel is exactly like the level 8 spell Soul's Imprisonment, with the following modifications. The target only can be Azazel; it has to be thrown in the Forge of the World and a part of Azazel's body is needed. The spell allows neither saving throw nor spell resistance. Besides the gem only can be destroyed if it is thrown to the Forge of the World with the suitable ritual or by the direct intervention of a Major God.

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#113

### The Ancient Elam

DESCRIPTION SUBMITTED BY ???

AUTHOR: Colatan  
PUBLISHER: None (handwritten manuscript).  
TYPE/ASPECT: Richly decorated and sumptuous tome of great size with precious bindings.  
CONDITION: Good, although a little worn.  
LANGUAGE: Latin, or Church vernacular (Common alphabet).  
SUBJECT: Knowledge (History: royalties, wars, etc.).  
ORIGINALITY: Not much originality, yet brings some new ideas to the subject.  
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).  
LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Lesser tutorial to get up to 5 ranks in Knowledge (Ancient History)  
BOOK'S MONETARY VALUE: Very expensive (from 100 to 1000 gold pieces).  
NOTES: This book tells the history of Ancient Elam but in general terms, and reveals no secrets about it.

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#114

### **Ivid's Tome Of Mating Patterns of The Vile and Disgusting**

DESCRIPTION SUBMITTED BY Todd Bissel

AUTHOR: Caroilous Ivid The Slick  
PUBLISHER: None (handwritten manuscript).  
TYPE/ASPECT: Mundane medium-sized hardcover book.  
CONDITION: In bad condition, but still readable.  
LANGUAGE: Common speech & alphabet.  
SUBJECT: Knowledge (Monsters bestiary -see special notes-).  
ORIGINALITY: Unconventional, offering some occasional fresh points of view.  
CLARITY: Confused (Int check DC=15 to benefit from book's contents).  
LENGTH OF STUDY: 1d8 hour (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: None, plus the text is atrociously written and odiously boring.  
BOOK'S MONETARY VALUE: To specialists of the subject, 2d4 gp. Otherwise, worthless.  
NOTES: An entire book dedicated to the various mating patterns and sexual habits of Oozes, Jellies, Gibberlings, Gelationious Cubes, and their ilk. Even the book's rotting leather cover has a certain sliminess that makes it uncomfortable to handle. A tedious and rather unuseful guide for most adventurers, only truly arcane bestiary specialists would pay 2d4 gp, otherwise useless.

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#115

### **Taenor's Treatise on Treasure**

DESCRIPTION SUBMITTED BY Neal Levin

AUTHOR: Taenor Bayne  
PUBLISHER: Fintheon Firsts (250 copies printed)  
TYPE/ASPECT: Mundane medium-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech & alphabet.  
SUBJECT: Knowledge (Geography: lands, terrains, climate, people, customs).  
ORIGINALITY: Not much originality, yet brings some new ideas to the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d4 day (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Lesser tutorial to get up to 5 ranks in the relevant skill (requires normal expenditure of skill points).  
BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).  
NOTES: The book contains details about various pieces of art relevant to the culture, as well as providing means to properly appraise such treasures.

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#116

### **Taenor's Treatise of Tempting Transmutations**

DESCRIPTION SUBMITTED BY Neal Levin

AUTHOR: Taenor Bayne  
PUBLISHER: Book Publisher: Fintheon Firsts (250 copies printed)  
TYPE/ASPECT: Luxurious large-sized leather-bound tome with metal fasteners.  
CONDITION: Excellent, as if new.  
LANGUAGE: Draconic (Draconic signs, symbols, and alphabet).  
SUBJECT: Knowledge (Arcana: ancient mysteries, magic traditions, etc.).  
ORIGINALITY: Extremely conformist, when not doctrinal, to the detriment of the subject.  
CLARITY: Confused (Int check DC=15 to benefit from book's contents).  
LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with the relevant knowledge skill.  
BOOK'S MONETARY VALUE: Very expensive (from 100 to 1000 gold pieces).  
NOTES: The book details many tidbits of knowledge relating to the magic specialty of Enchantment. The book does not contain any spells, but is more a treatise of designing spells and is worth 5 times its value as a library resource on spell design.

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#117

### **Gems of Nature**

DESCRIPTION SUBMITTED BY Neal Levin

AUTHOR: Mirriam and Bane Silverleaf  
PUBLISHER: Silverleaf Press (50 copies printed)  
TYPE/ASPECT: Richly decorated and sumptuous tome of great size with precious bindings.  
CONDITION: Good, although a little worn.  
LANGUAGE: Elven tongue (Elven calligraphy).  
SUBJECT: Craft (Silversmith)  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Good tutorial to get up to 10 ranks in the relevant skill (requires normal expenditure of skill points).  
BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).  
NOTES: The authors apparently detail out how to craft works of silver with the details of natural things. Some history of their time adventuring is detailed, as well as history of some of the designs presented.

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#118

## **Raising Krenshar: the Jester's Guide**

DESCRIPTION SUBMITTED BY Adam Mc Connaughey

AUTHOR: Moto Orff II  
PUBLISHER: Master Wheezing Printing (50 copies printed).  
TYPE/ASPECT: Mundane medium-sized hardcover book.  
CONDITION: Excellent, as if new.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Knowledge (Nature: animals, bestiary).  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d4 day (provided Intelligence check succeeded – see above).  
BENEFIT FROM STUDY: Good tutorial to get up to 10 ranks in Knowledge - Nature: animals, bestiary (requires normal expenditure of skill points).  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).  
NOTES: This books is a bestiary, but written with a much humorous tone, making its content both instructive and entertaining. There is however more to this book: several pages from an entirely different, unrelated text have been hastily stuffed in the back, and an Int check DC=15 is required to decipher its contents: This is the journal of a priestess of the deity of travel, obviously an adventurer of some little repute. It tells of her quest to remove the ghosts from a haunted house and lay their spirits to rest.

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#119

## **The Blackhaven Scrolls**

DESCRIPTION SUBMITTED BY Adam Mc Connaughey

AUTHOR: Edward the Flummoxed  
PUBLISHER: None (handwritten manuscript; but bears the copy number #4).  
TYPE/ASPECT: Set of parchment or vellum pages in a case.  
CONDITION: Good, although a little worn.  
LANGUAGE: undefined (write your own description)  
SUBJECT: Narrative fiction.  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Confused (Int check DC=15 to benefit from book's contents).  
LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Oodles of specific information about Blackhaven and the

Yellow Mountains that surround it.

BOOK'S MONETARY VALUE: Very expensive (from 100 to 1000 gold pieces).

NOTES: The pages have been magically treated as to prevent their physical destruction with anything less than magical fire.

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#120

## **Morgath's Reflections on Necromancy**

DESCRIPTION SUBMITTED BY Bill Collins

AUTHOR: Morgath of the Nine  
PUBLISHER: None (handwritten manuscript).  
TYPE/ASPECT: Mundane small-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Latin, or Church vernacular (Common alphabet).  
SUBJECT: Tutorial of magic (see special note for more details).  
ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.  
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).  
LENGTH OF STUDY: 1 or 2 week (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Contains specific spell formulas (see special notes).  
BOOK'S MONETARY VALUE: Very expensive (from 100 to 1000 gold pieces).  
NOTES: A series of essays on necromantic spells with specific examples of how to get good results from each. Includes the formulas of five spells (chosen by the GM).

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#121

## **The Book of Heaven and Hell**

DESCRIPTION SUBMITTED BY Justin Webb

AUTHOR: Unknown (A god of knowledge?)  
PUBLISHER: None (handwritten manuscript).  
TYPE/ASPECT: Richly decorated and sumptuous tome of great size with precious bindings.  
CONDITION: Excellent, as if new (magical relic totally indestructible).  
LANGUAGE: Common speech, Infernal and Celestial.  
SUBJECT: Knowledge (The planes: Heavens and Hells).  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).  
LENGTH OF STUDY: 3d4 months (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: One will know permanently the past, present and future events of Heaven and Hell as they occur or have occurred.

**BOOK'S MONETARY VALUE:** The tome is a priceless relic; wars have been fought over it's possession. It is said that it is as old as The Nine Hells, coming into existence at the same time as the Hells themselves.

**NOTES:** This book is a chronicle on the events past, present and future between The Seven Mounting Heavens of Celestia and the Nine Hells. Nothing has been omitted from this book, even detailing Chronias, the top layer of Celestia and it's inhabitants, down to the origin and true nature of Asmodeus the Undisputed Lord of Hell. It tells of the creation of the Nine Hells and how the Devils came to be it's inhabitants and rulers.

The book is a magical tome that contains much more information than a non-magical text of the same size would. However, contrary to a normal book, one cannot access the information as he wishes it, and whenever he wishes it. In fact finding the answer about something of the past requires a Wisdom check at DC=15; of the present at DC=20; of the future at DC=25. The DC is reduced by 5 if the readers seeks something about the Hells, and also speaks infernal; or seeks something about the Heavens, and also speaks celestial.

To date only three beings have ever read the chronicle, a ghostly dragon who lives beneath Candlekeep, Asmodeus the Lord of the Nine Hells, and a third being, who to date is still unknown. Nobody knows where the book is, but it's last known whereabouts was Candlekeep.

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#122

### **Ad Tenebras**

DESCRIPTION SUBMITTED BY Bill Collins

**AUTHOR:** Unknown

**PUBLISHER:** None (handwritten manuscript).

**TYPE/ASPECT:** Great roll (rolled parchment or papyrus in a cylindrical metal container).

**CONDITION:** Excellent, as if new.

**LANGUAGE:** Magical writing (requires the use of a 'Read magic' spell).

**SUBJECT:** Knowledge (The planes: one specific plane -see special notes-).

**ORIGINALITY:** Really original work that brings a new perspective on the subject.

**CLARITY:** Incomprehensible (Int check DC=20 to benefit from book's contents).

**LENGTH OF STUDY:** 1 month (provided Intelligence check succeeded - see above).

**BENEFIT FROM STUDY:** Excellent tutorial to get up to 15 ranks in the relevant skill (requires normal expenditure of skill points).

**BOOK'S MONETARY VALUE:** Invaluable (over 1000 gold-piece).

**NOTES:** The ink-smearred edges of the great roll Ad Tenebras echo the title, which translates as "To the Shadows." This scholarly work of an ancient author (whose name has vanished into a blot that

looks rather tentacled) is prized by those who would brave travel to the Plane of Shadows. Some arcane spell upon the parchments makes them illegible to the non-magician while somehow keeping them fair, smooth and creamy. However, the work is undoubtedly hundreds of years old. Only one copy is known to exist. Every attempt to date to duplicate this book has been known to fail. Kuliva the Reticent, apprentice to the late wizard Athras of Cromlech Ord, wrote that her master's attempts to reproduce the text were permanently interrupted as the ink in the margins flew off into a dark cloud that surrounded him seconds before he vanished. The writing, once viewed with the aid of magic, is in a crabbed and tiny hand, necessitating that a wizard spend a great deal of time in study of the scrolls. Success in deciphering the text (and having the discipline to study it completely) enables a scholar of the arcane to learn a wealth of knowledge about the subject plane and its denizens. Oddly, the last scroll has no words, merely blots that resemble faces when seen out of the corner of one's eye.

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#123

### **The Art of Poisoning**

DESCRIPTION SUBMITTED BY Sandy Hatfield

**AUTHOR:** Venin Talien

**PUBLISHER:** Abbey of Midrande (60 copies printed).

**TYPE/ASPECT:** Luxurious medium-sized leather-bound book.

**CONDITION:** Good, although a little worn.

**LANGUAGE:** Latin, or Church vernacular (Common alphabet).

**SUBJECT:** Professional tutorial (see special note for more details).

**ORIGINALITY:** Really original work that brings a new perspective on the subject.

**CLARITY:** Unclear (Int check DC=10 to benefit from book's contents).

**LENGTH OF STUDY:** 1d4 day (provided Intelligence check succeeded - see above).

**BENEFIT FROM STUDY:** Good tutorial to get up to 10 ranks in the relevant skill (requires normal expenditure of skill points).

**BOOK'S MONETARY VALUE:** Expensive (from 10 to 100 gold pieces).

**NOTES:** This volume is well known among assassins. There is a scrap of parchment within used as a book mark. On it, written in a cypher, is what appears to be a list of names, prices, and contracts.

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#124

## **Liber de Angelis**

DESCRIPTION SUBMITTED BY Lester Hawksby

AUTHOR: Unknown, claims to be "Magister Messayaac"  
PUBLISHER: None (handwritten manuscript).  
TYPE/ASPECT: Collection of handwritten notes in a wrapper.  
CONDITION: In bad condition, but still readable.  
LANGUAGE: Latin, or Church vernacular (Common alphabet).  
SUBJECT: Tutorial of magic (see special note for more details).  
ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.  
CLARITY: Confused (Int check DC=15 to benefit from book's contents).  
LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Contains specific spell formulas (see special notes).  
BOOK'S MONETARY VALUE: Invaluable (over 1000 gold-piece).  
NOTES: At first appearing to be about good magic and the summoning of angels, it rapidly becomes demonological. That is, it contains descriptions of angels, and how they can be called upon (with spells) to help those in need. As such, the book contains the following spell formulas: xxxxxx and xxxxx. However, there is a bad trick with these spells: they are twisted versions of the real ones, and summon a fiend disguised as a celestial (with all the relevant potential consequences).  
Discovering through reading the deceiving nature of this book requires to make a Knowledge-religion (descriptive text) or Spellcraft (spell formulas) check at DC=25.

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#125

## **Canticle of Glory of God Around the World**

DESCRIPTION SUBMITTED BY ???

AUTHOR: Bernard of Clairvaux  
PUBLISHER: Abbey of Midrande (150 copies printed)  
TYPE/ASPECT: Richly illuminated small-sized leather-bound book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Knowledge (Religion).  
ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.  
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).  
LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with the relevant knowledge skill.  
BOOK MONETARY VALUE: Expensive (from 10 to 100 gold pieces).  
NOTES: The book is much interesting, but unfortunately some important pages are missing.

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#126

## **Demonocom**

DESCRIPTION SUBMITTED BY ???

AUTHOR: Ivos  
PUBLISHER: None (handwritten manuscript).  
TYPE/ASPECT: Luxurious medium-sized leather-bound book.  
CONDITION: Excellent, as if new.  
LANGUAGE: Elven tongue (Elven calligraphy).  
SUBJECT: Knowledge (Monsters bestiary -see special notes-).  
ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.  
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).  
LENGTH OF STUDY: 1d4 day (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY:  
BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).  
NOTES: The books contains information on how you can gain power simply by making peaceful contact with a powerful outsider (gaining the Acolyte of the Skin pretige class).

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#127

## **The Wrath of the Savior**

DESCRIPTION SUBMITTED BY Johan Hammarstrom

AUTHOR: Jamorin Gellantara  
PUBLISHER: None (handwritten manuscript; but bears the copy number #4).  
TYPE/ASPECT: Richly decorated and sumptuous tome of great size with precious bindings.  
CONDITION: Excellent, as if new.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Narrative fiction.  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 3d4 months (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: None, yet the text is well written and entertaining.  
BOOK'S MONETARY VALUE: Invaluable (over 1000 gold-piece).  
NOTES: Despite appearing as a simple fiction of little consequence (superficial reading), this text in

fact holds precious information when read very carefully (Intelligence check at DC=15). Upon close examination (Spot check at DC=15), the text appears to hold regular small markings which reveal to be a coded text (Decipher Script check required at DC=15).

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#128

### **The nature of Magic**

DESCRIPTION SUBMITTED BY Johan Hammarstrom

AUTHOR: Unknown (Believed to have been written by Midnight)  
PUBLISHER: None (handwritten manuscript).  
TYPE/ASPECT: Gem contained (text magically inscribed into a transparent gem).  
CONDITION: Excellent, as if new.  
LANGUAGE: Draconic (Draconic signs, symbols, and alphabet).  
SUBJECT: Tutorial of magic (see special note for more details).  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Incomprehensible (Int check DC=20 to benefit from book's contents).  
LENGTH OF STUDY: 3d4 months (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Supreme tutorial to get up to 20 ranks in Spellcraft (requires normal expenditure of skill points).  
BOOK'S MONETARY VALUE: Invaluable (over 1000 gold-piece).  
NOTES: None

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#129

### **Thromich's Metaphysical Theories as noted in the Deamder**

DESCRIPTION SUBMITTED BY ???

AUTHOR: Unknown  
PUBLISHER: Philosophical Collegium Publishing (70 copies printed).  
TYPE/ASPECT: Mundane medium-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Philosophy as metaphorical narrative fiction.  
ORIGINALITY: Not much originality, yet brings some new ideas to the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 10-40 minutes (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: None.  
BOOK'S MONETARY VALUE: Invaluable (over 1000 gold-piece).

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NOTES: A very rare piece, this short book with a text written big, is the "metaphysical testament" where Thromich, a philosopher of old, explains his position on various subject. This is of little interest and almost boring, except extremely valued by some sages (for unclear reasons), hence it price.

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#130

### **Codex of Creative Thought**

DESCRIPTION SUBMITTED BY Neal Levin

AUTHOR: Thane Sweetwood  
PUBLISHER: The Scholar Publishing (35 copies printed).  
TYPE/ASPECT: Mundane small-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Professional tutorial (see special note for more details).  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).  
LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with the relevant knowledge skill.  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).  
NOTES: The book is a tutorial to help people think outside of the standard way of doing things. On any knowledge skill that requires trying a different way of doing things, studying their books allows the person to take 10 to come up with a new idea.

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#131

### **Bestiary of the Known World**

DESCRIPTION SUBMITTED BY ???

AUTHOR: Marko Hilek  
PUBLISHER: Ostorio (200 copies printed).  
TYPE/ASPECT: Luxurious large-sized leather-bound tome with metal fasteners.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Knowledge (Nature: animals, bestiary).  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1 or 2 week (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: None, yet the text is well written and entertaining.  
BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).



NOTES: This book detail the animals commonly found in these parts of the world, but unfortunately most of what it tells is obviously nonsense or useless, and thus often comical, although written with style.

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#132

### Thornward Collection

DESCRIPTION SUBMITTED BY ???

AUTHOR: G. Thornward  
PUBLISHER: None (handwritten manuscript).  
TYPE/ASPECT: Collection of handwritten notes in a wrapper.  
CONDITION: Damaged and fragile, but still readable provided it is handled with care.  
LANGUAGE: Incomprehensible but obviously coded text.  
SUBJECT: Alchemy.  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Good tutorial to get up to 10 ranks in the relevant skill (requires normal expenditure of skill points).  
BOOK'S MONETARY VALUE: Invaluable (over 1000 gold-piece).  
NOTES: Long sought for the insight contained in it's pages, rumours abound of messages and prophecies hidden within the text of Gweri's notes.

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#133

### Mundus Arcanus

DESCRIPTION SUBMITTED BY Meba Jones

AUTHOR: Unknown  
PUBLISHER: None (handwritten manuscript).  
TYPE/ASPECT: Mundane medium-sized leather bound book.  
CONDITION: Damaged and fragile, but still readable provided it is handled with care.  
LANGUAGE: Magical writing (requires the use of a 'Read magic' spell).  
SUBJECT: Knowledge (Arcana: ancient mysteries, magic traditions, etc.).  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).  
LENGTH OF STUDY: 3d4 months (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Contains specific spell formulas (see special notes).  
BOOK'S MONETARY VALUE: Invaluable (over 1000 gold-piece).

NOTES: As well as the handwritten text, this book contains many fine lithograms and pictoral studies and would be worth as much to a collector as it is to a mage.

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#134

### Zeludo's Bestiary of Archaic Creatures

DESCRIPTION SUBMITTED BY Walt Smith

AUTHOR: Zeludo  
PUBLISHER: The Scholar Publishing (35 copies printed).  
TYPE/ASPECT: Mundane medium-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Knowledge (Nature: animals, bestiary).  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Good tutorial to get up to 10 ranks in the relevant skill (requires normal expenditure of skill points).  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).  
NOTES: descriptions, habits, and magical uses of creatures that the author identifies as long extinct.

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#135

### Delvings by Marichem

DESCRIPTION SUBMITTED BY Walt Smith

AUTHOR: Marichem  
PUBLISHER: None (handwritten manuscript).  
TYPE/ASPECT: Mundane medium-sized hardcover book.  
CONDITION: Damaged and fragile, but still readable provided it is handled with care.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Knowledge (Architecture and Engineering: buildings, bridges, etc.).  
ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.  
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).  
LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with the relevant knowledge skill.  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).  
NOTES: The notebook of a subterranean engineer, with detailed, keyed maps of underground labryntes he had planned and built. Every door,

every trap, every treasure room is meticulously detailed, for each of several score delvings. A reader, if well-traveled below ground, may recognize some of the maps as similar to their own. There are several pages missing at the beginning of the book, perhaps they once held information on where these delvings are, or of which delving is which.

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#136

### **Diversions Nefarious**

DESCRIPTION SUBMITTED BY Walt Smith

AUTHOR: Unknown

PUBLISHER: Voremund the Librarian (25 copies printed).

TYPE/ASPECT: Mundane small-sized hardcover book.

CONDITION: Good, although a little worn.

LANGUAGE: Common speech (Common alphabet).

SUBJECT:

ORIGINALITY: Really original work that brings a new perspective on the subject.

CLARITY: Clear (Int check DC=5 to benefit from book's contents).

LENGTH OF STUDY: 1d4 day (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY:

BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).

NOTES: A planar traveler's handbook of riddles, logic puzzles and conniving stratagems commonly used by demonic and infernal beings. A thorough reading (and more importantly, a thorough understanding) of the contents should give a traveler to the lower planes an advantage when negotiating with or attempting to outwit such creatures.

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#137

### **1996 Ford Taurus Operator's Manual**

DESCRIPTION SUBMITTED BY Walt Smith

AUTHOR: Unknown

PUBLISHER: Unknown (the book is obviously a printed copy).

TYPE/ASPECT: Mundane small-sized hardcover book.

CONDITION: Good, although a little worn.

LANGUAGE: Forgotten language (requires the use of a *Comprehend languages* spell).

SUBJECT: Seemingly a weird kind of tutorial (see special note for more details).

ORIGINALITY: Apparently a really original work, but the subject remains unfathomable.

CLARITY: Incomprehensible (Int check DC=20 to benefit from book's contents).

LENGTH OF STUDY: 3d4 months (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Tutorial to learn how operate an incomprehensible device (see special notes).

BOOK'S MONETARY VALUE: None, but could sold from 1 to 100 gold pieces to a sage.

NOTES: Contains pictures of a strange conveyance, but all the writing inside is indecipherable even to a *Comprehend Languages* spell (i.e.: it could read it, but the meaning remains unfathomable). The title on the cover, for some unknown reason, is perfectly legible.

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#138

### **Scroll of Woeful Lamentation**

DESCRIPTION SUBMITTED BY Gary Weller

AUTHOR: Unknown

PUBLISHER: None (handwritten manuscript).

TYPE/ASPECT: Great roll (rolled parchment or papyrus in a cylindrical metal container).

CONDITION: Good, although a little worn.

LANGUAGE: Magical writing (requires the use of a 'Read magic' spell).

SUBJECT: Knowledge: Bardic Tragedies

ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.

CLARITY: Clear (Int check DC=5 to benefit from book's contents).

LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Lesser tutorial to get up to 5 ranks in the relevant skill (requires normal expenditure of skill points).

BOOK'S MONETARY VALUE: Very expensive (from 100 to 1000 gold pieces).

NOTES: The Epic Poem described in the Scroll of Woeful Lamentation describes a war of two great kingdoms who let politics get in the way of true love. After reading the text and gaining the knowledge from the scroll, the reader is cursed.

Whenever the reader is involved in a conversation about love or politics (or both) they must make a WIS check vs. DC 15 or go into a tirade about the story of the Scroll of Woeful Lamentation and how love should be able to conquer all, but doesn't.

They then weep heavily until they are consoled by a true friend. The curse can be lifted by nothing short of a remove curse or a wish spell.

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#139

## The Theory and Practice of Music

DESCRIPTION SUBMITTED BY John Toppe

AUTHOR: Ostuvius Mirch, Bard Royal of Gardhevan  
PUBLISHER: The Scholar Publishing (350 copies printed).  
TYPE/ASPECT: Mundane medium-sized hardcover book.  
CONDITION: Good, although a little worn.  
LANGUAGE: Common speech (Common alphabet).  
SUBJECT: Professional tutorial (see special note for more details).  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d4 day (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Good tutorial to get up to 10 ranks in the relevant skill (requires normal expenditure of skill points).  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).  
NOTES: Mirch spent 62 years as a court musician and composer. This volume summarizes his experience with music and is very useful for mid-level bards looking to expand their abilities, although anyone with a basic understanding of music will also benefit.

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NOTES: Thriy Sapdra was a gnome rogue who spent many years successfully investigating dungeons. His detailed knowledge and descriptions of traps has made this two volume set of books a classic for those who wish to be fore-warned and fore-armed for the dangers of the dungeon. The character may receive a bonus equal to his intelligence modifier on Search checks when looking for traps.

This particular copy is heavily worn because its owner brought it along during adventures as a reference book. There are some hand written comments in the margins of several pages where the owner noted variations in the traps found.

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#140

## Traps and Dangers

DESCRIPTION SUBMITTED BY John Toppe

AUTHOR: Thriy Sapdra  
PUBLISHER: Unknown (the book is obviously a printed copy).  
TYPE/ASPECT: Mundane medium-sized hardcover book.  
CONDITION: In bad condition, but still readable.  
LANGUAGE: Gnomish language (Dwarven runes).  
SUBJECT: Professional tutorial (see special note for more details).  
ORIGINALITY: Really original work that brings a new perspective on the subject.  
CLARITY: Clear (Int check DC=5 to benefit from book's contents).  
LENGTH OF STUDY: 1d4 day (provided Intelligence check succeeded - see above).  
BENEFIT FROM STUDY: Good tutorial to get up to 10 ranks in Disable Device skill (requires normal expenditure of skill points).  
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).

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Version 1.0a

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