

The Incomplete
Book of
Books & Tomes
I

The Incomplete Book of Books & Tomes

I

An ABC of Books,

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

**“Obviously, we are not suggesting that the DM invent a whole
library of necromantic titles and their contents.”
—Steve Kurtz, The Complete Book of Necromancers (TSR, 1995)**

Table of Contents

Introduction	4
Forward	4
Acknowledgment	4
A Short Note on How to Use This Book	4
Chapter 1: Books Beginning with A	5
A History (WORLD OF GREYHAWK)	5
A Long Way Down (PLANESCAPE)	5
A Tale of Two Cities (ANAIATH, EARTH)	6
A Thesis on the Proportion of Abstrusity (ANY)	7
Aerographia Aeronautica (ANAIATH)	7
Ætherium (ANY, ANAIATH, YXX)	10
Ahasveer. A Tabular Classification of Physical and Chemical Laws (ESHED)	13
Aïnlaglann Fhaíl Aívalë (ARDHA)	13
Almandine's Syllogos of Books (YXX, ARDHA, FORGOTTEN REALMS)	14
Alterations of Tangibles and Intangibles (WORLD OF GREYHAWK)	15
Alterations of the Intrinsic Absolutes (CELTS)	16
An Initiate's Guide to Inter-Dimensional Travel (ANY)	17
Analogon of Multicipital Anathema (ALDANOR)	17
Analysis Arcane of the Powder Sympathia (YXX)	18
Ancrach's Conduite of Revelation (ARDHA)	19
Annotation of the Deeds and Holy Life of His Most Exalted Excellency the High Sultan Jesouhd Ye'esif, Divine Star of Kiralsh, Amir of Yandark, by the Grace of God (ANY)	20
Anthiandria'in na'Ch'thar (ANAIATH)	20
Antza's Symbolica Magica (ESHED, ARDHA)	21
Aquascopa Syphonigraphia Aquarum (ANY)	22
Arcane Manipulations of the Entourage (ANY, WORLD OF GREYHAWK)	23
Arcane Resistance of Dwarves and Halflings (WORLD OF GREYHAWK)	23
Arcanum Alchemia (YXX, ZOMORGOL)	24
Armorium Armatura Antiqua (YXX)	26
Art of Necromancy (ISLE OF THE NECROMANCER KINGS, AL-QADIM)	27
Artefacts of the Dwarvish Lords (YXX, WORLD OF GREYHAWK)	29
Assáracus' Animata Machinata Constructa (ESHED)	30
Chapter 2: Books Beginning with B	32
Barytic, Helcitic, Heraclithic, Thlibic, and Ptosic Qualities of Archygea (ANAIATH)	32
Baudouin's Book of the Web (ANY)	33
Bentfren's Arkanion (FANTASTIC EARTH)	38
Beryllium (ANAIATH)	39
Bestiary of Beasts Beyond the Fire (ANY)	39
Bhryeer's Grande Grimoire (ARDHA)	41
Bicentenary of Keepers (FORGOTTEN REALMS, ALDANOR)	42
Bigby's Book of Worms (ANY, WORLD OF GREYHAWK)	42
Bombyx's Tripartite Thesis on the Order of Insecta (YXX)	43
Book of Beasts (ANY)	44
Book of Darkness and Light (ANY, WORLD OF GREYHAWK)	45
Book of Lies (PLANESCAPE)	46

Book of Plasmodiums (FORGOTTEN REALMS)	46
Book of Runes (FORGOTTEN REALMS)	47
Book of the Bow and Arrow (FORGOTTEN REALMS)	48
Book of the Tel'Quessir (FORGOTTEN REALMS)	49
Budhardalur Vik Brasvellbreen Geirfugladrangur (ESHED)	50
Byblos of Bytopia (ARDHA, PLANESCAPE)	51
Chapter 3: Books Beginning with C	52
Cadence of Unstructured Discordance (ANY)	52
Candles of Cereus (YXX)	52
Cartomancy (YXX, ARDHA)	56
Catalogue of Creatures Malign: Gulguthra (FORGOTTEN REALMS)	57
Celatures on a Set of Lacquered Hatchling Turtle Shells (KNOWN WORLD, SAVAGE COAST, RED STEEL)	58
Chardim's Letter (MITHOS)	59
Circe's Grimoire (ARDHA, AGE OF HEROES, OLYMPUS)	60
Classification of Somatics (ANY)	64
Clouds and Fog (WORLD OF GREYHAWK)	64
Codex of Exalted Visions (ARDHA, YXX)	65
Codex of the Infinite Planes (WORLD OF GREYHAWK, YXX)	66
Codex of the Pomarj (WORLD OF GREYHAWK, YXX)	67
Codex of the Priest Kings (ANY, YXX)	68
Codium of Compulsive Qualities of Corundum (YXX)	69
Collogium of Chronospectral Dimensiography (YXX, ARDHA)	70
Commentarii (ANY)	71
Commonitorium Somatica Magica (YXX)	71
Compendium Artis Martialis (YXX, ARDHA)	72
Compendium of Components (WILDERLANDS)	73
Compendium of Pan-Dimensional and Planetary Thaumaturgy (ANY)	75
Compendium of the Languages of Orcs (YXX)	75
Complete Flora Euphenensis (YXX)	76
Components and Reactions of Phosphorus (ANY, WORLD OF GREYHAWK)	76
Convolutates of Legend and Song (ANAIATH)	78
Cosmogony of Magnetic Fluids (ANY, WORLD OF GREYHAWK)	79
Cosmohydrology (FORGOTTEN REALMS)	80
Cumulonomicon of Sirrus (WILDERLANDS)	81
Cyclopedium of the Languages of Ansalon (KRYNN, ARDHA)	84
Index	86
Bibliography	88

Introduction

Forward

Once upon a time, a long, long time ago, after having found one mage's library too many with "a large collection of books damaged beyond recognition and otherwise of no value", two players of the AD&D game decided to make a list of all fictional books mentioned in various publications for that game. As is often the case with such endeavors things quickly got out of hand and the result was a collection of about a thousand books, many with added descriptions, contents, and history. Some of these can be found in the following pages.

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

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

Acknowledgment

The gentle reader will find that extensive use has been made of information as it is available in various publications for AD&D and other games and the editors wish to express their undying gratitude to the many people whose work is described and used in this publication, perhaps most notably Bruce Heard, for *Spells between the Covers*, in: *Dragon 82* (TSR, 1984); Steve Kurtz, for *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991); Randy Maxwell, for *Ex Libris*, in: *Dungeon 29* (TSR, 1991); Tom Moldvay, for *The Seven Magical Planets*, in: *The Dragon 38* (TSR, 1980); and, of course, to Messrs Gary Gygax, Dave Arneson, Robert Kuntz, Lenard Lakofka, James Ward, and Ed Greenwood, without whom none of this would have been possible at all.

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

A Short Note on How to Use This Book

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

The heading "**NWPs**" is meant to provide an indication of what use a book will be to individuals with specific Non-Weapon Proficiencies or to those wishing to acquire one. Unfortunately, the information given here tends to be a bit of a mishmash, not only because of the general messiness of the NWP system but also because the various people who used the books each employed their own set of NWPs. Again, DMs may have to do some work here. As noted, many of the books continue to lean heavily on the worlds they come from. As an indication, the "magical world of Yxx" is a world that conveniently exists in multiple dimensions at the same time, allowing for easy use of adventures written for other settings. Ardha is an old world of lost empires, ruins, and sunken cities, a realm of legends, magic, and wonder. Eshed is often described as a world in decline, a mysterious, "low magic" realm where evil is not usually quite what it seems. Among some of the other settings mentioned are Aldanor, a land of Vikings and Celts, and Mithos, an empire ruled by amazons.

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

CHAPTER

1

Books Beginning with A

A History

Setting: World of Greyhawk

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

Author: Coerlan Attlander.

Size: 42 cm tall, 29 cm wide, 9 cm thick; 1,700 pages.

Description: A sizable tome with covers of mottled black and brown cardboard attached to messing strips on a black leather spine and with messing, hollow-pointed, arrow-shaped hinges. In the center of the front cover, more or less between the tips of the hinges, is a rectangle with rounded edges and a hole in the middle revealing the cardboard of the cover. On the spine are two texts in gold-pressed lettering, one on the upper half and one towards the bottom, perhaps constituting the title of the book and the name of the author.

Within are curling, weathered paper pages, each featuring a polychrome manuscript in two columns, on occasion enriched with neat illustrations and some maps, all in somewhat faded inks.

Lore: An account of the early history of the City of Greyhawk.

DM: Original. Copies uncommon. Average condition. Title and name of the author on the spine.

Reading the title and manuscript requires the NWP *Reading/Writing* (*The Common Tongue*). Under normal circumstances, it will take a reader 1d6+1 days to read the entire book.

NWPs: The book can be of use to an individual who would want to acquire the NWP *Local History* (*City of Greyhawk*). Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Contents: *A History* contains an account of the history of the City of Greyhawk, from when it was first established as a trading post on the Selintan River during the period of the early migrations around 1,000 years ago, right up to when the frontiers of Great Kingdom reached the city some 400 years later in the year 1 CY.

As the trading post flourished, a village called Greyhawk sprang up around it, soon followed by a local warlord building a small keep on the hills above it, extracting taxes from the trade and occasionally raiding caravans, particularly those transporting silver ingots found in the burial mounds of the Cairn Hills. This petty noble soon became quite rich and powerful and assumed the title of Landgraf of Selintan. Greyhawk and the power of the new Landgraf grew rapidly thereafter, and the Landgraf's son and heir, Ganz, was wed to the daughter of the Gynarch (Despotrix) of Hardby, a sorceress of no small repute.

Vecna: Stuck between the pages is a piece of paper with a short account of a minor event in the early history of the City of Greyhawk known as the Expulsion of Evil, the deliberate purging of various evil cults and factions from the city. One such group mentioned was the Cult of the Whispered One, which is described as follows:

Excerpt: "Small but influential, the cult was an extremely stubborn group to purge. Its strength resided in two members, called 'the Eye' and 'the Hand', who were able to terrorize the citizenry. Only after much struggle was the cult put down. The Eye and the Hand were never captured or killed. The cult's headquarters were never found."

Research: It has been suggested that the rectangle on the front cover once contained some sort of ornament, perhaps the sigil of the author.

The contents of the book have been described as pompous, self-indulgent, and dull. Indeed, most of the text is opinionated and self-serving, creating a distorted view of the principal players in those early years of Greyhawk.

History: The book was once part of the libraries of the Grey College, a highly respected school in the City of Greyhawk.

Source/Origins: *A History*: David Cook, *Vecna Lives!* (TSR, 1990); Gary Gygax, *The World of Greyhawk* (TSR, 1980)

A Long Way Down

The Journal of Rel Emandhun

Setting: Planescape (Elemental Plane of Air)

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

Author: Rel Emandhun.

Size: 27 cm tall, 21 cm wide, 1.5 cm thick; 211 pages.

Description: A slim book with covers of besmirched, scratched, blue leather attached to a spine of woven strips of electrum. Set into the front cover with a blackened metal is a horizontal, rectangular cadre containing a text in the same metal, perhaps the title of the book. Below the cadre is a symbol representing four bolts of lightning crossed in a star-like configuration and glowing with a soft, white-yellow light.

Within are pages of fine paper, bound to the spine with threads of silver and showing signs of wear and tear. The manuscript is executed in a rich, dark blue ink and on occasion enriched with map-like illustrations.

Lore: An account of an adventurous journey in the Elemental Plane of Air.

DM: Original. Unique (No known copies). Average condition. Title on the front cover and the title page. Subtitle and name of the author on the title page.

Reading the title and manuscript requires the NWP *Reading/Writing (Common)*. The symbol on the front cover is the author's *wizard mark*.

Magic: The *wizard mark* on the front cover radiates a "Dim" aura of Alteration magic.

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

Contents: *A Long Way Down* is a rather grandiloquent account of the adventures of the author in the Elemental Plane of Air. It is written in the form of a long story that does not provide much in-depth or detailed information when the going gets tough, although the social information is quite extensive.

The text starts when an encounter with a strange, whirlwind-like creature sends the author falling into the Elemental Plane of Air and on a journey that leads him to many strange parts of the plane. It speaks of countless hazards, phenomena, singularities, odd encounters, and numerous places visited by the author, like the Floating City of Ur Mar Nidas, the House of A'isha (formerly known as the Hall of the Two Sisters), the Home of A Thousand Deep Breaths, the Citadel of Ice and Steel, and Taifun, often providing descriptions of the creatures that live there, their habits, their laws, and their societies.

It seems that the journey was quite extensive and that the author spent almost his entire life the get back to where he started.

Excerpt (Opening Paragraphs): "Everpresent but invisible, the air around us sustains, but when angered, it can destroy. The air is unpredictable and everchanging, never wholly friend nor foe. In my years on the plane of Air, the Breeze Realm, I encountered a thing – a beast – which embodied this dichotomy in full.

"At the time, I was living in a floating city named Ur Mar Nidas, ruled by the Blameless Court, also known as..."

Three pages later is the following text:

Excerpt: "...there, finding myself in the presence of a creature that towered over me. At the time, however, I was not sure that a creature it truly was, for it appeared to be nothing but a shimmering in the air – a queer whirlwind, perhaps. Only when I saw that it approached me, and even altered its course to get at me, did I realize it to be a thinking being.

"I knew it was no common air elemental because *Huwaard's ward* was effective in keeping them at bay, yet I had no idea what this apparition could possibly be. Once it stopped within twenty paces I could see it more clearly. A whirlwind it truly was, though it extended three appendages of solid, wispy air from its otherwise churning form. At its cloudy center, a single eye looked out at me, conveying no expression that I could understand.

"I attempted to communicate with the mysterious creature, but to no avail, or so I believe. If it did understand me, it refused to reply. Instead, it attacked me with whipping, spinning tendrils that buffeted me and swept me of the platform upon which I stood.

"So I fell and fell. The creature – and indeed, the city was soon out of sight. You see, falling on the plane of Air is an experience which..."

Research: The symbol on the front cover radiates a "Dim" aura of magic (Alteration).

The metal on the front cover is tarnished silver in obvious need of a good polish. The inks contain elements of azurite, blue quartz, silver, and *aeirochalcum*¹⁾, which gives them a scintillating quality that becomes evident when the book is read by the light of candle.

Some sages have suggested that the creature that caused the author's fall was a *sislan*.

Several *onomanomicons*²⁾ indicate that the author spent the last days of his life creating this version of his journal.

¹⁾ *Aeirochalcum* is a name that is sometimes given to an alloy of tin and *asterum*, a supposed material component of elemental air.

²⁾ An *onomanomicon* is an index of known mages, usually mentioning (parts of their) lives and (some of their) deeds and spells.

Source/Origins: *Sislan (A Long Way Down)*: Monte Cook *et al.*, *Monstrous Compendium Planescape Appendix III* (TSR, 1998)

A Tale of Two Cities

Setting: Anaiath (Earth)

Requirements: NWP *Reading/Writing (English)*

Author: Charles Dickens.

Size: 15.6 cm tall, 10.7 cm wide, 1.8 cm thick; 456 pages.

Description: A small book with featureless, somewhat worn red leather covers. At the top and bottom of the spine are texts in gold-leaf inlay, perhaps the title of the book.

Within are pages of thin, yellowed paper sewn into place. The text is in exceptionally regular lettering and numerous pages contain illustrations in shades of black and gray, which seem to have been "transferred" onto the paper in an unknown way.

Lore: The story of a dramatic struggle for power.

DM: Duplicate (One of many originals). Very rare. Average condition. Title and names of the author and publisher on the spine.

Reading the title and the text requires the NWP *Reading/Writing (English)*. The texts on the spine read, from the top down: "A Tale of Two Cities", "Charles Dickens", and "Collins".

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

Excerpt: “It was the best of times, it was the worst of times, it was the age of wisdom, it was the age of foolishness, it was the epoch of belief, it was the epoch of incredulity, it was the season of Light, it was the season of Darkness, it was the spring of hope, it was the winter of despair, we had everything before us, we had nothing before us, we were all going direct to heaven, we were all going direct the other way—in short, the period was so far like the present period, that some of its noisiest authorities insisted on it being received, for good or for evil, in the superlative degree of comparison only.”

History: Although this is not very likely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across the world after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace. Magical divination might reveal that the king obtained the book on a world called Earth in the year 1860 AD and that he used to read the book on a small deserted island on a calm purple sea in an unknown dimension or plane of existence, where he would sometimes go to relax before he was called back to his duties.

A Thesis on the Proportion of Abstrusity

Author: Duccolmamothas Scamomachtoldum.

Description: A voluminous, rather nondescript, featureless tome with covers of faded, grayish brown leather, edged with mulling.

Loire: A fairly common but complex study of the theory behind the components of a spell, with an important index of material components.

Reading the title, the manuscript, and the notes requires the NWP *Reading/Writing (Common)*. The texts are written in what an uninformed reader will consider to be an archaic form of Common.

Contents: *A Thesis on the Proportion of Abstrusity* is a highly complex study of the potency of abstrusity and how it pertains to the casting of spells. It often quotes the “Law of Obscurity”, one of the three laws of magic, which states that “Potency is proportional to abstrusity” or, put more simply, the weirder the component the more powerful the effect. The law explains the strangeness of ingredients found in many magic formulas as well as the fact that Wizard spells are very often spoken and written down in obscure and arcane languages. The book continues with an important index of magical (material) components¹⁾, their abstruse values, and their relation to magical effects. The text has an archaic ring to it (e.g., “the moss upon the skull of a dead man unburied and the fats of a boar and a bear killed in the act of generation”²⁾; “wing of bat and eye of newt”; “legs of fleas paralyzed”; and “gums of cockroaches”).

¹⁾ See **S&M**, p. 68-71: "Material Spell Components"; **S&M**, p. 73-75: "Table 16: "Spell Components"; **Dragon 81**, p. 58-86: "Living in a Material World"; and possibly **Volo's Guide to All Things Magical**, p. 34-64: "Raw Materials" for extensive information on material spell components.

Source/Origins: Thomas A. McCloud, *Magic: Governed by Laws of Theory*, in: *The Dragon 18* (TSR, 1978); J. G. Frazer, *The Golden Bough – A Study in Magic and Religion* (2 Vols.; MacMillan & Co., 1890)

Aerovaria and Aerodynamics as They Pertain to Aviation and Extraordinary Aeronautics

Requirements: NWP *Ancient Languages* (Sabin); *Read Magic* for spells; see below

Size: 50 cm tall, 30 cm wide, 20 cm thick; 1,453 pages.

Within are many loose pages of paper, parchment, and vellum, all of fine quality and featuring polychrome manuscripts enriched with many illustrations, diagrams, schematics, and an uncommonly large number of tables.

Lore: A highly advanced study of the movement of air and how it pertains to flying contraptions and apparatus.

DM: Original. Unique. Good condition. Title on the front cover and title page. Subtitle on the title page.

Reading the title and manuscript requires the NWP *Ancient Languages (Sabin)*¹¹. The spells are written in an arcane language and a Wizard must cast *Read Magic* if he wants to read them for the first time.

Specialist Content: The contents are of a highly magi-scientific and complex nature and understanding them requires the reader to have Intelligence 17 as well as the NWPs *Mathematics* and *Sage Knowledge (Physics)*.

NWPs: The book can be of use to an individual who wishes to improve his NWP *Sage Knowledge (Engineering)*.

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

Contents: *Aerographia Aeronautica* is a highly advanced and complex study of the physical and motive aspects of air and how these pertain to the weather and flight, most notably in non-magical flying contraptions and constructs. It speaks of the movement of air in general, of winds, thermals, air speeds, downward drafts, and erratic winds; of aerodynamics and the mechanics of flight and flying constructs in general; of how air currents influence and dictate construction techniques; of the physics of wind blowing objects off course and even into the ground. Throughout the book, there are seemingly endless and complex tables and diagrams, all with references to other tables, some of which must be sought in other books referred to in the text.

The author explores the creation of non-magical flying contraptions, calculating minimum weights and air speeds as they pertain to various materials. He discusses mechanical propulsion, gliding, and binding spirits to matter and often refers other books, among which *Fusiography of Ventus and Chalcum*. He speaks of landing speeds; of decreasing speed by curving back and forth to cover distance more slowly and to what extent; of a law that dictates that flying contraptions must always travel forward, of their inability to travel straight up in direct line; and of many materials and their use in the construction of flying contraptions (perhaps most notably the strengthened paper of a world called Callisto), of canvas, leather, vegetable matter, magical gauze, balsa wood, reed, bamboo, and of numerous mythical metals among which the *urlium* of lost Lemuria (said to have no weight) and *gravanium* (said to have a negative weight).

Although the author focuses on the non-magical aspects of air, weather, materials, and flying contraptions rather than their magical aspects, he does speak of a number of known and unknown spells and their effects when cast in mid-air and in various weather conditions, discussing their effects on aerial movement (e.g., *Gust of Wind*, *Phantom Wind*) and how to use some of them to generate thermals (e.g., *Wind Wall*).

Thermals: Thermals are upward gusts of warm air formed by heat rising from the ground. They can be used to have flying creatures and objects soar higher and for longer periods of time, to buoy them to help them fly higher. Thermals can be predicted by the presence of cumulus clouds (created by thermals; updrafts are always beneath them) and hills (there is a 60% chance that a given hill produces an updraft).

The author calculates which thermals generate what lift in objects made of which materials (e.g., paper, balsa wood, silver, vegetable matter, stone), expressed in air speed and percentages and compiled in many complex tables (in a thermal, flying creatures may climb at 75% of their normal flying MV rate instead of the normal 50% rate). He briefly touches on the subject of aerial combat, mentioning flying reptiles on some occasions, suggesting the use of thermals to fly upwards to gain an advantage or to increase speed. He speaks of navigating between masses of hot and cold air in thunderstorms, allowing a flier or object to remain in the air with little effort (a flier can travel 1½ times as far as normal without rest). One footnote mentions the use and occurrence of lightning-based spells and effects in mid-air (e.g., *Chain Lightning*, *Lightning Bolt*, *Call Lightning*), discussing the notion that lightning will only strike creatures that are on the ground or those that are charged with electrical energy of their own, including the caster himself if he is not careful.

Gliders: An extremely complex treatise (See above) on non-magical gliders. It speaks of the technical aspects of these contraptions and of materials used in their construction, making many incredibly complex calculations in the process. It speaks of wingspans, maneuverability, flight speeds and stall speeds, minimum air speeds, weight of materials and occupants, minimum wind speeds for take-off, minimum slopes, and minimum and maximum heights. It considers getting gliders airborne by pulling them with flying creatures or behind large, fast, running beasts, by launching them with great catapults, and by binding spirits and elementals to matter in general, once again repeatedly referring to *Fusiography of Ventus and Chalcum* in the latter case.

Otherwise of interest are sections on the supposed existence of gliders, fliers, and skyships on legendary worlds or continents (Callisto, Lemuria) and of the supposed ways they were made to fly. It seems that most of these sections were copied from other sources and they contain many later annotations by the author, especially in the sections that speak of “miraculously tough and resilient laminated paper”; of hollow double hulls and buoyant gases; of “complicated systems of cables and joints and pulleys by which the jointed stationary wings are manipulated”; of how “some old sorcerer of Lemuria the Lost had first learned from the High Gods the secret of the weightless metal, *urlium*”; of “engines powered by *sithurls* or *sun-stones*”; of “power crystals that draw, store, and focus energy from sunlight”; of “engines producing power for rotors whose fan blades propel crafts”; and of “adjustable vanes at the tail of the ship for steering it”.

Parachutes and Artificial Wings: A short, extremely complex (See above) section that discusses the notion of parachutes and artificial wings. It speaks of materials required for their construction (some exotic; e.g., spider webs, ethereal wisps) and briefly touches on *wings of flying*. It calculates heights at which to deploy parachutes and

artificial wings (a parachute requires a distance of at least 1,000 feet above the ground). It considers folding techniques and refers to an ancient art it calls *origami*. It attempts to calculate the minimum required size of parachutes and artificial wings as this pertains to materials and the weight of the aeronaut (a parachute must be 24 feet wide for every 200 lb it is to carry) and it speaks of the necessity of a central hole in a parachute lest it start spinning during the fall. An informed reader will find that the author did not actually come to an understanding of the mechanics of parachutes and (non-magical) artificial wings and that there is no useful conclusion to the section – indeed, it seems to be little more than a collection of notes, thoughts, and tables.

Spells: Finally, the book contains the following rare spells on 12 pages: **II: *Glide***; **IV: *Windshear***.

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

Glide **(Alteration)**

Level: Wiz 2
Range: Touch
Area of Effect: One creature
Duration: See below
Casting Time: 2
Components: V S M
Saving Throw: Neg.

Glide enables the caster to imbue one creature with the ability to glide through the air at a certain angle and rate of descent, with the spell lasting as long as it takes the recipient to land or until its duration expires otherwise. The recipient must begin gliding within one round of the spell's casting or the magic is wasted.

The recipient moves at MV Glide 4 (A) – about 2 feet per second, or 120 feet per round – and he can travel a linear distance equal to twice the height from which he began to glide. Thus, in principle, a recipient starting from a 100-foot cliff will descend at an angle that will place him 200 feet away from his starting point upon landing.

The spell allows for some maneuvering and directional changes during the descent, providing limited horizontal movement but always requiring the recipient to glide the full distance it provides – as determined by the starting altitude. For example, the recipient could descend 100 feet in one direction, make a 180-degree turn and then descend the remaining 100 feet so as to land at the base of his launching point. Alternatively, the same could be achieved by performing a spiraling 'dive', maintaining a constant close proximity to his launching point.

Under no circumstances does the spell enable the recipient to gain altitude, nor can he increase or decrease the rate of descent. However, prevailing air- or wind-based effects should be factored in, as applicable (e.g., powerful winds, *Windshear*). *Dispel Magic* cannot end the spell prematurely but the recipient immediately plummets to the ground if he would glide into an *anti-magic shell* or *dead magic zone*, or if *Limited Wish* or a *wish* would be used to negate the spell, suffers falling damage as usual (1d6 points of crushing damage for every 10 feet fallen, up to a maximum of 20d6 points for distances of 200 feet or more).

The material component of *Glide* is a miniature kite, which is consumed in the casting.

Notes: *Glide* is a rare spell for Air Elementalists; it is otherwise very rare.

Source/Origins: *Glide*: Robert S. Mullin, *Arcane Lore. Spells of Elemental Air*, in: *Dragon 244* (TSR, 1998)

Windshear **(Alteration)**

Level: Wiz 4
Range: 50 yds + 10 yds/level
Area of Effect: 25-ft-radius sphere
Duration: 1 rd/level
Casting Time: 3
Components: V S M
Saving Throw: See below

Windshear allows the caster to repeatedly cause a sudden, violent disruption in air currents used by creatures and conditions for motive force while passing into, out of, or through the area of effect, enabling him to affect flying creatures and objects alike. Note that this means that the spell does not produce any air- or wind-based force of its own and that it cannot extinguish flames nor move stationary or even *levitating* subjects. For as long as the spell lasts, the caster can command the area of effect to move about within range, at a speed equivalent to three times his level (e.g., a 7th-level Wizard can move the wind shear at a rate of MV Fly 21 (A)).

Creatures: Flying creatures exposed to the effect must pass a saving throw vs. Breath Weapon or lose control and crash, suffering falling damage as applicable (1d6 points of crushing damage for every 10 feet fallen, up to a maximum of 20d6 points for distances of 200 feet or more). However, if more than 100 feet separates a flying creature and the ground (or other surface, as applicable), a second saving throw is permitted to regain control; no other actions may be taken that round and the creature automatically acts last on the following round.

Creatures in *gaseous form* that enter the area of effect at any time instantly suffer a random course change and can only regain control at the end of the next round, providing they were and are in control of their direction of travel in the first place. Those not in control of their own direction of travel continue on their new course as dictated by the prevailing air currents.

Creatures from the Elemental Plane of Air, especially those composed of wind and air (e.g., air elemental, invisible stalker, aerial servant), are forced to take some time to adjust when exposed to the effect, suffering a +4 penalty to their Initiative check in the next round.

Missiles: Missiles, including those generated by spells and requiring a to hit roll (e.g., *Melf's Acid Arrow*) suffer a -4 penalty to hit but are otherwise unaffected. Missiles that always hit their targets remain unaffected (e.g., *Magic Missile*).

Air-Based Spells and Effects: A spell or effect that travels along air currents (e.g., *Stinking Cloud*, *Cloudkill*) and passes into, out of, or through the area of effect at any time instantly suffers a random course change, its controller being able to regain control only at the end of the next round. A spell or effect not directly controlled by a caster, creature, or item continues on its new course as air currents demand.

Wind-Based Effect: If some magical wind-based effect contacts the area of effect (the second effect; e.g., *Gust of Wind*, a djinni's *whirlwind*), there is a 50% chance that the spell negates the second effect, ending it, and a 50% chance that it merges with the second effect instead, upon which the duration of the latter is increased by whatever remains of the spell's duration. If brought into contact with non-magical wind, there is an equal chance that the spell either increases or decreases the wind speed.

The material component of *Windshear* is a knife constructed entirely of glass and worth no less than 100 gp. When he casts the spell, the caster must sweep the knife before him in a cutting motion.

Notes: *Windshear* is a rare spell for mages specialized in air-based magic (e.g., Air Elementalists); it is otherwise very rare.

Source/Origins: *Windshear*: Robert S. Mullin, *Arcane Lore. Spells of Elemental Air*, in: *Dragon 244* (TSR, 1998)

Research: The covers are made of mithril. Sages versed in matters pertaining to the elemental planes may find that the metal used for the inlays on the front cover is a unique metallic substance distilled from elemental air and perhaps associated with the Quasi-Elemental Plane of Vacuum.

A knowledgeable sage or historian may be able to reveal that the author was a legendary elven king who led his people on an epic journey across the world after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹⁾ Sabin is an ancient language of an unknown world, perhaps best likened to the Latin of Earth.

Source/Origins: Tomes about physics, mechanical engineering, and aviation: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991); Lin Carter, *Sky Pirates of Callisto* (Dell Publishing Co., 1973); Lin Carter, *The Black Star* (Dell Publishing Co., 1973); Thomas Kane, *Flying the Friendly (?) Skies*, in: *Dragon 124* (TSR, 1987); Ed Greenwood, *Sailors on the Sea of Air*, in: *Dragon 124* (TSR, 1987); L. Gregory Smith, *On a Wing and a Prayer*, in: *Dragon 124* (TSR, 1987)

Ætherium

On the Substantiation and Authentication of Ætheric Essence

Setting: Any (Yxx, Ethereal Plane)

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

Author: Askarral Arwyld of Ilarion.

Size: 43.5 cm tall, 29 cm wide, 12 cm thick; 1,000 pages.

Description: A large tome in good condition with covers of a tough, yellowish leather, fading to a dull brown toward the edges and reinforced with elements of oxidized copper (corner caps, hinges, clasps to keep it closed). Set into the center of the front cover is what appears to be a single word, perhaps the title of the work, composed of symbols or characters executed in a silvery-white metal with a distinct sheen and located above an eye-like symbol composed of a multitude of gemstones, each of a different color. The whole is contained in a frame of the same silvery-white metal set into the cover.

Within are pages of a paper-like material in excellent condition, sewn together and secured to a fine, supple leather spine backing. The pages are secured additionally by fine leather front and back pieces and they feature an unusually well-preserved, polychrome manuscript in an exceedingly regular hand, enriched with illustrations, symbols, and diagrams. The tome contains several blank, pale, grayish vellum pages, spaced at irregular intervals.

Lore: An ancient, comprehensive study of how magical and metaphysical events in the Prime Material Plane have an effect in the Ethereal Plane.

DM: Original. Copies very rare. Excellent condition. Title on the front cover. Title, subtitle, and name of the author on the title page.

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

Magic: The metal used for the title and frame on the front cover radiates a “Dim” aura of Abjuration magic, a remnant of the magical processes used to forge it and the reason why the book is still somewhat resistant to acid. The paper-like pages radiate a “Faint” aura of Alteration magic, which is due to the fact that they are made of *indelible paper*, paper magically enchanted so as to never rot or suffer faded ink.

Specialist Content: The section on demi-planes is exceedingly complex in nature and understanding it requires the reader to have the NWP *Sage Knowledge (Inner Planes, Ethereal Plane)*. In addition, understanding the section on how elemental air may have a presence in the Ethereal Plane also requires the NWP *Sage Knowledge (Alchemy, Elemental Essences)*.

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

The book may contain an important clue to one of the following spells, as determined by the DM (or by rolling 2d20): **III: Blink**; **VIII: Blinkship**; **IV: Dimension Door**; **IV: Drawmij's Instant Exit**; **V: Improved Blink**; **IV: Phase Shift**; **V: Ethereal Banishment**; **VII: Vanish**; **V: Leomund's Secret Chest**; **IX: Time Conduit**; **VII: Bone Javelin**; **II: Choke**; **VI: Dimensional Blade**; **I: Ghost Light**; **III: Ghostly Garrote**; **VII: Mordenkainen's Sword**; **V: Phantom Blade**; **IV: Ray of Oblivion**; **IX: Wraithform**; **VII: Translocation Shift**; **IX: Waethra's Warm Welcome**; **VI: Lorloveim's Shadowy Transformation**; **VI: Mantle of Twilight**; **VII: Planar Door**; **IX: Sphere of Ultimate Destruction**; **IX: Solidify Air**; **IX: Windtomb**; **IV: Ghost Rigging**; **V: Mordenkainen's Faithful Hound**; **VII: Petrifying Gaze**; **V: Mordenkainen's Faithful Phantom Guardian**; **VI: Phantom Stalker**; **VII: Spectral Guard**; **VI: Etherealness**; **VII: Greater Etherealness**; **V: Lesser Etherealness**; **VII: Ethereal Walk**; **II: Detect Invisibility**; **II: Detect Life**.

Note that many of these spells hail from specific campaign worlds and sources not included in the WSC, which may mean that Wizards of the DM's campaign world may not know of their existence.

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

Resistant: The book makes its item saving throws as "Leather", with a +2 bonus when saving against Acid (v. **DMG**, p. 58: "Item Saving Throws").

Contents: *Aetherium* comprises an extensive and comprehensive study of the Ethereal Plane and its connection to matter and metaphysical and magical events in the Prime Material Plane. It speaks of how Wizard spells and events in that plane affect the *æther*, directly and indirectly, as a matter of cause or one of result; how spells and events may create a presence or leave a residue in the Ethereal Plane, the equivalents of material events in the Prime Material Plane, sometimes forming "small bits of semi-permanent matter lost in the maze of that plane" and which eventually give rise to demi-planes and even new realities.

The first chapters describe the Ethereal Plane in general, in terms as found in various sources (e.g., *The Manual of the Ether*, *Panoldure's Almanac*), such as the plane being "a plane of swirling *proto-matter* coexisting alongside Prime Material Plane, touching that plane at all points"; "the cosmic 'glue' that binds together the Prime Material Plane and the inner planes of existence"; "a roiling, chaotic plane filled with swirling fogs and shadowy shapes in various degrees of solidity" where native creatures are semi-solid and non-living matter can pass through non-living matter easily; a place "where one will find oneself completely surrounded by colorful mists, or in areas that resemble small towns on misty, fog-bound evenings"; and "the plane of *æther* should be seen as a great ocean, so that one can wade along the beach in the border Ethereal Plane, alongside familiar lands, or journey across the ocean itself (the deep Ethereal Plane) into new lands".

The following chapters speak of magic, Wizard spells, and metaphysical effects that generate some sort of effect in the Ethereal Plane, whether when using the plane as a 'transit plane'; when actually transferring prime material matter to it; when preventing passage through the plane or warding an area in another plane from entrance by passing through the Ethereal Plane.

Transit Plane: The chapters speak of Wizard spells that use the Ethereal Plane as a 'transit plane', a dimension traversed by the subjects of these spells to get from one point in a plane to another in the same plane almost instantly (e.g., *Blink*, *Blinkship*, *Dimension Door*, *Drawmij's Instant Exit*, *Improved Blink*, *Phase Shift*) and how these subjects can become trapped in the Ethereal Plane if they end up without a way out of it when a spell resolves. The author continues with some notes on the metaphysical causes of such events and how these can be manipulated for use in spells that transfer creatures and items to the Ethereal Plane, either with or without providing a way out (e.g., *Ethereal Banishment*, *Vanish*, *Wraithform*), with the way out sometimes being inexorably tied to some material equivalent or facsimile of the subject (e.g., *Leomund's Secret Chest*). Of further interest is a section on the phenomenon that causes time travelers using *Time Conduit* to lose any items they collected during their stay in the past, storing them within the time conduit from where they cannot be retrieved, with the author suggesting that "these time-lost items simply drift into the Ethereal Plane".

Ethereal Form: Next come some sections that speak of transferring creatures from another plane of existence to an area defined as the border Ethereal Plane, causing them to assume a state of existence that could be defined as 'existing in two dimensions at once', to force them to assume *ethereal form*. It mentions and defines a variety of terms usually associated with this event, such as 'dimension', 'spectral', 'ghostly', and 'out of phase', stating that most of these terms are the result of context and based on what the author calls "perspective" or "an interpretation of an event as it is observed in one's plane of existence". It mentions such spells as *Bone Javelin*, *Choke*, *Dimensional Blade*, *Ghost Light*, *Ghostly Garrote*, *Mordenkainen's Sword*, *Phantom Blade*, *Ray of Oblivion*, and *Wraithform* and argues that these spells generate an unbreakable presence of matter in both the Ethereal Plane and the plane in which they are cast – i.e., that they cannot be cast in planes that have no direct connection to the Ethereal Plane (e.g., the Astral Plane, the outer planes).

Warding Effects: The author continues by mentioning some spells that can prevent matter in ethereal form from entering a plane of existence (e.g., *Translocation Shift*, *Waethra's Warm Welcome*), sometimes by causing such matter to become "lost and trapped" in the Ethereal Plane, sometimes by sending it back to where it came from, sometimes by canceling such spells altogether. He goes into some detail describing a number of known effects that prevent passage by matter in *ethereal form*, such as an expensive alchemic mixture containing gorgon's blood that must be mixed with the mortar of a building; using large amounts of dense metals such as gold or plates of lead; and using living matter to protect areas from such entrance (e.g., covering a cottage with living vines).

Demi-Planes: The final chapters of the book comprise a complex theory on the origination of demi-planes, planes of existence still in the formation process, each of which originates when a large mass of proto-matter reaches a critical size and begins to pull away from the plane, growing its own border Ethereal Plane around it and becoming a demi-plane, a proto-plane that does not yet have a set place in the cosmography of the planes. The author suggests that at least some of these coagulating masses of proto-matter that eventually end up as demi-planes may be the result of the events and the casting of spells in other planes of existence³⁾.

The fate of a demi-plane seems determined by its metaphysical development, with some eventually falling in on themselves and breaking up and others ending up merged with an inner plane or Prime Material Plane. The author suggests that, if a demi-plane grew large enough, it could envelope a large portion of the Prime Material Plane, or separate to form its own universe. He goes on to mention “the four known demi-planes, the Demi-Plane of Time, the Demi-Plane of Shadow, the Demi-Plane of Electro-Magnetism, and the Demi-Plane of Imprisonment”, providing the reader with an exceedingly complex description of their origins and their workings in relation to the many spells he mentions earlier.

Appendices: At the end of the book are several appendices.

Shadow: One of these appendices contains a summary thesis on the nature of *Lorloveim's Shadowy Transformation* and *Mantle of Twilight*, both of which have an effect in the Ethereal Plane even though they are usually considered tied to the Demi-Plane of Shadow rather than the Prime Material Plane or, indeed, the Ethereal Plane, and which leads the author to define ‘shadow’ as being “neither one thing or another” rather than “the mythical semi-matter or the *shadow-stuff* as proposed by some scholars”.

Material Components: Another appendix deals with some material components for Wizard spells that have an association with the Ethereal Plane (e.g., a vial of ethereal plasma for *Planar Door*; a dark crystal ball that has been in the Ethereal Plane for *Sphere of Ultimate Destruction*).

Air and Wind as Ethereal Phenomena: Another appendix contains some controversial but interesting notes on how air and perhaps wind may have a material presence in the Ethereal Plane, perhaps in the form of something the author tentatively – and confusingly – calls *aether*. He refers to such spells as *Solidify Air*, *Windtomb*, and *Ghost Rigging*, which some mages have argued may affect or rely on exactly such an ‘element’. Of further note in connection to this are some remarks on the ethereal cyclone and how these spells may partially rely on harnessing the essence of this phenomenon in some way.

Creatures of the Ethereal Plane: A final appendix contains notes on some spells that affect or employ creatures or creature-like forces with a connection to the Ethereal Plane, most notably *Mordenkainen's Faithful Hound*, *Mordenkainen's Faithful Phantom Guardian*, *Phantom Stalker*, *Spectral Guard*, and even *Petrifying Gaze* and a number of detection spells (e.g., *Detect Invisibility*, *Detect Life*), wondering whether they employ “the *ætheric* essences such as are contained all matter both alive or inanimate” or *target* them.

Marginalia: At many appropriate locations in the book, the reader will find *marginalia* and annotations in various hands, some of which read:

Excerpt (NWP Ancient Languages (Liudprand))⁴⁾: “A plane far beyond known routes, the home of all the extra-dimensional creatures that we believe to be *bags of holding* and *bags of devouring*.”

Excerpt (NWP Arcane Languages (Magiscriptum))⁵⁾: “A large cavern-like area filled with the secret chests of a magician's academy, guarded by an apparition.”

Excerpt (NWP Reading/Writing (Common)): “The ether cyclone is a sinuous, serpentine column that spins through the plane, casting all loose materials and travelers aside as it goes.”

Excerpt (NWP Ancient Languages (Ancient Dwarvish))⁶⁾: “cf. *Manual of the Ether*: ‘Spells in the border Ethereal Plane work under the restrictions for the entire Ethereal Plane where affecting ethereal matter or that in *ethereal form* is concerned. No spells cast in the border Ethereal Plane can affect the plane that it adjoins, with the exception of certain divination magics’.”

Research: The text and frame on the front cover radiate a “Dim” aura of magic (Abjuration). The paper-like pages of the book radiate a “Faint” aura magic (Alteration).

The covers are fashioned of skin taken from the belly of a basilisk and stretched over sheets of chestnut wood. The text and frame on the front cover are made of a unique alloy of platinum and iridium. The colors of the gemstones correspond to those of the various *curtains of vaporous color* (v. **MotP**, p. 12: “Into the Ethereal Plane—Curtains”). The paper-like pages are made of *indelible paper*, paper magically enchanted so as to never rot or suffer faded ink. The text was written using the feather of a couatl, freely given. Little is known of the mysterious blank gray vellum pages and most sages believe that they can only be read in some parts of the Ethereal Plane.

Sages specialized in the lore of the planes may inform researchers that both the Demi-Plane of Electro-Magnetism and the Demi-Plane of Imprisonment mentioned in the book are considered to be non-existent today, the first one once the home of the creatures known as shockers and having been sucked into the Quasi-Elemental Plane of Lightning and the second being only hinted at in the legends of those who are themselves legends. Legend says that “a dark and chaotic force or entity, evil beyond the pits of the Nine Hells”, once dominated this Demi-Plane of Imprisonment. This ‘force or entity’ and its servants were eventually defeated by the forebears of those entities known as the Great Powers of all alignments, which “sent them in huge hunks of matter spiraling into the Negative Material Plane”. However, according to some ancient sources, the destruction was not complete, and legend says that “far beyond the realms traveled by sentient beings, there are large demi-planes still ruled by the irreparably evil creatures”.

History: Although its exact origins are unknown, the book is believed to be many centuries old. It has been part of the collection of a number of famous libraries until it was lost in the Ethereal Plane when a party led by the legendary mage Xylarthen was hit by an ether cyclone (cf. *Magic & Sorcery*). After that, although this is not likely to be common knowledge, the book was part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

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

²⁾ For example, when attempting to copy it into his spell book from another spell book; when attempting to do so from a scroll; when studying under a mentor; v. **DMG**, p. 61: "Acquisition of Spells Beyond 1st Level" and p. 65: "Determining Research Time" and "The Cost of Spell Research".

³⁾ Interestingly, some sources have suggested that the author's theories may have been the basis for *Demi-Plane Seed*, a very rare spell that can only be cast in the Ethereal Plane and which eventually leads to the birth of a demi-plane.

⁴⁾ Liudprand is an obscure, ancient language of the magical world of Yxx.

⁵⁾ *Magiscriptum* is a generic term for a basic, standard arcane language of the world, one that will mostly be found in librams and tomes containing texts that study some aspect of Wizardly magic. At the DM's option, Wizards of the world may be allowed to read it without having the NWP *Arcane Languages (Magiscriptum)*.

⁶⁾ In this case, Ancient Dwarvish is the ancient language of the dwarves of the world Anaiath.

Source/Origins: Several hundred books dedicated to the study of magic: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991); Xylarthen: Gary Gygax, *D&D Volume 1: Men & Magic* (TSR, 1974); Spell research: Bruce Heard, *Spells between the Covers*, in: *Dragon 82* (TSR, 1984); Jeff Grubb, *Manual of the Planes* (TSR, 1987); *Blinkship*: Ted Zuvich and David Kooharian, *Mage on Deck! The Shipmage Kit for AD&D Campaigns*, in: *Dragon 235* (TSR, 1996); *Ethereal Walk*: Barry A. A. Dillinger, *The Dimensional Wizard*, in: *Dragon 229* (TSR, 1996); *Ghostly Garrote*: Jeff Dancey, *Arcane Lore. Larcenous Legerdemain*, in: *Dragon 239* (TSR, 1997); *Greater Etherealness*: Bruce R. Cordell, *A Guide to the Ethereal Plane* (TSR, 1998); *Lesser Etherealness*: Bruce R. Cordell, *A Guide to the Ethereal Plane* (TSR, 1998); *Mantle of Twilight*: Tony Nixon, *Wizards of Dusk & Gloom*, in: *Dragon 261* (TSR, 1999); *Phantom Stalker*: Robert S. Mullin, *The Greyhawk Grimoires II*, in: *Dragon 241* (TSR, 1997); *Solidify Air*: Robert S. Mullin, *Arcane Lore. Spells of Elemental Air*, in: *Dragon 244* (TSR, 1998); *Time Conduit*: Steven E. Schend and Kevin Melka, *Cormanthy. Empire of Elves* (TSR, 1998); *Waethra's Warm Welcome*: Ed Greenwood et al., *Volo's Guide to All Things Magical* (TSR, 1996)

Ahasveer. A Tabular Classification of Physical and Chemical Laws

Volumes I-XII

Setting: Eshed

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

Author: Ahasveer (See below).

Size: Each volume 29.4 cm tall, 27 cm wide, 6.6 cm thick; each volume 334 pages.

Description: A set of twelve sturdy books bound in high-quality burgundy leather, held closed by an intricately crafted locking mechanism in gold and with the corners of the covers protected by gold caps. Stamped into the front covers in gold are texts, perhaps the titles of the books.

Within are pages of high-quality, creamy white paper featuring a polychrome manuscript in inks of very high quality.

Lore: A standard, albeit complex work used by high-level mages as a basis for their magical research.

DM: Duplicate (One of twelve originals comprising the complete, extended edition). Incomplete copies uncommon. Good condition. Titles on the front covers.

Reading the titles and manuscripts requires the NWP *Reading/Writing (Imperial Esheddin)*¹⁾.

Specialist Content: The books speak to knowledgeable readers, who are expected to be Wizards of at least 12th level with all or at least one of the NWPs *Sage Knowledge (Alchemy)*, *Sage Knowledge (Chemistry)*, and *Sage Knowledge (Physics)*.

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

Contents: *Ahasveer. A Tabular Classification of Physical and Chemical Laws* deals with the magical qualities and properties of the various known magical and mundane elements and composite substances and how they relate to incantations and spells in particular; the laws of chemistry, alchemy, and physics; and how elements, composite substances, and created substances react to other substances, all listed in accordance with their different uses. The information is mostly presented in complex tables and diagrams, with many footnotes and references.

Research: The *Classification*, as it is commonly called, is regarded as the definitive work on the magical laws concerning the *materia fysica et chemica*. It is likely that all twelve duplicates were commissioned by the author, as was his common practice – as opposed to having actually been written by him. The more common, abridged version of the work consisting of four books will be found in the libraries of many high-level mages and alchemists.

Author: Most scholars agree that Ahasveer retreated from public life in 526 RP, when the Second Civil War was at its height and the armies of Barrathim Imperator destroyed much of old Syarda. Although this is now almost two centuries ago, the legendary mage still features in many contemporary stories and tall tales.

¹⁾ Imperial Esheddin is the official language of the Esheddi Empire. The various associated dialects of Esheddin rarely have a written form of their own and people who have learned how to write usually do so in Imperial Esheddin.

Aïnlaglann Fháil Aívalë

Volumes I-III

Setting: Ardha (Aivalë, Arvandor)

Requirements: NWP *Ancient Languages* (Alduinwë)

Author: His Lordship, Nezmyr Malmello.

Size: Each volume 90 cm tall, 75 cm wide, 7.5 cm thick; 1,100 pages each.

Description: A set of three large books bound in dark green leather featuring swirling, vine-like patterns in bas-relief and with the edges protected with beaten and engraved copper strips, fitted with two copper clasps featuring a messing knob each. Stamped into a rectangular cadre on the front cover of each book is what is likely the title of the book, with both the cadre and the text inlaid with gold.

Within are parchment pages touched with gold-leaf around their edges and featuring monochrome manuscripts in an elegant, swirling hand and numerous full-page drawings in a naive style.

Lore: A succinct history of the elves.

DM: Copies. Very rare. Good condition. Title and volume number on the front covers.

Reading the title, volume numbers, and manuscripts requires the NWP *Ancient Languages* (Alduinwë)¹.

Opening the Books: The clasps are unlatched by twisting the messing knobs on each.

NWPs: The books can be of use to an individual who wants to acquire the NWP *Ancient History* (Elves). Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Contents: *Ainlaglann Fhail Aivalë* is a summary of the history of the elves of Aivalë as it was known to the earliest sages of Ardha. It speaks of the *ainuïl*, who go by many names on many different worlds (e.g., “The First-Born” or “Those Born of Songs”); of their mythical origins and songs; of their mythical home, which is known on Ardha as either Aivalë or Arvandor; of their legends and stories; of their pride, quarrels, and wars; of their exoduses to the *elúviënhim* (the worlds of which they sang); of their earliest gods, kings, and heroes.

Research: Sages versed in the history of the elves of Ardha will find that the books are copies of a much older work, possibly made for the private collection of a noble family.

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

¹ Alduinwë or Anduinlë is the first trade language used by elves and humans of Ardha, which became the language of the half-elves of Numendhir.

Source/Origins: *Rise and Fall Of The Elven Empire, Vol. I (Rise); The Rise And Fall Of The Elven Empire, Vol. II (Years Of Glory); The Rise And Fall Of The Elven Empire, Vol. III (Decline)*: Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991); J. R. R. Tolkien, *The Silmarillion* (George Allen & Unwin, 1977)

Almandine’s Syllogos of Books

Setting: Yxx (Ardha, Forgotten Realms)

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

Author: Almandine of Tamharet.

Size: 70 cm tall, 57.5 cm wide, 17 cm thick; 1,751 pages.

Description: A large, weighty, cumbersome folio with supple, tan leather covers. On the front cover, in damaged red paint and located above a symbol inlaid with deep red gemstones is a text, perhaps the title of the book.

Within are loose, exceptionally thin sheets of paper with polychrome manuscript in somewhat faded inks.

Lore: A copy of a standard work on the basic processes required to protect books from damaging effects.

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

Reading the title and manuscript requires the NWP *Reading/Writing* (High-Common)¹. The symbol on the front cover is the *sigil* of the author (See below).

Spell Research: The book is 1d20×5% likely to contain an important clue to one of the spells listed below. If this is the case, a Wizard studying this book while researching that spell² receives a +1d10% bonus to his Chance to Learn Spell check. Note that acquiring this book may count towards the costs required to research the spell³.

The book may contain an important clue to one of the following spells, as determined by the DM or by random die-roll: **III: Material**; **II: Preserve**; **I: Mending**; **I: Cantrip**; **I: Bigby’s Bookworm Bane**; **IV: Obar’s Lesser Purification**.

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

Contents: *Almandine’s Syllogos of Books* contains descriptions of various processes and treatments used to render books and similar repositories of knowledge resistant to all kinds of effects magical and mundane, both from internal and external sources.

Although the text goes into some detail, the proposed techniques are largely general in nature. For example, the book describes which materials and processes would be required to protect books that may be at risk from fire-based attacks (e.g., a lacquer consisting of a mixture of molten lead and powdered carbon, jacinth, and iron); what would be required for books that might attract unwanted attraction from fiends or worse (e.g., an appropriate pentagram inlaid in silver, nickel, beryl, carnelian, malachite, and sunstone); what to use for books that need to be

shielded from divinations (e.g., inks made from gorgon blood, powdered chrysoprase, olivine, and topaz); what types of paper, papyrus, parchment, and vellum are required for specific purposes, including a recipe for the manufacture of *wizard parchment*; what kinds of leather, wood, and other materials to use to protect the covers of a book from specific effects (e.g., *suth* wood⁴, Elysian pine, or *quenga* wood⁵ for coverboards, skin taken from rams to better protect a cover from sunlight); and so on.

***Wizard Parchment* (Wiz)**

A large sheet or scroll of parchment of obvious quality, some 4 feet in length and 1 foot wide.

Wizard Parchment is magical parchment that is extremely resilient; does not age or decay; can only be cut with a magical weapon of at least +1 enchantment; and makes its item saving throws against all effects as “Normal Blow” (v. **DMG**, p. 58: “Item Saving Throws”). Creatures with exceptional Strength have a chance to tear the parchment equal to their damage bonus in percentage points (e.g., a Fighter with Strength 18/06 would have a 6% chance of tearing the parchment; a creature with Strength 19 or more has a 100% chance). Spells can be written on the parchment in the normal manner.

Wizard parchment can only be used by Wizards. Typically, 2d10 pieces of the parchment will be found.

The book contains descriptions and illustrations of a plethora of specific ornaments required to protect books from numerous effects, referring to a number of spells associated with the subject (e.g., *Bigby's Bookworm Bane*, *Obar's Lesser Purification*); it describes different piercing techniques and the tools one should and should not use for this purpose; it describes the scripts and runes one should and should not use in specific cases; it mentions which arcane languages to use to either attract or avert effects and creatures; it contains lists of ingredients for special inks (e.g., invisible ink, gem ink, the fine ink for *Write*); and it contains a summary section on the manufacture of spell books⁶.

Research: The gemstones used on the front cover are red garnets. The inks used are of poor quality.

The book is a poor copy of the well-known *Syllogos of Books* by the wizardess Almandine of Tamharet. Curiously, in contradiction to the poor quality of the book, great care has been taken to reproduce Almandine's *sigil* on the front cover.

Although basic in its approach, the book is often considered a standard work for bookbinders, scribes, and mages.

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

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

² For example, when attempting to copy it into his spell book from another spell book; when attempting to do so from a scroll; when studying under a mentor; v. **DMG**, p. 61: “Acquisition of Spells Beyond 1st Level” and p. 65: “Determining Research Time” and “The Cost of Spell Research”.

³ The suggested value of the book is 1d10×200 gp.

⁴ *Suth* wood is wood taken from the *suth* tree, a tangled tree with olive-green leaves found along the edges of the Shaar, in the woods of Chondath, and farther south in Faerûn. It is very hard and durable, difficult to work unless one has the finest tools, and even thin sheets of the wood retain astonishing strength for decades, making the wood favored for use in book covers.

⁵ *Quenga* wood is an exotic, hardy wood that is known for its resistance to bookworms, woodworms, and other wood-eating pests.

⁶ See **Dragon** 62, p. 62-63: “Everything you never knew about spell books” and/or **DMG**, p. 62-63: “Spell Books”.

Source/Origins: *Bookkeeping*: Randy Maxwell, *Ex Libris*, in: *Dungeon* 29 (TSR, 1991); Spell research: Bruce Heard, *Spells between the Covers*, in: *Dragon* 82 (TSR, 1984); *Wizard Parchment*: Ian Slater, *Bissandrith's Wizard Parchment*, in: *& 9* (& Publishing Group, 2014)

Alterations of Tangibles and Intangibles

Setting: World of Greyhawk

Requirements: NWP *Ancient Languages (Old Oeridian)*

Author: Naerxas.

Size: 38 cm tall, 27 cm wide, 2.5 cm thick; 127 pages.

Description: An old, thin book with covers of grayish leather somewhat worn about the edges but otherwise unmarked.

Within are well over a hundred loose pages of gilt-edged vellum, which were sewn to the leather binding at one time and which feature a calligraphic, regular manuscript in black ink, two columns per page.

Lore: The original of a fairly standard thesis on the nature of matter and non-matter.

DM: Original. Copies uncommon. Poor condition (Loose pages, missing pages). The title and name of the author are on the title page.

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

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

The book may contain an important clue to one of the following spells, as determined by the DM or by random die-roll: **I:** *Melt*; **VI:** *Transmute Water to Dust*; **III:** *Item*; **III:** *Material*; **V:** *Fabricate*; **IX:** *Crystalbrittle*.

NWPs: The book can be of use to an individual who wishes to acquire the NWP *Sage Knowledge (Inner Planes, Ethereal Plane)*, as well as to one who wants to improve his NWP *Philosophy*. Note that improving and/or acquiring an NWP requires the necessary number of free character points or NWP slots.

Contents: *Alterations of Tangibles and Intangibles* is a thesis on how aspects of matter and non-matter (e.g., shape, consistency, perception of both) can be affected in various ways. It contains an interesting section on the Ethereal Plane and speaks of matter and proto-matter; of how matter can exist in both that plane and the Prime Material Plane, albeit in different states; of how color defines perception and thus the physical and metaphysical state of matter and non-matter; of how this pertains to perception and the coherence or solidity of matter – i.e., how the shape, appearance, form, and solidity of matter depend on how and by whom or what it is perceived; of how magic can influence observation and perception and thus consistency of form and shape; and of how all this can be used to alter the state of matter in the Prime Material Plane.

Research: An individual with access to a comprehensive index or one of the copies of the book will be able to determine that some 28 pages are missing from this original.

Although the book is written Old Oeridian, scholars believe that it is not as old as this might suggest. Indeed, one rare index mentions it as dating from after the assassination of the House of Rax in 446 CY. However, that same index suggests that the book is from the hand of Yagrax, the legendary former High Wizard Priest of the Isles of Woe, which has led some sages to remark that “both claims are unlikely to be true”.

In light of the above, Loxnel of Pitchfield has suggested that the text may be a copy or transcript of a much larger, much older work on the Ethereal Plane that is now lost.

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

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

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

Alterations of the Intrinsic Absolutes

Setting: Celts

Requirements: NWP Reading/Writing (Brythonic)

Author: Merfyn ap Mathonwy.

Size: 34 cm tall, 25.5 cm wide, 10.5 cm thick; 300 pages.

Description: A dusty old tome with covers of a smooth, dark brown leather, its corners fitted with copper caps. Pressed into the front cover and inlaid with copper is a symbol of a torc with a large gem set into it and within a braided circle, also inlaid with copper.

Within are parchment pages featuring a manuscript in dark ink.

Lore: The original of a fairly standard work on the magical manipulation of matter and how this pertains to spells of transformation.

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

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

Spell Research: The book is 1d20×5% likely to contain an important clue to one of the spells listed below. If this is the case, a Wizard studying this book while researching that spell²⁾ receives a +1d10% bonus to his Chance to Learn Spell check. Note that acquiring this book may count towards the costs required to research the spell³⁾. The book may contain an important clue to one of the following spells, as determined by the DM or by random die-roll: **I: Change Self; VII: Alter Reality; IV: Massmorph; IX: Shape Change; II: Alter Self.**

NWPs: The book can be of use to an individual who wants to acquire one or both of the NWPs *Sage Knowledge (School of Magic, Alteration)* and *Sage Knowledge (Alchemy, Biogenesis)*. Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Contents: *Alterations of the Intrinsic Absolutes* is a study of the magical manipulation and modification of the fundamental components that make up living and un-living matter (creatures, things) and more in particular of how this applies to spells that aim to alter the form or shape of the caster and possibly one or more of his allies. It speaks of the subject in complex detail, from the earliest attempts of man to magically alter his form and appearance – usually by emulating the behavior of some sort of real or imaginary animal – to some of the best-known spells of today that can achieve this (See above).

Research: The covers are finest bull's hide stretched over birch plates.

Although some older sources suggest that the book was written by Math, the greatest and most legendary wizard of the Celts, sages of today doubt that this is the case. Indeed, several indices, albeit rare ones, are known to list Merfyn ap Mathonwy as the author of the book.

¹⁾ Brythonic is a Celtic language of Fantastic Earth, a derivative of Celtic, the original language spoken by all Celts. It knows several dialects: Welsh, Breton, British Celtic (probably), Gaulish (probably), and Cornish.

²⁾ For example, when attempting to copy it into his spell book from another spell book; when attempting to do so from a scroll; when studying under a mentor; v. **DMG**, p. 61: “Acquisition of Spells Beyond 1st Level” and p. 65: “Determining Research Time” and “The Cost of Spell Research”.

³⁾ The suggested value of the book is 1d10×200 gp.

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

An Initiate's Guide to Inter-Dimensional Travel

Setting: Any

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

Author: Iranthe Val-Amoroncthan.

Size: 25 cm tall, 18.9 cm wide, 5.5 cm thick; 309 pages.

Description: A sturdy, relatively small book bound in weathered and bleak red leather. Inlaid into the front cover and still perfectly flush with the leather are numerous glass letters, perhaps the title of the book.

Within are fine quality parchment pages, timeworn but in overall good condition and featuring a polychrome manuscript in bright inks.

Lore: An authoritative work on inter-dimensional relations and advanced magical theories on *continuums*.

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

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

Specialist Content: Although the title may seem to suggest otherwise, the manuscript is aimed at readers with advanced knowledge on the subject. Therefore, a reader must at least be a 12th-level Wizard and have Intelligence 16 before he can fully understand the book.

Spell Research: Studying the book can be of use for Wizards researching such spells as *Blink* and *Dimension Door*, but not, for instance, *Rope Trick* or *Maze*.

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

Contents: *An Initiate's Guide to Inter-Dimensional Travel* is a comprehensive, thorough description of a number of basic principles and magical theories concerning inter-dimensional relations and the creation of temporary apertures in various *continuums*. It focuses on the manipulation of dimensions rather than time and space – and on apertures used for traveling in particular. As such, it does not speak much of extra-dimensional pockets and spaces, although it does mention them, usually in terms that require the reader to have more than a basic grasp of the subject. It speaks of strange geometrical concepts, complicated multifract inter-dimensional relations, and such concepts as “the assimilation of compound apertures” and “the harmonized disjunction of mathematical proportion”.

Research: The covers are red leather stretched over oak boards.

The book is obviously very old and it is due to the quality of the used materials that it is still in the condition it is in.

There are no known records on either the author or the original work, which has some led some scholars to suggest that the original may have been of extra-planar origin.

Analogon of Multicipital Anathema

Setting: Aldanor

Requirements: NWP *Reading/Writing (Common)*

Author: Honsarde the Ission.

Size: 23.4 cm tall, 15 cm wide, 9.2 cm thick; 900 pages.

Description: A relatively small book with thick, somewhat pliable covers of a gray-green material attached to a spine of green cloth. Pressed in silver into the front cover is a text, most likely the title of the book.

Within are thin, yellowed paper pages with a manuscript of runes, symbols, diagrams, tables, and illustrations in faded pastel inks, sometimes to the point that they can no longer be read. Although the pages were once neatly sown in place, many are now loose, torn, or folded, especially at the beginning and end of the book.

Lore: A relatively obscure account of a study of creatures with multiple heads.

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

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

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

Contents: *Analogon of Multicipital Anathema* is an account of a study of the multiplicity of the thoughts of creatures with multiple heads and how this relates to insanity, mental diseases, and the forces that drive them in particular. It speaks of the supposed workings of multiple brains, detailing similarities between the brains of different intelligent creatures with multiple heads while also comparing them to those of non-intelligent entities with multiple heads (e.g., some plants, certain specialized automatons). It researches mundane diseases that affect one brain but not the other(s) (monocipital cerebrosis), insanity (schizophrenia), and the pathological multiplicity of thinking of creatures with multiple heads (ancipital multiphrenia).

Most of the research seems aimed at the development of a theoretical, rational, and linear system for inflicting *curse*s and *charm*s upon creatures with multiple heads.

At times, whole sections of the text are missing, which must have been on pages that are no longer there.

Research: The covers are fashioned from what seem to be pressed slivers of some vegetable material. The paper is of mediocre quality. The inks are based on vegetable pigments, possibly mostly derived from mushrooms, molds, and lichen.

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

Source/Origins: DM, *D'Honaire's Thesis on Schizophrenia*, for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon* 30 (TSR, 1991)

Analysis Arcane of the Powder Sympathia

Being an Alchemical and Chemical Arcana, Together with Symbolic Illustrations of the Consurgent Temperances

Setting: Yxx

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

Author: Beroaldus Bubelem.

Size: 43.2 cm tall, 27.9 cm wide, 11.5 cm thick; 1,097 pages.

Description: A sturdy, brass-bound book with covers of thick, brown leather that shows signs of heavy wear and use. Pressed into the front cover is an intricate alchemical symbol, obviously once gilded.

Within are many worn, parchment pages featuring a monochrome manuscript and a plethora of tables, diagrams, and illustrations. Most of the pages also contain *marginalia* and notes added by former owners, in different hands and inks. Many pages have detached from the spine.

Lore: An advanced alchemical treatise on the mythical *universal component*.

DM: Original. Copies very rare. Bad condition. Title, subtitle, and name of the author on the title page.

Reading the title, subtitle, and manuscript requires the NWP *Secret Languages (Menezareph)*¹⁾.

Specialist Content: To fully understand the contents of the book, a reader must have the NWP *Sage Knowledge (Alchemy)*.

Alchemist: At the DM's option, an Alchemist of at least 12th level studying the book for 1d2+1 weeks may be allowed to find the formula for distilling one or more important alchemical powders²⁾.

NWPs: The book can be of use to an individual who wishes to acquire the NWP *Sage Knowledge (Alchemy, Elemental Essences)*. Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Contents: *Analysis Arcane of the Powder Sympathia* is a study of what the author calls the *universal component* or the *powder sympathia*, a mythical powder that is said to contain parts of every substance in the multiverse and which, consequently, could serve as a material component for all Wizard spells. It speaks of many examples of Wizards using components to augment effects imposed on them on a larger scale, in some other location, or in a fashion similar to the effect gained (e.g., starting a small fire as part of a spell allows a Wizard to create a much larger fire; a Necromancer inflicting damage on a voodoo doll so that the damage caused will also occur on the individual represented by the doll, perhaps if certain other conditions are met). The author often refers to the "Law of Sympathy", or the "First Law of Magic", which states that "similar causes produce similar effects" or, put more simply, "like produces like". The principle is used to produce effects on a different scale in time and distance. Of note would be a section on the use of gemstones as a basis for the *powder sympathia*, which focuses on the problems brought on by the differences in nature of such stones. It theorizes about the existence of a "universal gemstone", one that combines the aspects of all known gemstones in one and which it suggests may exist somewhere in the Quasi-Elemental Plane of Mineral, and then continues with numerous formulae and tables that would describe the nature of such a gemstone.

Another section of interest would be one on the creation of what it calls "proto-dust", which involves mixing, among other things, the powdered essences of 333 gemstones³⁾, the ichors of a venerable dragon that has lived in the Underdark for most of its life (e.g., deep dragon), and materials "touched by the planes as typical and to the extent of their nature" (e.g., sophic sulphur or brimstone from the Nine Hells, *tantalium* ore from Gehenna, mercury from the Elemental Plane of Water, black hellebore root from the Negative Material Plane), all mixed in a vessel of *astral silver*⁴⁾.

Despite all of this and although the book lists and describes a great number of experiments, ingredients, formulae, and *practicums*, it remains inconclusive on the exact way to distill the much sought-after powder.

One the frontispiece is a monochrome, highly detailed illustration of a bearded man wearing a floppy hat and rich, wool-lined robes, holding a pair of compasses and a scroll, and seated in front of a desk with many alchemical instruments and paraphernalia.

Research: Pages 2, 8, and 260 are missing. The inks used for the main manuscript include elements of cinquofoil and mercury. The illustration on the frontispiece was made using an advanced etching and printing technique. According to some, possibly misguided, skeptics, the *powder sympathia* is a mythical powder that cannot actually be created.

Interestingly, a recent, somewhat long-winded text claims that the hitherto unknown mage called Harladryn of Kelazzan (Forgotten Realms) may have achieved a *modicum* of success in creating a dust similar to the "proto-dust" described in this book⁵⁾.

¹⁾ Menezareph is a secret language of the alchemists and Grand-Magisters of the magical world of Yxx. As a secret language, it can be compared to the secret languages of Druids and Assassins, which means that it can normally only be taught by alchemists, none of whom will teach it to individuals not associated with their art without good reason. In addition, because each alchemist will typically use obscure crypticism,

mysticism, symbols, and unique words and names to protect his discoveries, an individual wishing to learn the language must either be an alchemist or have an NWP associated with alchemy (e.g., NWP *Alchemy*, *Sage Knowledge (Alchemy)*).

²⁾ See **Dragon 130**, p. 35-41: "Better Living through Alchemy" for some examples.

³⁾ Sages specialized in the legends, folklore, and ancient religions of Oerth may know of the legendary "333 Gems of Tharizdun", which are believed to have been kept in a legendary lost temple of the god Tharizdun, He of Eternal Darkness, in times long gone.

⁴⁾ *Astral silver*, or *true astral silver* to be correct, is a variety of silver that is found in the Astral Plane.

⁵⁾ See **Volo's Guide to All Things Magical**, p. 33-34: "The Universal Material Component" for more details.

Source/Origins: Charles Olsen, *The Laws of Magic*, in: *Dragon 106* (TSR, 1986)

Ancrach's Conduite of Revelation

Setting: Ardha

Requirements: Priest of Ancrach or NWP *Secret Languages (Echthos)*

Author: His Eminence the Zoltrach, Execrate of Ancrach, the Hateful God of Wrath.

Size: 56 cm tall, 34 cm wide, 4 cm thick; 740 pages.

Description: A large book with covers of a bluish green, chitinous material with a peculiar, oil-like sheen. On the front cover is a symbol of a crossed rope with a central knot, inlaid in a black mineral with glossy black web-like mottling.

Within are pages of sleek, black vellum with a silken sheen featuring a monochrome manuscript in sober, bright white characters.

Lore: An exceedingly rare sacred book of the clergy of Ancrach, the Hateful God of Wrath.

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

Reading the manuscript requires the reader to be a priest of Ancrach, the Hateful God of Wrath, or to have the NWP *Secret Languages (Echthos)*¹⁾.

Repercussions: The book is sacred to the priests of Ancrach and possession of an original or copy of any book deemed the property of the priesthood invariably leads to sustained and violent persecution.

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

Contents: *Ancrach's Conduite of Revelation* is a sacred book of the clergy of Ancrach, the Hateful God of Wrath, detailing the secret rituals and vile practices of the clergy. It contains vivid descriptions of many torturous interrogation techniques used by the priests, of some of their secret religious rituals, unholy chants and verses, and also accounts of myths and legends of Ancrach. It relates of the god's interactions with the inhabitants of the Three Worlds²⁾ and there is detailed information on what is called the "Fivefold Path", which is supposed to bring wisdom, insight, and enlightenment to priests of Ancrach.

The book also speaks of two different priestly orders of Ancrach: the *mamakal*, or "they who listen", and the *eandûch*, or "they who react".

The Mamakal: From the text, it can be gleaned that the *mamakal* are sedentary priests who live in cities where they often hold positions of importance, being aristocrats, law-makers, self-employed businessmen, merchants. They often work together to create exclusive financial benefits for the profit of members of the order only, always aimed at breaking, bankrupting, and scandalizing their opponents on a social, financial, and political level.

The Eandûch: Sometimes referred to as the "Enlightened Travelers", the *eandûch* travel to spread havoc, hate, distrust, and envy among those they meet. Sometimes, Ancrach appears to them in dreams to send them on a "Quest of Wrath" or a "Quest of Revenge", which always targets some individual or creature that has opposed or wronged him or his clergy. While on such a quest, the *eandûch* do not require sleep or food and they remain solely focused on their task, which seldom ends well for the victim(s). Legends have it that, when the *eandûch* would fail, Ancrach will often grant them a second chance by transforming them into revenants (v. **CMM**, *Revenant*) and returning them to the world of the living. Although this transformation comes at great cost to the *eandûch*, it is still seen as a great privilege.

Research: The covers are cut from a single, thick bulette scale. The symbol is inlaid with black web-opal.

The orders described in the book are extremely secretive and virtually nothing is known about them. Indeed, it may very well be that the book is the only source of information on these orders.

Although the name of the author is nowhere on or in the book, it is generally accepted that it was written by the Zoltrach, who is known to have used the symbol on the cover as his *sigil* on multiple occasions.

Ancrach is one of lesser gods of the Eos pantheon, having come to power relatively recently.

Any priest of Ancrach will go to any lengths to reclaim this original for the clergy.

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

¹⁾ Echthos is the secret, unholy language of the priesthood of Ancrach, the Hateful God of Wrath. As a secret language, it can be compared to the secret languages of alchemists, Druids, and Assassins and it can only be taught by a priest of Ancrach, who will not do so without good reason. Indeed, individuals with knowledge of the language without the clergy's permission will be tirelessly pursued until killed.

²⁾ In Eos mythology, there are three worlds, which are known as Eos, the Upper World or the World of the Gods (both good and evil; see below); Olos, the Realm of the Dead; and Kalu, the infamous Reign of Demons.

Eos is the world of the Gods and it is denied to demons. Mortals can enter it only at great risk and peril.

Olos is the world of Death and it is only accessible to mortals who can reach it by dying, prevented from ever leaving again (gods and demons go to the Astral Plane when they eventually die, becoming dead gods). Still, some ancient legends speak of mortals who did return from the

realm, always at great cost to themselves. Famous inhabitants of Olos mentioned in the *Conduite* are: Abaddon, Angel of the Abyss, and the Grim Reaper and his associates.

Kalu is the world of Demons and it is inaccessible to the gods. Only the bravest and most elect of mortals can access Kalu – indeed, some are said to have entered the realm and survived. Ancrach has connections to many inhabitants of Kalu, some of good, some of evil alignment. Famous demons mentioned in the *Conduite* are: the Demiurge Joaldaboth, Son of Chaos and Bringer of Doom; Khóllos the Defiler, also known as the Destroyer; Abraxas the World Maker; Zbout; the much-feared Asdlar; the dark demon Azhrarn, Prince of Darkness; Vandaal the Destroyer; Zhadiste; Kraan; The Dark Thriael; Zoör; and Morgôth.

Source/Origins: DM, *Manual of Suppression*, for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Annotation of the Deeds and Holy Life of His Most Exalted Excellency the High Sultan Jesouhd Ye'esif, Divine Star of Kiralsh, Amir of Yandark, by the Grace of God

Volumes I-XXV

Setting: Any

Requirements: NWP *Reading/Writing (Iriabhi)*

Author: The Royal College of Scribes at the Court of the High Sultan of Kiralsh.

Size: Each volume 72 cm tall, 47 cm wide, 31 cm thick; each volume 25 pages.

Description: A collection of 25 boxes of gem-encrusted ebony, each adorned with gold scroll-work and impressive, inlaid mosaics, parts of which may be a text of some sort.

Each box contains a single book wrought from the finest and most expensive materials (fine gold and silver) and a veritable fortune in gemstones. Incorporated into the ornaments on the books is a text much like the one on its box, perhaps its title.

Within each book are pages of beaten gold and featuring texts composed of mosaics inlays.

Lore: A unique, exceptionally valuable account of the life and deeds of the High Sultan Jesouhd Ye'esif.

DM: Original. Unique. Excellent condition. Title and subtitle on the boxes and the front cover of each volume.

Reading the title, subtitles, and texts requires the NWP *Reading/Writing (Iriabhi)*¹.

NWPs: The books can be of use to individuals who wish to acquire the NWP *Local History (Kiralsh)*, as well as to those who wish to improve their NWP *Sage Knowledge (Zoology, Creatures of the Desert)*. Note that acquiring and/or improving an NWP requires the necessary number of free character points or NWP slots.

Contents: The *Annotation* is an account of the heroic deeds of High Sultan Jesouhd Ye'esif, Divine Star of Kiralsh, Amir of Yandark, by the Grace of God, often in lurid detail. It speaks of the sultan being called by God to lead the people of Yandark and of the many dangers and enemies he had to overcome before he eventually became High Sultan of Kiralsh.

While of historical importance, the collection is also valued for the sections that deal with the various monstrous adversaries the sultan encountered on his journey, usually legendary creatures of the desert but also such rather more mundane creatures as the pernicon.

Research: Several sources and scholars (e.g., the learned sage Elkir Hildar of Ye'nassa and, to a lesser extent, the eminent Colonel Endrivan of Olcoran) have said that the work is based on the extensive, unpublished diaries kept by the sultan on his epic journey.

History: The collection was made some 150 years ago for the High Sultan on the occasion of his 50th year on the throne. It has been on display in the grand hall of his winter palace in Kiralsh ever since.

¹ Iriabhi is the language spoken in the Sultanate of Kiralsh. It is characterized by its flowing, elegant script.

Source/Origins: The diaries of the Emir of Yandark: John Nephew, *The Ecology of the Pernicon*, in: *Dragon 108* (TSR, 1986)

Anthiandria'in na'Ch'thar (Chronicles of the Ch'thar)

Nanais n'Ais: *Arnlith'in na'Nerleth (The First Songs: The Wars of Darkness)*; **Nanais na'Dil:** *Ellinthelion Ellinthillin'in (The Second Songs: The Great Journey)*; **Nanais na'Nath:** *Aifallin in'Thalion (The Third Songs: The Last Forest)*

Setting: Anaiath

Requirements: NWP *Ancient Languages (Ancient Elvish)*

Author: Thanwarion, Scribe to Thiondar, King of the Ch'thar.

Size: Each volume 89 cm tall, 52 cm wide, 11 cm thick; 1,000 pages each.

Description: A trio of splendid books with covers of polished, light wood with a rich patina and inlaid with what seem to be ferns of a burnished orange color, each leaf accentuated with an exceedingly thin line of gold. The edges of the covers are protected by bands fashioned from a combination of copper, messing, and white and yellow gold, all intricately carved with miniature scenes of what seem to be elves on a long journey. In the center of the front cover of each book is a sun-like symbol created from the same metals, this time inlaid with texts in various precious metals in shades of rich green, white, pearlescent gray, and many blues, perhaps the titles of the books. Within are pages of fashioned from extremely thinly cut sheets of the same wood used for the covers, with flowering texts inlaid in gold and illuminated with the minerals also found on the cover.

Lore: A unique work on the history of the elves of Anaiath.

DM: Original. Unique. Good condition. Title and subtitles on the front covers.

Reading the titles, subtitles, and manuscripts requires the NWP *Ancient Languages (Ancient Elvish)*.

NWPs: The books can be of use to an individual who wishes to acquire the NWP *Ancient History (Elves)*. Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Contents: *Anthiandria'in na'Ch'thar* is a comprehensive work dating back to a time when the elves ruled Anaiath and their great wars ravaged the world. The first volume details these great wars, which led to a schism in the society of elves, the eventual departure of the drow into the depths of the earth and, finally, an end to the hostilities. The second volume speaks of the journey of the Ch'thar and their king, Thiondar, which lasted many thousands of years and led them past the ruins of their world, through frozen wastes innumerable. The third volume speaks of the end of this journey, some 6,000 years ago, when the Ch'thar and their king reached a valley they called the "Magical Valley". Here, a "terrible dispute" between King Thiondar and his subjects led to nearly a thousand Ch'thar leaving the valley again, leaving their king and a few hundred of their kin behind. Calling themselves the "Elves of Gray", the leaving Ch'thar wandered for decades until they reached a forest that is now known as Val Forest. Here, their journey finally ended and millennia of tranquility followed, in which the memory of the sufferings disappeared gradually. The books do not contain any details as to the nature of the "terrible dispute" at all.

Research: The covers and the pages were crafted from the wood of a variety of oak that has been extinct for some millennia. The pages are flexible like paper and they were created using a time-consuming alchemical process known only to a select number of the most knowledgeable elves. Among the precious metals used for the inlays on the covers and the illuminations on the pages are malachite, white marble, abalone, and lapis lazuli.

The chronicles are of immense historical value on Anaiath, especially since they explain the origins of the gray elves of that world and also because they cover thousands of years of its history.

History: The books were once part of the extensive library of Thiondar, King of the Ch'thar.

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

Antza's Symbolica Mystica

Setting: Eshed, Ardha

Requirements: See below

Author: Antza the For.

Size: 100 cm tall, 100 cm wide, 90 cm thick; 9,999 pages.

Description: A large book with a cover and spine of thick, remarkably sturdy, scaled, dark red leather. Fitted to each cover (with gold clasps) in a gold frame is a thin sheet of wood with a pentagram in bas-relief, intricately inlaid with gold and numerous precious stones and metals.

Within are many yellowed parchment pages (See below).

Lore: A legendary book said to contain an incredible amount of magical symbols, patterns, sigils, and pentagrams, which seem to have resisted all attempts at identifying them.

DM: Original. Copies unknown. Good condition. Untitled.

Magic: The book radiates "Strong" auras of Abjuration and Conjunction/Summoning magic.

Resistant: The book has the equivalent of MR 95% and it makes its item saving throws as either "Leather" or "Metal", whichever is the more favorable, and always with a +6 bonus (v. **DMG**, p. 58: "Item Saving Throws").

Research: The book radiates "Strong" auras of magic (Abjuration, Conjunction/Summoning).

Sages agree that only some of the many supposed attempts to date and determine the nature of the book are of some value, even though they have largely failed. The reasons for this are unknown and a source of much debate, although it is generally assumed that the book's resistance to magic is to blame. Of some interest is the notion that the book is actually an amalgamation of several different books (which may or may not have belonged to the same series of books), which would hinder attempts to identify and classify it as a single work. Another source suggests that the easily detectable aura of Conjunction/Summoning magic may have something to do with the book's resistance to attempts to identify it. Unfortunately, the exact nature of this aura seems to have eluded all who have researched the book so far.

Most indices state that the leather used on the covers is of draconic origin and that it is stretched over black iron plates that each feature an extraordinary design of patterns and symbols created with sophisticated acid-etching techniques. At least one source suggests that these etchings may be related to the book's exceptional resistance to magic of all sorts.

The wood used for the sheets on the covers is assumed to be of exotic, probably extra-planar origin. Among the precious stones and metals on the covers are sapphires, rubies, diamonds, molybdenite, and black opal.

Assumed Contents: The contents of *Antza's Symbolica Mystica* have never been conclusively revealed, although some of the most prominent indices suggest that the majority of the pages contain depictions of magical circles, complex geometrical patterns and sigils, mystical pentagrams, and occult symbols. Scattered throughout the work, it is said, are some blank pages.

Famously, Follezal (*Classifications*) mentions the presence of certain scribbled annotations in the margins of some of the pages, supposedly in a language he calls Arvati, but there are no other reports or sources that mention these. One source claims that Follezal may have shown these annotations to Ulik of Hov, Diamochrus of Ironridge, and possibly Tzunk, most of whom have vehemently denied ever having seen them. As such, whether the annotations could solve at least some or, indeed, any of the mysteries surrounding both the book and its author remains a mystery for now.

In a collection of pamphlets issued by Pylade of Merorath, the august sage makes certain comparisons between the contents of the book and the legendary pentagrams of Ys, although this, too, has not led to solving any of the mysteries.

Of note is the research of Sukarra, who is known to have spent several years studying the work during his stay on the moon Pyr before he seemingly lost interest in it. However, rumors suggest that Sukarra did indeed fathom the mysteries of the book and that this allowed him to greatly speed up his subsequent study of the perception of subliminal time-fields, a notion the mage himself has always dismissed as “preposterous, if not untrue”. Still, later remarks made by the mage to the dashing Suzel the Esante has led some scholars to propose that the book can only be understood when it is placed within the mythical “Crux of Time”, which may or may not be an apparatus. This, it is said, could go some way to explaining why Sukarra may have lost interest in the work.

Author: Although the name of the author regularly appears in many *onomanomicons*¹⁾, catalogues, and lists of importance (e.g., *Classifications*, *Phaësisphaean Sources*), this has done nothing to solve the mystery of his identity. It is generally assumed that an individual called Antza the For perished several centuries ago after he was last seen in the dark alleys of a place referred to as Tozh, believed by some to be a gateway to Gehenna. Several sources describe this individual as being in the habit of appearing in the form of a praying mantis of gargantuan size.

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

¹⁾ An *onomanomicon* is an index or catalogue of known mages, usually mentioning (parts of their) lives and (some of their) deeds and spells.

Source/Origins: *Symbols, Sigils, and Signs*: Randy Maxwell, *Ex Libris*, in: *Dungeon* 29 (TSR, 1991)

Aquascopa Syphonigraphia Aquarum

(Seven volumes)

Setting: Any (Elemental Plane of Water)

Requirements: NWP *Reading/Writing* (Hildriss)

Author: Unknown.

Size: Each volume 74 cm tall, 33 cm wide, 30 cm thick; 300 pages each.

Description (See below): A collection of seven large books with featureless covers of a rough, chagrin-like material over what must be thin, stone-like plates.

Within are pages of a smooth, soft, vellum-like material, slightly blue and of exceptional quality, featuring polychrome manuscripts in inks of darkest blue and purple. Each book also contains many colorful illustrations, often taking up all of a page and drawn and painted in various pigments. The quality of the illustrations that cover whole pages is exceptional and in sharp contrast to the sobriety of the covers and the illustrations on the pages that also feature texts.

Lore: An encyclopedia of the aspects of elemental water and creatures and plants associated with it.

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

Reading the title and manuscripts requires the NWP *Reading/Writing* (Hildriss)¹⁾.

Saltwater: The books must be kept submerged in saltwater lest their pages dry out within 1d2+4 hours, turning yellow, brown, and olive in color before finally disintegrating beyond repair. The latter takes another 1d2+4 hours, during which a living creature touching the book or any of its pages must pass a saving throw vs. Poison at a +4 bonus or end up paralyzed²⁾ for 1d10 rounds.

NWPs: The books can be of use to individuals who want to improve any of their NWPs *Sage Knowledge* (Botany, Marine Plants), *Sage Knowledge* (Inner Planes, Elemental Plane of Water), *Sage Knowledge* (Oceanography), and/or *Sage Knowledge* (Zoology, Marine Animals). Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Aquascopa Syphonigraphia Aquarum* is an extensive encyclopedia on the aquacosmos – i.e., water, seas, oceans, lakes, rivers, various locations in the Elemental Plane of Water (e.g., the Cataclysmic Seas, the Poseidonic Pools, the Sargasso, and the Oceans of Time) and the natural flora and fauna in all of them. It should be noted that, perhaps curiously so, the books only describes the ‘natural’ flora and fauna of these places and not any ‘monstrous’ creatures that could live there (e.g., sahuagin, hippocampi, water elementals, kelpies, nixies). There seems to be no obvious order in which the books should be read, with two books dealing with various locations in the Elemental Plane of Water; one with the seas on Oerth; one solely with the flora in the Oceans of Time; one with water in general; one with the natural currents of rivers; and the last one with the lakes, rivers, and streams of an unknown, unnamed world, presumably in the Prime Material Plane.

Research: The covers are behemoth skin stretched over two composite sheets of coral of a dark, reddish hue with faint striations of light red and pink. The material used for the pages is a unique combination of blue algae, giant sea anemone essence, and a variety of inoffensive marine slimes. The ink used for the manuscripts is kraken ink. The illustrations are executed in inks based on many exotic marine ingredients (e.g., abalone, mother-of-pearl).

The difference in quality between the full-page illustrations and the other pages has led to the suggestion that the first may have been part of another edition of the encyclopedia. Although multiple copies of the work are known to exist, only one of these is known to exceed the underlying work in quality, both where the materials used and the illustrations are concerned. That copy, rumored to be in an unknown imperial library, still has all of its original illustrations.

It has been suggested that the work as a whole is an excerpt of certain parts of a mythical book that is said to exist somewhere in the Elemental Plane of Water. Information on this book is extremely rare – in fact, sages have only ever come across a single reference to it, which claims that “this magnificent tome is written in water in water” and that “it has an army of maritime creatures to do its bidding”.

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

¹⁾ Hildriss is a language spoken by some creatures associated with the Elemental Plane of Water.

²⁾ Paralyzed creatures are rendered immobile for the duration of the effect. Although they can breathe and remain in control of their senses, they are unable to move, speak, or take any other physical action. They remain paralyzed even if they suffer damage or are otherwise harmed and opponents may attack them without making to hit rolls. Any saving throws based on movement are made at a -4 penalty, in addition to any other penalties or lack of bonuses (e.g., Dexterity). At the DM's discretion, paralyzed creatures may or may not be allowed to cast spells, employ spell-like abilities, use psionics, or activate magic items – but only if such does not require movement or speech. Likewise, paralysis may slow the effects of (bleeding) wounds, the progress of diseases, or the spreading of poison.

Source/Origins: Tomes about biology and zoology; numerous logs and travel guides: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Arcane Manipulations of the Entourage

Setting: Any (World of Greyhawk)

Requirements: NWP *Reading/Writing* (Common)

Author: Unknown.

Size: 44 cm tall, 44 cm wide, 10 cm thick; 400 pages

Description: A large, square book bound in supple green leather covers, kept shut with a golden clasp and with their corners protected by gold cap fittings. Stamped into the front cover in golden letters is a text, probably the title of the book. Even to an uninformed observer, the book is of obvious quality.

Within are sheets of fine white vellum, collectively sewn to an inner spine of varnished green leather with strings of woven gold wire. The pages contain a polychrome manuscript, enriched with many diagrams and schematics.

Lore: A copy of a fairly standard work on magically influencing people.

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

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

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

The book may contain an important clue to one of the following spells, as determined by the DM or by random die-roll: **I: Sleep; II: Scare; IV: Confusion; IV: Fumble; VI: Geas; VIII: Otto's Irresistible Dance.**

NWPs: The book can be of use to individuals in the process of acquiring the NWP *Sage Knowledge* (School of Magic, Enchantment/Charm) or *Scribe*, or both. Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Contents: *Arcane Manipulations of the Entourage* is a study of a number of spells that aim to magically influence audiences and similar large groups of people. It contains research into the formulae and inks of these spells but lacks their full descriptions.

Research: The underlying volume is a copy of a libram that is sometimes attributed to the legendary Otto of Oerth. Although some rare sources suggest that it may have been written by an individual who may have been “a distant relative of their more famous namesake”, most scholars agree that the author is not related to Otto in any such way. Still, there are some who believe that *Confusion*, *Fumble*, *Geas*, *Scare*, and *Sleep* were all devised by Otto and one source speaks of books titled *Arcane Manipulations of the Entourage* that actually contain the descriptions of these spells and *Otto's Irresistible Dance*. This source even goes as far as suggesting that these books are based on an original compiled by “an unnamed individual when Otto was not as well known as he would become in later years, in the hopes of turning a huge profit when he would”. Many serious sages doubt the veracity of this.

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

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

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

Arcane Resistance of Dwarves and Halflings

Setting: World of Greyhawk

Requirements: NWP *Modern Languages* (Nyrrondese)

Author: Udenser Neerst.

Size: 27.5 cm tall, 19.5 cm wide, 2 cm thick; 550 pages.

Description: A sturdy book with featureless, brown leather covers and a sturdy spine on which the leather has faded considerably. Stamped into the bottom of the spine is a symbol of what appear to be seven wands or rods in a ring of seven circles, with the tip of each rod extending into its own circle.

Within are thin, yellowed and stained paper pages each featuring two columns of a monochrome manuscript in a fastidious hand.

Lore: A copy of a relatively well-known study of the legends and history of halflings and dwarves, especially where these deal with their resistance to magic.

DM: Copy. Rare. Good condition. Untitled.

Reading the manuscript requires the NWP *Modern Languages (Nyronnese)*. The symbol on the spine is the *sigil* of the author.

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

The book may contain an important clue to one of the following spells, as determined by the DM or by random die-roll: **III:** *Dispel Magic*; **IV:** *Remove Curse*; **VIII:** *Serten's Spell Immunity*; **VI:** *Anti-Magic Shell*; **IV:** *Dispel Illusion*; **IV:** *Dispel Exhaustion*.

NWPs: The book can be of use to individuals who wish to acquire any NWPs associated with the history, myths, and religion of dwarves and halflings (e.g., NWPs *Ancient History*, *Religion*). Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Contents: *Arcane Resistance of Dwarves and Halflings* comprises two separate sections detailing some of the legends, myths, and history of dwarves and halflings, with a third section speaking of how these might explain their resistance to magic. The author ascribes this resistance to the very nature of these creatures as non-human entities, as creatures hailing from a time when the multiverse was ruled by different laws of magic.

Research: The title of the original remains unknown today. The title of the underlying copies is based on an entry in *Pandect of Magae*, a rare old index that describes the original as “a lost, untitled work from an unknown author on the arcane resistance of dwarves and halflings, perhaps written in a forgotten arcane language”. Later sources mention a copy of this original that was supposedly written by Serten of Oerth, a legendary priest said to have died in the Temple of Elemental Evil. However, most scholars of today doubt that such a copy existed.

Author: The author of the underlying copy is known to have been a low-level mage who ran a magic shop in Rel Mord until some 100 years ago, selling magical and alchemical components and occasionally copying manuscripts for paying customers.

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

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

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

Arcanum Alchemia

Setting: Yxx (Zomorgol)

Requirements: Alchemist or NWP *Secret Languages (Babal)*; see below

Author: Zyl Mal of Anazarbus, Grand-Magister of Och-Sorath.

Size: 33 cm tall, 20 cm wide, 9 cm thick; 222 pages.

Description: An old, voluminous tome with covers of well-worn dark brown leather. Inlaid in gold on the front cover is a frame composed of an interconnected sequence of what seem to be abstract symbols, some of them perhaps runes or letters. Within the frame is a depiction of what appears to be a sun-like body containing a large bird with its wings spread, wholly composed of 64 hexagrams each inlaid with a cut gemstone and set into the cover to create a flush fit. The spine features a vertical sequence of three gold plaques, the middle one being the largest and each with swirling patterns and symbols cut into the gold and inlaid with burgundy leather. The book is held closed by two bright bands of a bright, silvery metal and each ending in caps of the same metal, with the ones on the front cover having damaged keyholes. There are no keys.

Within are numerous pages of worn, stained parchment of various shades of white, gray, and brown, most curling, sometimes torn, and often folded at the edges and corners, with polychrome manuscript covering two columns per page, as well as many diagrams, tables, and mystical symbols – everything in expensive but faded inks. However, there are also many pages and sections of pages that are blank.

Lore: A unique libram believed to contain many forbidden alchemical secrets.

DM: Original. Unique. Average condition. Title and name of the author on the front cover.

Reading the manuscript requires the reader to be an alchemist or to have the NWP *Secret Languages (Babal)*¹⁾.

Specialist Content: The contents of the libram are of a highly specific nature and they can only be understood by an individual with both the NWPs *Alchemy* and *Cryptography*.

Invisible Ink: The blank pages and sections actually contain texts written in invisible ink, usually secret formulae and recipes but also parts of these the author did not wish to be known to others. This ink was made using a

secret, lost recipe using such ingredients as essence of invisible stalker, powdered diamond, and water from the Elemental Plane of Water. The ink can be made visible by light brushing a blank page or section with saltwater, upon which the text can be read for about half an hour before the ink will fade again. The treatment may be repeated about a dozen times before the ink becomes permanently visible. It is left to the DM to decide which sections and pages can still be read in this manner and what information they contain²⁾.

Anagathic: Three consecutive blank pages contain notes on the author's research into the creation of an *anagathic*, a compound drug that slows or stops the aging process. It is made using a variety of exotic, mostly natural ingredients, such as ginseng root (the legendary longevity drug of the Orient), glands from large, old carp (supposedly, carp can live forever), saffron, powdered scale taken from a sleeping dragon, and essence of the lotus tree. Only an Alchemist or an individual with the NWP's *Alchemy* and *Herbalism* can make the drug and he must sacrifice one point of his Constitution in the process, losing it permanently. When used, the drug totally arrests aging within the user for one week. However, the drug is not a sure way to longevity and, in time, maintaining one's supply becomes a matter of life and death rather than one of vanity. If one stops using the drug at any time, the deferred aging returns – and the longer aging has been prevented, the faster it comes back. The number of days it takes for aging effects to fully return equals seven divided by the number of weeks the *anagathic* has been used, rounded down. Aging return can be fatal and a user who does not age past his maximum allowed age as a result of it must pass a System Shock Survival check to survive the ordeal. At the DM's option, a user who has used the drug for prolonged periods of time, particularly through periods that led to losses and gains of Ability Scores, may also be required to pass a saving throw vs. Death Magic (adjusted for Wisdom) or become insane.

Fael Paper: Another page is a so-called *fael paper*, a sheet of blank, pure parchment that contains a *fael rune*, a special invisible sigil storing a text or image that will only be released when the parchment is burnt by putting it to a flame from a fire fed by a variety of exotic and expensive ingredients (e.g., sulphur, olibanum, the skin of a salamander, powdered heliotrope, a special oil used in a bygone age). The image will continue to be visible for as long as the parchment takes to burn completely and it is described by the shape of the invisible *fael rune* written upon it. While the manufacture of a *fael rune* requires magic, the image is chemically stored on the page and the resultant blank parchment will not radiate magic. The components required to make a *fael page* are expensive. When the page is burnt by an Alchemist of at least 12th level, he will immediately gain 10,000 xp as well as all knowledge required to make a bronze golem. This allows him to make one such construct, once, without the use of a *manual of bronze golems*, providing he has access to the required materials and spells (v. **CMM**, *Bronze Golem*). When the page is burnt by an Alchemist of lower level or an individual of any other class, this individual instantly suffers 5d6 points of damage and lastingly loses one point of Wisdom (save vs. Death Magic to avoid the latter).

Spell Research: The libram is 1d20×5% likely to contain an important clue to one of the spells listed below. If this is the case, a Wizard studying the libram while researching that spell³⁾ receives a +1d10% bonus to his Chance to Learn Spell check. Note that acquiring this libram may count towards the costs required to research the spell. The book may contain an important clue to one of the following spells, as determined by the DM or by random die-roll: **V: Hasten Growth**; **VIII: Clone**; **VII: Simulacrum**; **IX: Life Water**; **II: Preservation**; **VI: Age Animal**.

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

Contents: *Arcanum Alchemia* is an alchemical libram containing the author's research on *vivimancy* and *biogenesis*, in particular the *arcanum vitae* (the *vital secret*, the secret of life), spontaneous generation, and the creation of organic life from inorganic material. It contains many strange recipes and formulae for the creation of chemical and magical substances, apparently aimed at creating something the author alternately refers to as *anima vitalis*, *materia vitae*, and *vigor*, three terms that are based on the alchemical belief that all substance in the universe is fundamentally of the One Matter or *atomos*, the indivisible matter. It studies the creation of homonculi, cockatrices⁴⁾, basilisks, flesh golems, clones, and *simulacrums*, describing the author's attempts to alchemically create the ingredients required for their creation using chemical and magical substances, apparently in the ultimate hope of distilling the *vigor*. For example, it describes an attempt to alchemically create the would-be creator's own blood and pseudo-dragon venom or gargoyle blood, all required for the creation of a homonculous, and attempts to create chemical ice, snow, and powdered ruby for the creation of *simulacrums*. While these attempts seem to have been unsuccessful, the author does seem to have created chemical equivalents for various magical potions (e.g., one based on a mixture of amberggris, powdered yellow topaz, and essence of a lion to replace ogre mage blood in the creation of a *potion of growth*, and one based on scorpion venom, sulphur, goat's hoof, black hellebore root, and dust from the Negative Material Plane to replace vampire dust for a *potion of human control*).

Research: The leather used for the covers is the prepared skin of a type III demon. The pages were made from the skins of hanged men left exposed to the light of the sun for 66 days. The symbol on the cover is that of a phoenix rising in front of the sun, a symbol of resurrection and life everlasting. The gems that make up the symbol are all unique – i.e., no mineral is used more than once. The silvery metal used for the bands intended to keep the book closed is mithril. The leather used for the inlays on the spine is red dragon skin.

History: Although the book is believed to be much older, it first appears in an index of the Imperial Libraries of Skalmidne dated about 1,400 years ago. It was saved from the great fire that laid waste to that city some ten years later, together with most of the collection, but there are no records of its whereabouts since then.

Although this is not likely to be common knowledge, the book ended up in the extensive library of Thiondar, King of the Ch'thar, at some point, where it remained until recently. Thiondar was a legendary elven king of Anaiath, who

led his people on an epic journey across their world after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹⁾ Babal is a secret alchemist's language of the magical world of Yxx, used by the Alchemists of ancient Zomorgol to record their findings. As a secret language, it can be compared to the secret languages of Druids and Assassins, which means that it can normally only be taught by alchemists, none of whom will teach it to individuals not associated with their art without good reason. In addition, because each alchemist will typically use obscure crypticism, mysticism, symbols, and unique words and names to protect his discoveries, an individual wishing to learn the language must either be an alchemist or have an NWP associated with alchemy (e.g., NWP *Alchemy*, *Sage Knowledge (Alchemy)*).

²⁾ For example, see *Imagine* 21, p. 42-45: "Magic, Monsters & Menageries" for some information on life-altering research.

³⁾ For example, when attempting to copy it into his spell book from another spell book; when attempting to do so from a scroll; when studying under a mentor; v. **DMG**, p. 61: "Acquisition of Spells Beyond 1st Level" and p. 65: "Determining Research Time" and "The Cost of Spell Research".

⁴⁾ Formulas for manufacturing cockatrices (basilisks) may be found in L. Sprague de Camp, *The Ancient Engineers* (Doubleday, 1963).

Source/Origins: A misinterpretation of "27 volumes that comprise a set of primitive encyclopedias": Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon* 30 (TSR, 1991); Spell research: Bruce Heard, *Spells between the Covers*, in: *Dragon* 82 (TSR, 1984); Fael paper: David Whiteland, *The Philosopher's Stone*, in: *White Dwarf* 66 (GW, 1985); Anagathic: Dean Shomshak, *A Ghastly Grimoire*, in: *Dragon* 126 (TSR, 1987); Invisible ink: *Elemeto*, in: N. Robin Crossby, *Härrmaster Alchemy* (www, 1989)

Armorium Armatura Antiqua

(*The Armorium; Dellelo's Armorium*)

Volumes I-XI

Setting: Yxx

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

Author: Dellelo Fancheon, believed to be a pseudonym of Targumel, Marquis Tosomer.

Size: Each volume 40.9 cm tall, 32.2 cm wide; from 2.4 cm to 6.7 cm thick; from 345 to 1,677 pages each.

Description: A collection of eleven largish, sturdy books bound in a tarnished, metallic, scaled, copper-colored leather. The cover of each volume features its own unique, engraved symbol and a text like on the others, the latter likely the title of the entire collection.

Within are pages of thick, slightly greasy parchment that feature polychrome, calligraphic manuscripts.

Lore: An encyclopedic study of the history of armor-making of various worlds.

DM: Copies. Very rare. Average condition. Title, volume number, and name of the author on the front covers (See below).

Reading the title, volume numbers, and manuscripts requires the NWP *Reading/Writing (High-Common)*¹⁾. Below the title and volume number on the front covers are the words "Dellelo Fancheon".

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

Contents: *Armorium Armatura Antiqua*, also known as the *Armorium* or *Dellelo's Armorium*, is a highly acclaimed encyclopedic study of the history of armor-making, beginning with the first armors that were made of bark and leather and ending with certain legendary magical armors that were worn by such mythical heroes as Cathuder, Elairic, and Hector of Troy. It contains detailed descriptions of all of these armors, colorful drawings of them, and a number of different theories on how each was made. Although the *Armorium* concentrates mainly on the armors that were made in Dellelo's world – i.e., made of metal – there are also some descriptions of armors made from exotic materials such as lacquered wood and the chitin carapaces of insects.

Research: The covers were crafted from the ancient hide of a copper dragon, which is believed to have had already lost its metallic sheen when it was used for the book. The symbols on the covers are believed to represent the eleven legendary armors of Cuvelhien, although this is by no means certain. The strange parchment used for the pages was possibly created from the hide of some unknown, but very large, lizard.

The original version of the *Armorium*, which is believed lost today, was possibly created from the hide of an ancient gold dragon called Aurufllamarax, the Golden Flame. However, records of the existence of this dragon show that it was slain thousands of years before Targumel's time.

As an interesting aside, it should be noted that Follezal (*Classifications*) states that Dellelo created four versions of the *Armorium*, all crafted from the same materials. He suggests that Dellelo sold three of these to an unknown figure which he only describes as being called Eskerdras the Esophage, a name that does not appear in any other known records. The eminent sage also proposes that the fourth *Armorium* was copied by Indole the Mu, who died shortly after he had completed this task. It is unknown whether the underlying copy is the one created by Indole. Needless to say, the *Armorium* is of particular interest to armor makers and weapon smiths, as well as to mages of all sorts.

Although the name Dellelo Fancheon appears on the covers and the first pages of all volumes, it is commonly accepted that the texts were written by Targumel, sometimes known as "The White", Marquis Tosomer, elder brother of the famous general Vataran. Targumel, being the first in line, inherited his father's estate, a troubled region in southern Vabardin, which he turned into a peaceful and thriving mark within a short period of time. Next to being a very popular ruler, he also acquired fame as an inspired scholar and sage in his later years²⁾.

History: The *Armorium* was once part of the library of Bard Keep, a temple dedicated to Oghma, God of Knowledge, Invention, Patron of Bards. This temple was a center of knowledge and learning in the mountains north of Silvermoon (Forgotten Realms) until it was destroyed a century ago in a rebellious uprising of a powerful priest of Oghma named Khossack, who became enamored of some dark magic. Some sages say Khossack's mind was

warped by illithids, others claim he was magically corrupted by an evil mage, and there is even speculation that his mind was defiled by reading a *book of vile darkness*.

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

²⁾ Of special interest is Targumel's eminent *Deuteronomicon De Armatura Draconis*, of which only two copies exist. It is believed to contain complete and detailed descriptions of the creation of *dragon armors*, as well as many stories about mythical dragons, and, as is often said, a grandiose collection of magical spells. The whereabouts of these works are unknown today, although it is rumored that both are currently in the possession of a powerful female green dragon known only – and perhaps lovingly – as Cyanamanc and believed to inhabit the dark woods surrounding the Fortress of Darkbone in a place called the Disc of Acidic Forests.

Source/Origins: *Armor through the Ages*: Randy Maxwell, *Ex Libris*, in: *Dungeon* 29 (TSR, 1991)

Art of Necromancy

Setting: Isle of the Necromancer Kings (Al-Qadim)

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

Author: Kazerabet, Queen of Ysawis, Angel of the Dark.

Size: 53 cm tall, 32 cm wide, 20 cm thick; 400 pages.

Description: A heavy tome with covers of polished and well-preserved black leather, its edges and corners protected by filigreed gold ornaments. Most of front cover is taken up by an exceptionally intricately pierced sheet of pure gold set in a frame inlaid with strips of malachite, lead, ivory, and exotic wood of varying hues. Taking up a central position is a pierced circle with what appears to be a text, possibly the title of the book and inlaid with many precious metals and minerals, usually black in color.

Within are pages of varying materials. Sheets of precious metals (pierced sheets of gold, sheets of messing or copper, either engraved or inlaid with precious metals and minerals) alternate pages of papyrus and luxurious vellum, with all such pages featuring polychrome manuscripts, symbols, runes, and diagrams in a splendidly elegant hand.

Lore: A legendary tome containing much information on the ancient art of necromancy.

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

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

Repercussions: The book is widely sought after by Necromancers and a PC in possession of it could be in store for a nasty encounter or perhaps even a new adventure. Furthermore, since the book contains knowledge about evil, extra-planar creatures and black necromancy, the DM may want to punish good PCs willingly using the work (v. **CBN**, p. 39-43: "The Price").

Spells: The DM is encouraged to decide exactly which spells the book contains, adding and removing spells from the list below as he sees fit. Any spells added should be mostly Wizard spells of gray or neutral necromancy and/or white or benign necromancy (v. **CBN**, p. 47 and p. 126: "Appendix 2: Wizard Spells (Necromancy)").

Bonus NWPs: A Necromancer or Death Priest¹⁾ who reads the book can acquire the NWPs *Undead Lore* and *Ancient Languages (Kadari)* as bonus NWPs – i.e., in addition to his normal allowed maximum – at a rate of one NWP for every 1d4 months of study and each after passing an Intelligence check.

Contents: *Art of Necromancy* comprises much of the history of the legendary Kazerabet, the lost city Ysawis, the island of Sahu (also known as the Isle of the Necromancer Kings), and the practices of the priests of the ancient and forgotten god Thasmudyan, King of Worms, Lord over Life and Undeath.

The book also contains descriptions of many useful necromantic spells (gray and white necromancy mostly); descriptions of some ancient, often forgotten rituals and items; notes on how to create and recharge various necromantic magical items; an encyclopedic description of undead, along with a discussion of their special powers and weaknesses.

Kadari: The book ends with a translation dictionary for Kadari, the ancient language of the Necromancer Kings.

Amulet of Terror: The tome speaks of *amulets of terror*, talismans first forged in the distant past by the Necromancer Kings of Nog and Kadar. When activated, an *amulet of terror* cloaks the wielder in a purple aura of malevolence, terrible to behold. Although the author compares the amulet's necromantic radiance to the *chilling aura* of a lich, it has a decidedly different effect (30' radius; save vs. Spell with a -2 penalty or stand rooted to the spot, frozen in terror, for 1d4+1 rounds; a typical device has (1d4+1)×10 charges when found; XP value: 3,000 xp).

Crawling Claw: The text contains a complete description of the secret of the relatively simple necromantic rite to animate crawling claws (v. **CMM**, *Crawling Claw*). These animated hands and claws can be raised up by any Wizard or Priest who has read the book. After the severed limbs have been assembled, up to one claw may be animated per level of experience of the creator. Once created, crawling claws can be directed by the telepathic commands of their creator but, more often, they are given duties similar to those of the skeleton, whose intellect (or complete lack thereof) they share.

Handglyph of Power: The tome reveals the secret to recharging what are known as *handglyphs of power* and also hints at more powerful versions known as *stunglyphs*, *blindglyphs*, or *deathglyphs*, which presumably generated effects similar to *Power Word—Stun*, *Power Word—Blind*, or *Power Word—Death*, respectively. However, the author suspects that their existence is mere conjecture and she certainly offers no suggestions for recharging them, even if they do exist.

Horn of the Exalted Dead: The tome mentions an unholy magical item known as a *horn of the exalted dead*, which seems to have been a necromantic version of a *horn of Valhalla* used to raise up the spirits of dead warriors. According to the book, the horn could be enchanted by a Necromancer or Death Priest to bind the spirits of dead warriors into service. Such a horn was typically inscribed with some two to seven names of individuals whom the owner must call before blowing the horn.

Multi-Headed Necrophidius: According to the tome, it is possible for a Necromancer of at least 16th level to fashion a multi-headed variant of the necrophidius (v. **CMM**, *Two-Headed Necrophidius*).

Nether Scarab: The tome speaks of *nether scarabs*, ancient talismans that would absorb the life-draining attacks of certain undead, as well as the effects of spells with *energy-draining* qualities, and then store the absorbed energy so that it could be redirected later by the owner as an attack. According to the author's scholarship, these scarabs could redirect up to ten attacks, although she suggests that versions that could redirect up to 20 attacks may have existed.

Subjugating Liches: At some point, the text seems to hint at the possibility that liches can be subjugated by devising special soul receptacles. However, it states that "such awesome necromantic bindings" are risky enterprises best undertaken by only the most powerful necromancers.

Zombies: The tome describes experiments with animated cadavers and it reveals that most zombies remember some facts about their former lives, depending upon how quickly they were animated after they died. Clearly, the animated corpses of the long dead, whose worm-eaten brains have been filled with cobwebs and rats' nests, will have little or no recollection of their former selves – in which case they conform most closely to the regular zombie. However, those zombies that are raised up almost immediately after dying can be ordered to recall facts about their life to their current masters. Despite this interesting feature, however, a zombie is little better than a skeleton in terms of its ability to act independently and of its own initiative.

Excerpt (Transcript of Parts of the Foreword): "It was in my early years of marriage to Sumulael, when my devotion to the Forbidden Arts still ran strong with the careless impetuousness of youth, that we discovered the broken walls of ruined Ysawis, cloaked by the jungle. We had been led there by disgruntled spirits but, even with these ghostly guides, the ruins of the vine-choked city were extensive and the exact location of our prize eluded us.

"At first, when we beheld the bones of the former citizens, we amused ourselves by raising the moldering remains to attend us as ghastly servants, skeletal porters, and shadowy messengers. When the search for the talisman yielded nothing immediately, we animated more of the city's dead to expand the search.

"Before long, our new slaves uncovered royal cemeteries where the kings and queens of Ysawis had been buried for centuries before the city's disastrous end and I remember quite vividly my delight at this discovery. With a wave of my hand, I cracked open the tombs' monolithic stone doors, while Sumulael, cackling with wicked glee, called forth the city's ancient royalty, commanding even the oldest of padishahs to stumble forth, wrapped in their worm-eaten shrouds or burial robes, from the corrupted depths of the crypts and into our eternal slavery. And while the dead gave up their age-corrupted treasures, none carried my coveted talisman.

"Thus Sumulael and I raised up the inhabitants of Ysawis from their crypts and tombs to serve us. We lived there like exiled royalty for many years, until my husband's insanity and revolting habits grew intolerable.

"I ended up killing the monster, eventually, with the help of a group of new arrivals to my secluded city in the wilderness.

Among them was Talib, who helped me find my long-sought talisman and who was to become my second husband,

"I soon came to love Talib, after a fashion, and I taught him all of my hidden secrets. We were happy together in Ysawis, rebuilding the city to its former glory.

"But in the end, it was my happiness that also destroyed this, my second marriage, for I found that one cannot practice the Art when one is happy, nor advance in its study if one is content. So I left behind my beloved, to write this book in solitude and to focus my mind on the difficult road ahead. Come join me on this path of knowledge and self-discovery! Let us explore the Art of Necromancy together!"

Another section reads:

Excerpt: "Long ago, when the Old Dynasty began to fail on the mainland, Uruk Kigal was exiled with a whole cadre of his supporters for practicing deviant and forbidden magic and departed the jungle valleys of his youth in search of a new home. And so he crossed the sea and discovered Sahu, that large island of mysterious beauty that resembled, in many respects, his beloved home.

"The island was divided into a low-lying coastal region, an inner high plateau embraced by jungle, and a high ridge of mountains rising from the center of the island like the spine of a vishap. On the high plateau, by the shores of a sepia lake, Uruk built Nycopolis and made his city the capital of a new monarchy. He built the Great Summer Palace out of solid ivory and erected a mighty Colossus in his image to guide visitors safely to his island.

"Uruk was the first and most powerful of the Necromancer Kings and he ruled Sahu, some say wisely, for many hundreds of years.

"Now, Sahu was not entirely uninhabited when Uruk founded the New Dynasty. The colonists found the traces of an even more ancient civilization on the island, based on the low, sandy shores. They discovered entire ruined cities of antique metal towers, sundered and dilapidated, lapped along the coast by the hungry sea. In these mushroom-shaped spires, exotic totems and strange shrines were unearthed, temples of forgotten Thasmudyan, King of Worms, Lord over Life and Undeath. Many of the New Dynasty began to worship this ancient god, whose first followers had long since abandoned him and Sahu to live forever beneath the cold waves of the sea (or so the ancient legends say).

"The worship of Thasmudyan became known as the Cult of Worms and it soon flourished again under ambitious Vermissa, one of the first nobles to accompany Uruk into exile. But the King was jealous of Vermissa's mounting influence, and he conspired with his most powerful nobles to destroy her. Indeed, Vermissa disappeared soon after from Nycopolis and, when she died, the

Cult of Worms floundered without her direction, and Uruk reigned supreme once again in his mighty new kingdom of necromancers.

"Thus the age-old conflict between king and high-priest began again in Sahu, transplanted from the mainland by its colonists, and it sprang forth anew with all the vehemence of old. As it destroyed the Old Dynasty, so too did it unravel the Necromancer Kings. The New Dynasty eventually withered and died, leaving only mournful spirits to glide over the still black waters by ruined Nycopolis. Now only their histories and their mysterious artifacts remain as sad, silent testimonies to their former power and glory."

Spells: The book contains the following spells on 149 pages: **I:** *Animate Dead Animals, Corpse Link, Chill Touch, Exterminate, Spectral Voice*; **II:** *Embalm, Ghoul Touch, Living Link, Skeletal Hands, Spectral Hand*; **III:** *Delay Death, Vampiric Touch*; **IV:** *Contagion, Enervation, Summon Spirit*; **V:** *Animate Dead*; **VI:** *Lich Touch*; **VII:** *Finger of Death, Lifeproof*; **VIII:** *Death Shroud, Homunculus Shield*; **IX:** *Wail of the Banshee*.

Appendix: An appendix includes a few secrets about preserving a ju-ju zombie's original living appearance. The author admits to employing ju-ju zombie masseurs in her *boudoir* and she always liked her handsome body servants to be as aesthetically pleasing and lifelike as possible.

Research: The book was wrought by Kazerabet, former Queen of Ysawis (an entire undead principality) and known as Angel of the Dark at that time. Today, Kazerabet is recognized as an eminent theoretician of the Necromantic Arts and as a renowned scholar of the ancient Necromancer Kings of the Ruined Kingdoms and their legacy of magical artifacts.

Kazerabet once relied heavily on ju-ju zombies to help run an entire dictatorship, long before she embraced the lifestyle of a sage and wrote *Art of Necromancy*. Ju-ju zombies were at the top of her undead bureaucracy, serving as her chief lieutenants and messengers.

The secret of manufacturing *nether scarabs* has been thankfully lost to the priests and necromancers of today.

¹⁾ A Death Priest can be any Priest whose religion embraces one of the many aspects of death (v. **CBN**, p. 66-75: "Chapter 5. Death Priests").

Source/Origins: *Art of Necromancy*: Steve Kurtz, *The Complete Book of Necromancers* (TSR, 1995)

Artefacts of the Dwarvish Lords

(Five volumes)

Setting: Yxx (World of Greyhawk)

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

Author: Eberulf Belemmor; covers by the Royal Guild of Latoners.

Size: Each volume 93 cm tall, 77 cm wide, 43 cm thick; 300 pages each.

Description: A set of five monumental, resplendent books with covers of sheets of brass with beaten gold corners and each with an elaborate coat-of-arms and numerous runic texts – perhaps the titles of the volumes – expertly hammered into the brass and inlaid with a variety of exotic metals and minerals.

Within are pages of burnished electrum, brass, and copper, all bolted to an oaken inner spine, as well as numerous ancient, brittle, parchment pages, some of which have obviously been restored with great care.

On the metal pages, runes, glyphs, symbols, illustrations, and diagrams have been etched into the metal, some of them inlaid with rare metals and minerals. The parchment pages contain splendid, polychrome, runic manuscripts in different hands and in inks that have not lost their brilliance despite the obvious age of the pages.

Lore: A study of some of the legendary dwarven weapons and forging techniques.

DM: Originals (Restored). Copies very rare. Average condition. Title on the front covers and title pages.

Reading the manuscript requires the NWP *Ancient Languages* (*Eiogalkion*)¹⁾. The coat-of-arms on the covers is that of the Royal Guild of Latoners.

Magic: The books radiate "Strong" auras of Conjunction/Summoning magic, remnants of five magical rune traps (one for each volume) that would release a guardian daemon each when a volume would be paged through. These fiends have been slain by former owners, rendering the traps inoperable.

Guardian Daemons: When the rune traps were still active, paging through a volume would cause them to summon a guardian daemon each (v. **CMM**, *Guardian Daemon*). However, through the years, these monsters have all been defeated, which has depleted the magic of the runes.

NWPs: The books can be of use to an individual who wants to improve his NWP *Ancient History* (*Dwarves*). Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: Each volume of *Artefacts of the Dwarvish Lords* contains the legends about one of the known dwarven artifacts and relics, as well as the author's research into their history, their previous owners, and the mythical processes and techniques used to make them. Each volume details a single artifact²⁾: the *Axe of the Dwarvish Lords* (v. **DMG** 1st Edition and **TOM3**), the *High Anvil of the Dwarves* (v. **Dragon 58**), and the *Anvil of Songs*, *The Earthheart Forge*, and *The Shaping Hammer* (v. **TOM3** for the last three).

The frontispieces in each volume are elaborate affairs in metal that also feature numerous subtitles and references to various guild masters of the Royal Guild of Latoners.

Research: Each book radiates a "Strong" aura of magic (Conjunction/Summoning).

The books contain numerous pages that are obviously much older than the covers and which seem to have been restored and preserved relatively recently.

Any instructions for avoiding the activation of the daemon-summoning runes are lost, having died with the priests of Bard Keep (See below).

History: The books were once part of the library of Bard Keep, a temple dedicated to Oghma, God of Knowledge, Invention, Patron of Bards and a center of knowledge and learning in the mountains north of Silvermoon (Forgotten Realms). It is here that the books were restored and fitted with new covers crafted by the master smiths of the Royal Guild of Latoners at the behest of the priests. The runes summoning guardian daemons were added at the same time, by order of this guild, because the guild masters considered the books to contain information considered to be trade secrets. The priests of Oghma were allowed to use the books under the condition these trade secrets could not be divulged without the guild's permission.

Bard Keep was destroyed a century ago in a rebellious uprising of a powerful priest of Oghma named Khossack, who became enamored of some dark magic. Some sages say Khossack's mind was warped by illithids, others claim he was magically corrupted by an evil mage, and there is even speculation that his mind was defiled by reading a *book of vile darkness*.

¹⁾ Eiogalkion is an ancient language of the magical world of Yxx that was favored by the armorers, master smiths, and weapon makers of yore.

²⁾ The DM will have to do some work if he wants all of these items to conform to the rules for artifacts as presented in the **Book of Artifacts** or, perhaps, the **Dungeon Masters Guide** (v. **DMG** 1st Edition, p. 155-156: "Notes regarding Artifacts and Relics" and p. 162-164: "Artifacts and Relics Power/Effects Tables" and "Possible Destruction Means for Artifacts/Relics").

Source/Origins: *Dwarven Weapon Smithing*: Randy Maxwell, *Ex Libris*, in: *Dungeon* 29 (TSR, 1991)

Assáracus' Animata Machinata Constructa

(*Animata Machinata Constructa*)

(*Eight volumes*)

Setting: Eshed

Requirements: NWP *Arcane Languages (lartriartriviscat)*; see below

Author: Assáracus the Mystagogue, High Aurumancer of Zyrgos.

Size: Each volume 333 cm tall, 222 cm wide, 111 cm thick; 1,000 pages each.

Description (See Below): A collection of eight very large books with covers of an untarnished, brass-colored metal with a distinct sheen. Each front cover features the same text, perhaps a title shared by all books.

Lore: An extremely rare and highly sought-after work on the creation of automatons and constructs, written by the legendary aurumancer Assáracus.

DM: Original. Three known copies. Excellent condition. Title on the front covers (See below).

Reading the titles and texts requires the NWP *Arcane Languages (lartriartriviscat)*¹⁾. The text on each of the front covers reads "Animata Machinata Constructa".

Magic: Each volume radiates "Overwhelming" auras of Abjuration and Alteration magic, which are assumed to be due to their exceptional resistance to magic and damage.

Command Words: Under normal circumstances, the works can only be opened and the pages turned by using specific command words, eight to open each volume, eight to close them, and 1,000 per volume to turn the pages. These command words are unknown today (See below).

Open Book: Within are pages of thin, wholly inflexible metal sheets with texts and illustrations inlaid with the most exquisite and magical metals, all seemingly one with the pages.

Specialist Content: In order to fully understand the contents, the reader needs to be an Artificer of at least 12th level with the NWPs *Sage Knowledge (Alchemy)*, *Sage Knowledge (Engineering)*, and *Smelting*.

NWPs: The books can be of use to individuals who want to acquire one or more of the NWPs *Sage Knowledge (Alchemy, Metallurgy)*, *Sage Knowledge (Engineering, Constructs and Automatons)*, and *Sage Knowledge (Mathematics)*. Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Resistant: All books are impervious to physical damage. They have the equivalent of MR 77% and they make all item saving throws as "Metal" with a +5 bonus (v. **DMG**, p. 58: "Item Saving Throws").

Contents: Assáracus' *Animata Machinata Constructa* is a collection of studies on the creation of magical apparatuses, metal statues, animata, contrivances, and automatons. It contains detailed information on preparations, metallurgical recipes, thaumaturgical formulas, techniques, descriptions of materials, processes and enchantments, with detailed descriptions of rituals, conjuration techniques, and animation processes; further, there are reports and detailed commentaries on specific ways of working metal, blowing, and processing, and on what materials to use to ensure the best possible effects (e.g., the use of solid gold mallets to work certain soft metals; exactly where to hit the metals and how many times; how hard to hit them in order to make sure that gold and metal are in contact with each other long enough for the gold spirit *aurumvir* to bind them; and so on).

The works describe several magical and extremely secret methods required for the processing of such rare metals as masurium, *centaurium*²⁾, and *geodium*³⁾ as well those of some of the so-called *vexed metals*: *colchidium*⁴⁾, *tantalum*⁵⁾, *ixium*⁶⁾, and *sisyphium*. For instance, one part deals with the processing of *sisyphium*, which requires an upward-grading oven of Silurian silicium, strengthened with *tellurium* and a mix of ash from Hades, lanthanum, and *forced bytopium*⁷⁾, which must be heated to a temperature of 666 ancient Greek degrees using the processes as detailed in Suselsepar's *Almanac of Processes and Materials*.

Research: Each volume radiates "Overwhelming" auras of magic (Abjuration, Alteration), the exact nature of which has never been conclusively determined.

The covers are fashioned of an unknown metal or alloy, which has a lasting sheen and resists corrosion, tarnish, and similar conditions, obviously a magical embellishment which may, in part, explain the aura of Abjuration.

The works can only be opened by speaking specific command words, which are unknown today. Many former owners have tried to come up with ways to circumvent the problem, most of them unsuccessfully, it seems. One untitled, controversial source mentions that the great artificer Astapaphor succeeded in opening the books after building a “huge and heavy metal construct” into which he was apparently able to “force” or “lure” the books (the translation is unclear). Apparently, this contraption did not only prevent the books from “escaping” but also allowed Astapaphor to force the books open and read them at his leisure. This “construct” is said to have consisted of a combination of levers, pendulums, and clamps, which, when used in the proper manner, would open the books using “titanic force”. Although it seems unlikely that Astapaphor shared the information gleaned thusly, if any, several mages of repute are reportedly aware of the contents of the books, most notably Pandelarde of Lume and Yerza Tadule.

Some indices (e.g., *Ycleptic Index of Pan*) mention that the books contain descriptions of the processes required to create several famous automatons, among which the *apparatus of Kwalish* and the *Mighty Servant of Leuk-O*. Today, no one is quite sure how the texts, illustrations, and diagrams were put to the pages. There are no traces of etching, cutting, or engraving.

It is unclear whether the underlying volumes comprise the complete encyclopedia as it was wrought by Assáracus. Various eminent researchers (e.g., Follezal, Tontazyl) have commented on the subject, with Follezal tending to agree with an original number of 45 volumes mentioned by Dandarzil. It is unknown how Dandarzil came to this number. Although this is unknown to scholars, Thiondar, King of the Ch'thar (*Margentum Arcanum*) mentions the existence of at least two other books, titled *The Mechanicum* and, confusingly, *Machinata Constructa*, which he believes are kept in the Infernal Libraries of Moloch, The Lord of Avarice.

A collection of notes mistakenly attributed to Mordenkainen states that both the *Machine of Lum the Mad* and the *apparatus of Kwalish* were first mentioned in other, unknown, works of Assáracus.

Author: Assáracus the Mystagogue is mentioned in many important journals and volumes, among which Manaure's *Compilation of Legends and Folklore of the Lower Planes* and Ahasveer's *Demonologicon*. He is commonly regarded as one of the mightiest mages to have ever lived and his name is still spoken in awe in many of the outer planes, where he pursued his own goals for decades without much regard for his surroundings or opposition. What eventually became of him is a matter of much speculation.

According to some sources (e.g., Panoldure's *Extra-Temporal History*), Assáracus was often accompanied by an automaton of titanic proportions that has become known as the *mechanus titanicus*. These sources do not contain a description of this automaton, nor do they reveal where it may be found today. Certain other sources best left unmentioned claim that it was left in one of the lower outer planes, most probably on one of the many layers of the Abyss, where it is believed to remain intact and functioning.

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

¹ Iartriartriviscat is an extremely old and complex arcane language of Eshed that consists of symbols and runes and which is probably known to no one today.

² *Centaurium* is a legendary metal created from the essence of the centaur plant. It is associated with wisdom, (male) youthful excellence, and healing.

³ *Geodium* is a legendary metal forged from the metal essences of minerals found in geodes. It is believed to have been used in the creation of some mythical artifacts and relics.

⁴ *Colchidium* is a so-called *vexed metal*, a metal that has been infused with evil in some dark, magical ritual or process. Legend has it that it hails from Colchis, a realm believed to have sunk into Tarterus in the distant past, while its creation is said to involve infanticide – the murdering of the sons of the future owner of an item created from it. A weapon made from colchidium are said to give the wielder the ability to look into the future. It has been described as “a strange, vicious alloy of *darkgold* and other, unknown, materials”.

⁵ *Tantalium* is a so-called *vexed metal*, a metal that has been infused with evil in some dark, magical ritual or process. Legend has it that the process to forge an item of *tantalium* involves leaving it half-submerged in water at a specific distance from an exceptionally hot magical flame for 666 days and that the son of the forger must be slain and eaten by the prospective owner of the item.

⁶ *Ixium* is a so-called *vexed metal*, a metal that has been infused with evil in some dark, magical ritual or process. Legend has it that it hails from the lower outer planes, most notably Tarterus and Gehenna, and that it is highly toxic and instantly lethal to mortals touching it with exposed flesh (save vs. Poison at -2 or die instantly). Throughout history, it has featured prominently in tales of patricide.

⁷ *Forced bytopium* is a mythical metal that is created by melting *bytopium* in a *pandoric jar* and then reforging it to serve as a component of items associated with misery and evil. According to legend, it can only be forged by female smiths or Hephaestus, God of Fire and Blacksmiths.

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

Barytic, Helcitic, Heraclithic, Thlibic, and Ptosic Qualities of Archygea

Setting: Anaiath (Elemental Plane of Earth)

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

Author: Thiondar, King of the Ch'thar.

Size: 47 cm tall, 35 cm wide, 19 cm thick; 387 pages.

Description: A large, well-used book with covers of gray stone with a raised rectangular section on the front cover that has been smoothed and polished to a mirror-like finish. Chiseled into the relatively rough edges that make up the rest of the front cover is a long text, perhaps the title of the book and inlaid with numerous gems in many colors and all set in silver. The back cover is slightly rough like the edges of the front cover.

Within are pages of thick, yellowish parchment featuring polychrome diagrams, tables and a runic manuscript.

Lore: A complex study of various aspects of the immaterial component of elemental earth.

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

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

Magic Mirror: The raised section on the front cover can be used as material component for *Magic Mirror*.

Specialist Content: The text is of a complex and advanced nature and an individual must have Intelligence 17 or more and the NWPs *Alchemy* and *Research* before he can fully comprehend it.

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

Contents: *Barytic, Helcitic, Heraclithic, Thlibic, and Ptosic Qualities of Archygea* is an extensive study into the ultimate quality of the immaterial aspect of elemental earth and its supposed relation to *scrying* devices, *teleportation*, and possibly the powers of primordial gods. The author starts with an extended study of the most important opinions on the subject, dealing with theories on magnetism (heraclithism), pull (helcicism), pressure (barytism), gravity (ptosism), and compression (thlibism) and how all of these pertain to *scrying*, *teleportation*, and their connection to the supposed powers of primordial gods. He continues with a study of many spells and items associated with divination and elemental earth (e.g., *Stone Tell*, *Magic Mirror*, *crystal balls*, *scrying mirrors*) and attempts to connect each of these with the various theories discussed earlier. He proposes that the attractive quality of elemental earth can affect images left by scenes and events – attracting them (heraclithism, helcicism, ptosism) and continuing to do so until they end up stored in the element (barytism, thlibism), thus masterfully combining most of the major theories he researched earlier. The author briefly mentions the theory that, since all matter is made up out of the four elements, it would seem only natural that all events affect all elements and he then relates this to the lingering presence of primordial gods and similar spirits, apparently as a prelude to later studies into the subject and a variety of artifacts (there are various added references to other books that seem to have been in the author's collection, such as *Collogium of Chronospectral Dimensiography* and *Tome of Shim-Shari*), mentioning their fickle nature and the time it takes to understand them for the purposes of magical research. He ends one section with the wry that "for now, such is better left to the priests of the world, perhaps those with more time at their hands than even I have".

After this, the author focuses on various means to magically retrieve the 'stored images' as well as to prevent them from being 'stored' in the first place. He suggests glass as the best material to use for his experiments (mirrors, refraction of events in glass) before getting to the reflective qualities of stone and rock, the possibility of transporting reflected images to other locations and mediums (e.g., fabric and, more in particular, banners). Various paragraphs seem to describe attempts to prove that certain aspects the author seems to have been confronted with can be reproduced or even countered magically.

Research: The gems on the front cover are chrysoprase, jade, jet, ruby, sapphire, sard, malachite, chrysoberyl, peridot, and spinel.

Certain specialized sages may conclude that the author made extensive use of the secret knowledge of ancient dwarves.

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

Furthermore, a qualified reader (See above) may conclude that the author seems to have researched the subject matter with a single goal in mind, perhaps one to solve a problem involving an artifact or relic possibly dating from primordial times.

¹⁾ Sabin is an ancient language of an unknown world, perhaps best likened to the Latin of Earth.

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

Baudouin's Book of the Web

Setting: Any

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

Author: Yerwas Jedubowin.

Size: 73 cm tall, 48.5 cm wide, 10 cm thick; 799 pages.

Description: A large book with covers of a lustrous wood, inlaid with a thin line of burnished gold running just along the inside of the edges. On the front cover, a web-like mosaic is set into the wood with a translucent, glass-like material. Set into parts of these glass-like sections are numerous symbols, each in its own small frame, perhaps the title of the book. A similar arrangement of symbols runs down the leather spine.

Within, the title page is a thin, unmarked sheet of opaque glass in a frame of burnished gold. The rest of the pages are of a thin, high-quality vellum with a glossy, gleaming sheen, sewn together and secured to a fine, supple leather spine backing. The pages are secured additionally by fine leather front and back pieces and they feature polychrome manuscripts in a rich variety of brilliant inks.

Lore: A spell book containing a large number of spells of dubious origin.

DM: Original (Restored). Unique. Excellent condition. Title on the front cover. Name of the author on the spine. Reading the title and manuscript requires the NWP *Reading/Writing (Common)*. The spells are written in an arcane language and a Wizard must cast *Read Magic* if he wants to read them for the first time.

Magic: The title page radiates a "Dim" aura of Alteration magic, which is due to the web-like diagram that can appear on it.

Glass Page: Speaking a command word will cause an extremely intricate, web-like diagram to appear on the glass page. Although the command word is not mentioned anywhere in or on the book, it can be retrieved (e.g., *Contact Other Plane*, *Legend Lore*; a Bard). Despite its unusually smooth surface, the page is unsuited for use as a component for *scrying* spells (e.g., *Magic Mirror*).

NWPs: The book can be of use to an individual who would want to improve his NWP *Research*.

Resistant: The book makes its items saving throws as "Thick Wood," with a +2 bonus when saving against Acid, Magical Fire, Disintegration, and Lightning (v. **DMG**, p. 58: "Item Saving Throws").

Contents: *Baudouin's Book of the Web* is a study of a number of spells of questionable origin. It describes these spells in some detail, complete with the author's notes on his research into them.

Spells: The book contains the following spells on 62 pages: **I:** *The Excellent Extrication*, *The Mathematical Pandexation*; **II:** *Jethonnesar's Darkstaff*, *Mystical Shield*; **III:** *Dancing Fire Light*, *Persistent Images*, *Vitriol's Putrid Visage*, *Yarkard's Enhanced Daggers*; **IV:** *Cloud Walk*; **V:** *Star Gaze*.

At the DM's option, all of these spells may be unique to this book.

Cloud Walk (Alteration)

Level: Wiz 4

Range: Touch

Area of Effect: One creature per 4 levels

Duration: 1d6 turns + 1 turn/level

Casting Time: 3

Components: V S M

Saving Throw: None

Cloud Walk enables the caster to empower a number of creatures to stand and move upon the surface of cloud, fog, or smoke (the cloud) as if they was on firm ground. He can thus affect one creature for every four of his levels and the cloud can be any regular or magical cloud, fog (a mixture of some liquid and a gas, usually air and water), or smoke (e.g., from a large fire). This cloud must be visible, reasonably thick, and have some sort of cohesion – i.e., it must reduce vision significantly.

The spell only allows the recipient to walk on clouds he can access from above – the spell will not 'whisk' him through the cloud to its 'surface' when he would be subjected to the spell within a cloud-like body (e.g., when standing on the floor in a fog bank). In addition, there must be a 'surface' for the recipient stand on, which must be large enough to hold him. Space permitting, the recipient can move across the cloud at his normal MV rate, just as if he were walking on solid ground. Note that a moving cloud (e.g., one blown by the wind, a rising column of smoke) may lead to the recipient covering greater distances than he would normally be able to. Although recipient's feet do touch the surface of the cloud when he walks or stands on it, the spell does not protect the him from any ill effects due to exposure to the cloud (e.g., super-heated air from smoke, corrosion from *Otiluke's Acid Cloud*), nor does it give him the ability breathe at excessive heights or in other hostile environments.

The spell ends if the cloud's cohesion drops to less than 50% of what it was when the spell was cast, upon which the recipient will fall the ground, suffering falling damage as applicable (1d6 points of damage for every 10 feet fallen, up to a maximum of 20d6 points for distances of 200 feet or more).

The material component of *Cloud Walk* is a pegasus feather.

Notes: *Cloud Walk* is a rare spell.

At the DM's option, the spell could function underwater (e.g., in case of a massive release of air from the bottom of the sea).

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

Source/Origins: *Cloud Walk*: Author unknown, *The Great Net Spellbook*, 6th Edition (www, 1995)

Dancing Fire Light

(Alteration, Invocation/Evocation)

Level: Wiz 3

Range: 40 yds + 10 yds/level

Area of Effect: 40 yds + 10 yds/level

Duration: 1 rd/level

Casting Time: 3

Components: V S M

Saving Throw: See below

Dancing Fire Light allows the caster to concentrate the light and heat that exists in the area of effect to generate one of two effects, as decided by him when he casts the spell.

1) Radiant Lights: This application of the spell allows the caster to call forth one, 1-foot-diameter, fiery orange and red light for every three of his levels (up to a maximum of four lights), which he can then move around within range and at the equivalent of MV Fly 9 (A), by gesturing, forward or back, straight or turning corners. Causing any of the lights to move requires minimal concentration but it does prevent the caster from casting spells in that round. Each light gives off light and heat and illuminates a 30-foot-diameter area as if lit by the light of a torch or lantern, so that each could be mistaken for such from a distance.

In addition, the caster can concentrate on the lights and have them attack one living creature per round, each moving at the equivalent of MV Fly 18 (A) in this case, with each light hitting automatically if it can reach its target and inflicting 1d3 points of radiant damage, which is doubled in case of undead (save vs. Spell for half damage). The caster must be able to see creatures before he can hit them and he can only use the lights to attack creatures and undead: they cannot affect on other materials, including the equipment of creatures they hit. A light that ends up out of range winks out.

2) Radiant Shape: This application of the spell allows the caster to call forth one faintly glowing, vaguely man-like shape, which somewhat resembles a creature of elemental radiance. By concentrating on this shape, he can use it to move (MV 18) and attack, once per round, automatically hitting its target and inflicting 1d3 points of radiance damage on a living creature, which is doubled in case of undead (up to a maximum of 4d3 or 8d3 points of damage, respectively; save vs. Spell for half damage). As above, the caster must be able to see his target before he can hit it and the radiant shape can only damage creatures and undead, while it will wink out if it would end up out of range.

The material components of *Dancing Fire Light* are a piece of flint and either a bit of phosphorus or witch wood.

Notes: *Dancing Fire Light* is a rare spell.

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

Source/Origins: *Dancing Fire Light*: Author unknown, in: *The Great Net Spellbook*, 6th Edition (www, 1995)

Jethonnesar's Darkstaff – Restricted: Necromancer

(Necromancy)

Level: Wiz 2

Range: 0

Area of Effect: See below

Duration: 1 rd + 1 rd/level

Casting Time: 2

Components: V S M

Saving Throw: See below

Jethonnesar's Darkstaff enables the caster to call forth a staff-shaped, 7-foot-long pitch-black field of negative material energy, which he can then wield as a staff for as long as the spell lasts. The staff inflicts 1d6 points of damage when it hits (plus its magical bonuses; no Strength bonuses; Non-Proficiency penalty applies) and it has other abilities depending on the caster's level (v. Table 1). The staff counts as a magical weapon for purposes of what it can hit.

Table 1. Jethonnesar's Darkstaff Effects

Level	To Hit	Additional Effects
3	+1	-
4-7	+1	Victim weakened ¹⁾ for 1d4 rds (save vs. Death Magic to avoid)
8-10	+2	As above; victim suffers 2d6 points of <i>chilling</i> damage (save vs. Death Magic to avoid)
11-14	+2	As above; staff can shoot a globe of negative energy (range 3 ft/level; 3d6 hp damage; save vs. Death Magic for half damage)
15-17	+3	As above; one limb of the victim withers ²⁾ for 1d4 rds (save vs. Death Magic to avoid)
18+	+4	As above; victim drained of one level (save vs. Death Magic to avoid)

¹⁾ Victim loses 1d4 points of Strength; creatures not rated for Strength suffer a -1 penalty to hit; effects cumulative

²⁾ One of the victim's limbs shrivels and withers (either the limb touched or one randomly determined), rendering it useless for the duration of the effect. If an arm is withered, a the victim can still fight (penalties apply as normal; two-handed weapons cannot be used); spells requiring somatic components can be cast 75% of the time. If a leg is withered, the victim's MV rate is reduced to one-fourth normal; the victim suffers a -3 AC penalty and a -4 penalty to hit. Withered limbs return to normal when the effect ends.

The material component of *Jethonnesar's Darkstaff* is a short stick or branch that was taken from a dead tree and has been burnt to the core. It is consumed in the casting.

Notes: *Jethonnesar's Darkstaff* is a rare spell.

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

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

Source/Origins: *Whisper's Darkstaff*: Robert Johan Enters, in: *The Great Net Spellbook*, 6th Edition (www, 1995)

Mystical Shield (Abjuration)

Level: Wiz 2

Range: 0

Area of Effect: 6-inch radius/level

Duration: Up to 4 rds/level

Casting Time: 2

Components: V S

Saving Throw: None

Mystical Shield enables the caster to call forth a shield-shaped force of magical energy, which will appear anywhere within the area of effect, as stated by him when he casts the spell and which he can then move around to provide himself with some protection from magical attacks that target him directly. For as long as it remains, he can use the shield to intercept and block one such attack per round, by force of will (minimal concentration), with success requiring him to pass an Intelligence check. The shield can be maneuvered to cover specific body parts, as desired.

The shield only blocks magical attacks that target the caster directly (e.g., *flaming bolts* created by *Flame Arrow*; *Magic Missile*; *Spiritual Hammer*; *Flesh to Stone*) and a successful Intelligence check means that the shield intercepts the attack and absorbs its damage (or its equivalent), leaving the caster unharmed. Failure means that the attack is not intercepted and that the caster suffers its usual effect.

Each attack blocked thusly inflicts its full damage on the shield, with any excess damage affecting the caster as normal. In case of a non-damaging attack (e.g., the paralyzing ray from a *wand of paralyzation*; *Flesh to Stone*), the shield suffers 8 points of damage per level of the attack (e.g., *Flesh to Stone* damages the shield for 48 points; the paralyzing ray would inflict 96 points of damage). If this would cause the shield to suffer more damage than it can withstand, the caster is allowed a saving throw against the attack with a +4 bonus. The shield can absorb up to 5 points of magical damage for every two levels of the caster before it is destroyed (up to a maximum of 45 points).

The spell can only protect the caster from area-affecting attacks if these depend on some effect that would have to pass through the shield. For example, the shield would block the streak of fiery energy released by *Fireball* if it would have to pass through the shield. The shield does not protect the caster from the explosion if it would take place before the attack passed through the shield, nor would it block the fiery streak if the caster would not be in the area of effect when the explosion occurs. In like fashion, the shield cannot protect the caster from any magical effects that already exist before they affect the caster (e.g., the arcing bolt of *Chain Lightning*, the bolt from *Archveult's Skybolt*; note that the shield would intercept *Chain Lightning* if it would have the caster as its first target and that it would intercept the focus of *Archveult's Skybolt*).

The shield is ineffective against non-magical attacks and those from enchanted weapons (e.g., *sword +1*, *flaming arrows* created by *Flame Arrow*). The shield can have any single color the caster desires, as stated by him when he casts the spell. An individual can have only one mystical shield active at any time. Furthermore, the spell cannot be combined with other armor-type spells (e.g., *Armor*, *Shield*).

Notes: *Mystical Shield* is a rare spell.

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

Source/Origins: *Darklight's Mystical Shield*: Keith Taylor, in: *The Great Net Spellbook*, 6th Edition (www, 1995)

Persistent Images (Illusion/Phantasm)

Level: Wiz 3

Range: 0

Area of Effect: 15-ft radius

Duration: 2 rds/level

Casting Time: 1

Components: V S M

Saving Throw: None

Persistent Images enables the caster to create a number of duplicates of himself that appear anywhere within 15 feet of him and remain in that area for as long as the spell lasts, imitating his every move during that time, and which do not necessarily disappear when struck by an attack (See below). He can thus create 1d4 images, plus one for every three of his levels (up to a maximum of eight images).

Because the spell causes a blurring and slight distortion when it is cast and the images act as would the caster given the circumstances, it is impossible for any onlookers to be certain which are the images and which is the actual caster. In addition, the images seemingly shift from round to round, so that if the caster should be hit by some attack in one round, he cannot be picked out from among his images in the next.

The images cannot interact with the physical world, so they cannot inflict any actual damage; in combat, attacking images 'seem to miss', even if the caster would hit an opponent. However, when an image is struck by any attack, magical or otherwise, it must pass an unmodified saving throw vs. Breath Weapon as if it were the caster, with success indicating that it will remain, without any indications that it has been hit at any time, and failure indicating that it disappears.

The spell ends when its duration expires, when all of the images have disappeared, or when it is canceled by the caster by silent act of will. When the spell ends, any and all surviving images wink out.

The material component of *Persistent Images* is a small carving or doll of the caster and a broken mirror.

Notes: *Persistent Images* is a rare spell.

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

Source/Origins: *Alpha's Images of Ikonn*: Jason Nelson, in: *The Great Net Spellbook, 6th Edition* (www, 1995)

Star Gaze

(Invocation/Evocation)

Level: Wiz 5

Range: 60 yds

Area of Effect: One creature per 2 levels

Duration: Instantaneous

Casting Time: 5

Components: V

Saving Throw: See below

Star Gaze enables the caster to cause a blazing white sheet of light to issue from his eyes, which will cover a 90-degree area directly in front of him out to 60 yards and blind a number of living, seeing creatures caught within it. He can thus affect one creature for every two of his levels (e.g., four creatures at 8th level, five at 10th level; up to a maximum of nine creatures), all of which must pass a saving throw vs. Spell or be blinded for one turn (blind creatures have great difficulty casting most spells; unless their other senses are unusually keen, they suffer a +2 penalty to their Initiative checks and a -4 or +4 penalty to all other die-rolls associated with sight (as applicable; -20% or +20% for percentage rolls; e.g., to hit rolls, saving throws, Surprise checks, NWP checks); attacks against them are made at a +4 bonus to hit).

Creatures that pass their saving throw are dazzled for one round, which imposes a -2 penalty to their Surprise checks unless their other senses are unusually keen, a +2 penalty to their Armor Class, a -2 or +2 penalty to all penalty to hit, and a +2 or -2 penalty to all die rolls, as applicable; any opponents make their attacks at a +2 bonus to hit.

Seeing creatures that normally live in the dark (e.g., duergar), suffer a -4 penalty to their initial saving throw and they will either be blinded for two turns or dazzled for two rounds.

Notes: *Star Gaze* is a rare spell.

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

Source/Origins: *Alpha's Star Gaze*: Jason Nelson, in: *The Great Net Spellbook, 6th Edition* (www, 1995)

The Excellent Extrication

(Alteration)

Level: Wiz 1

Range: Touch

Area of Effect: 1 sq yd/level

Duration: Instantaneous

Casting Time: 1

Components: V S

Saving Throw: None

The Extraordinary Extrication enables the caster to divide a collection of dry, non-living, singular substances and/or materials defined by him when he casts the spell into separate piles, which each pile containing only a single substance or material (e.g., he can separate salt from pepper; gold coins from silver coins). The spell cannot be used to break down a substance or material into its constituent parts (e.g., take the sand out of mortar, take the copper out of bronze) and all targeted substances and materials must be within the area of effect and there must be enough room for them to gather in separate piles. If any of this is not the case, the spell ends without taking effect.

In order to generate the effect, the caster verbalizes the substances and/or materials he wants to extricate while making a separating motion.

Notes: *The Excellent Extrication* is a rare spell.

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

Source/Origins: *Sort*: Author unknown, in: *The Great Net Spellbook, 6th Edition* (www, 1995)

The Mathematical Pandexation

(Divination)

Level: Wiz 1

Range: 0

Area of Effect: 10 cu ft/level

Duration: Instantaneous

Casting Time: 1

Components: V S

Saving Throw: None

The Mathematical Pandexation enables the caster to hear the number of one type of non-living item or object within the area of effect verbally announced to him, providing he can touch at least one of them, which he must do when he casts the spell. The items the caster wishes to count in this manner must be of one specific type and kind, as stated by him when he casts the spell. For example, he can use the spell to count the number of grains of sand in an area or the number of pieces of silver in the same area but he cannot count the number of grains of sand and the number of pieces of silver in the area at the same time.

The spell allows the caster to count up to $10^{\text{caster level}}$ items at a time – *i.e.*, a 1st-level Wizard can count a maximum of 100 items, a 2nd-level Wizard 1,000 items, a 3rd-level Wizard 10,000 items, and so on. If the number of items exceeds the maximum number allowed, the spell will simply count as high as it can. The spell has no memory of any items it counted earlier, so casting multiple spells on a number of items that exceed his maximum counting capacity will not inform the caster of their total number. The spell can only count items within the area of effect and only such as the caster could reasonably be expected to see from his location when he casts the spell – *i.e.*, it will not count any gems hidden in a chest or stacked around a corner but it would count the number of gems in a pile on a table in front of him.

Notes: *The Mathematical Pandexation* is a rare spell.

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

Source/Origins: *Count*: Author unknown, in: *The Great Net Spellbook, 6th Edition* (www, 1995)

Vitriol's Putrid Visage (Necromancy)

Level: Wiz 3

Range: 0

Area of Effect: The caster's face

Duration: 2 rds

Casting Time: 3

Components: S M

Saving Throw: See below

Vitriol's Putrid Visage enables the caster to cause his face to bloat and rot within one round, his flesh exuding a terrible stench while squirming grubs crawl from various orifices, before repairing itself in the next round, as fast as it rotted, with the skin growing back, grubs falling to the ground and disappearing together with the stench, all without a trace.

The effect forces living, seeing, intelligent creatures with a number of Hit Dice or levels equal to or less than the caster directly in front within 15 feet of him that can see his face to pass a saving throw vs. Spell or freeze in horror for the duration of the effect, unable to move from the spot or cast spells, automatically surprised when applicable, and capable only of defending themselves, suffering a +2 penalty to their Armor Class, a -2 or +2 penalty to all die rolls (as applicable; -10% or +10% for percentage rolls).

Undead, non-intelligent or blind creatures, and those with more Hit Dice than the caster are immune to the debilitating effects of the spell. The effect cannot affect the caster in any way (*e.g.*, he can see, smell, hear, look at himself in a mirror, and speak as normal if he would wish to do so).

Note that the spell has no verbal component, which means that it can be cast in magically silenced areas.

The material component of *Vitriol's Putrid Visage* is a live grub.

Notes: *Vitriol's Putrid Visage* is a rare spell.

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

Source/Origins: *Death Mask*: Bret Mikeal O'Neal, in: *The Great Net Spellbook, 6th Edition* (www, 1995)

Yarkard's Enhanced Daggers (Alteration, Invocation/Evocation)

Level: Wiz 3

Range: Touch

Area of Effect: One or more daggers, knives, or dirks

Duration: Up to 1 rd/level

Casting Time: 3, plus 1 per dagger

Components: V S

Saving Throw: None

Yarkard's Enhanced Daggers allows the caster to enspell a number of ordinary, non-magical daggers, knives, or dirks, one after the other, so that they will transform into bolts of energy as soon as they are thrown, increasing their range, their chance to hit, and the damage they inflict (v. Table 1). He can thus affect a number of weapons equal to his level and the spell will remain active for a number of rounds equal to his level (*e.g.*, up to a maximum of 12 daggers, which will remain active for up to a maximum of 12 rounds for a caster of 12th level or more).

Each of the enspelled weapons can be thrown normally, with all normal rules for throwing weapons applying – *i.e.*, at their normal rate of fire; subject to any Non-Proficiency penalties; the thrower must be able to see his and hit his target(s). The weapons can be thrown by the caster or by anyone else who can put a hand on them.

As soon as they are thrown, the enspelled weapons transform into balls of white energy, which have a +1 bonus to hit for every three levels of the caster (up to a maximum of a +4 bonus to hit) and which inflict 1d6 points damage each (no Strength bonuses apply in any case). The weapons are considered magical weapons for purposes of what they can hit.

The weapons can be made of wood, bone, obsidian, iron, bronze, or steel. The affected weapons do not show any outward signs of being enspelled but they do have magical auras, which can be detected. The substance of the weapons is consumed by the spell in the round after they have been thrown, regardless of whether they hit something or not.

A successful casting of *Dispel Magic* against one or more of the weapons will end the spell, regardless of where they may be in relation to each other, while taking any of the enspelled weapons across any planar boundary also ends the spell. Whenever the spell ends, any remaining enspelled weapons will melt with a sudden emission of heat, which will inflict 1d6 points of damage per weapon to anyone holding any of them.

Table 1. Yarkard's Enhanced Daggers Effects

Level	#Daggers	CT	Range	To Hit	Duration
5	5	4-9	150 yds	+1	5 rds
6	6	4-10	165 yds	+2	6 rds
7	7	4-11	180 yds	+2	7 rds
8	8	4-12	195 yds	+2	8 rds
9	9	4-13	210 yds	+3	9 rds
10	10	4-14	225 yds	+3	10 rds
11	11	4-15	240 yds	+3	11 rds
12+	12	4-16	255 yds	+4	12 rds

Notes: *Yarkard's Enhanced Daggers* is a rare spell.

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

Source/Origins: *Darkray's Enhanced Daggers*: Dimitris Xanthakis, in: *The Great Net Spellbook*, 6th Edition (www, 1995)

Research: The title page radiates a "Dim" aura of magic (Alteration).

The covers are sheets of flame mahogany. The gold used on the covers and title page is *highgold*¹⁾. The inks used within are expensive gem inks.

According to the author, the spells in the book come from a book entitled *The Book of the Web*²⁾, which contains a collection of spells gathered by a scribe called Baudouin Ventifer. This book seems to have come from an unknown, future world where magic is an art remembered only in games and literature and where the laws of magic as they are deposed in the *Grand Codex of Magic* no longer apply. As such, even though the author seems to have made a considerable effort to adapt at least some of the spells to the laws of his world, various mages have expressed their doubt as to whether they will work everywhere in the multiverse.

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

¹⁾ *Highgold* is a rare variety of gold with an innate affinity for magic and mined on mana meridians and ley lines on Ardha. In some cases, depending on where it is found, *highgold* already has magical qualities of its own. The secret of working it is said to be known only to elves, dragons and possibly some legendary celestial, dwarven, and human smiths.

²⁾ Also erroneously referred to as *The Book of the Net* in some sources.

Source/Origins: Several hundred books dedicated to the study of magic: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991); Boudewijn Wayers (ed.), *The Great Net Spellbook*, 6th Edition (www, 1995)

Bentfren's Arkanion

Setting: Fantastic Earth

Requirements: NWP *Secret Languages (Ka'aphaa)*; see below

Author: Bentfren Akrisarnon.

Size: 28.3 cm tall, 22.5 cm wide, 4.3 cm thick; 40 pages.

Description (See below): A large book with blemished leather covers dyed black, the natural grayish brown of the leather being visible in locations where it is damaged. The covers are protected by filigreed copper corner pieces and the book is kept shut by a complicated copper and brass locking mechanism. A text, likely the title of the book, is on the front cover in copper lettering and there is another text at the bottom of the spine.

Lore: A study into the reanimation of dead tissue.

DM: Original. Copies very rare. Average condition. Title on the front cover. First name of the author on the spine. Reading the title and the manuscript requires the reader to have the NWP *Secret Languages (Ka'aphaa)*¹⁾.

Lock (Contact Poison): The lock is of exceptional quality and imposes a -10% penalty on an Open Locks check. When the lock is fiddled with (e.g., a Thief failing an Open Locks check), it releases a dangerous contact poison (poison type M; onset 1d4 rds; 20/5). There is currently enough of the poison left to release five doses.

Open Book: Within are old, yellowed, stained, somewhat brittle parchment pages featuring a manuscript in fading black ink and diagrams in fading burgundy, lemon, pastel green, and pastel blue inks, accented in gold and silver.

NWPs: Studying the lock on the book could be of use to an individual planning to improve his NWP *Locksmithing*. In addition, the book could be of interest to individuals who wish to improve any of their NWPs *Anatomy*, *Necrology*, and/or *Undead Lore*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Bentfren's Arkanion* contains a thesis on the reanimation of dead tissue and numerous related subjects. Of immediate interest would be a detailed account of the creation of *zombie powder*, a sparkling, powdery substance that must be sprinkled over an inanimate corpse to turn it into a special zombie²⁾. The author describes the theories, formulae, ingredients, materials, and experiments that led to the creation of this powder in detail.

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

¹⁾ Ka'aphaa is a secret language of the Necromancers of Fantastic Earth. As a secret language, it can be compared to the secret languages of alchemists, Druids, and Assassins and it can only be taught by Necromancers, none of whom will teach it to individuals not associated with their art without good reason.

²⁾ A zombie created by the powder is not like a regular zombie. It is a corpse animated by an alchemical powder similar to a myconid's *animator* spores and it cannot be *turned* by Priests or affected by *holy water*. It is aggressive and completely uncontrollable, even by its creator, and it will attack and pursue any living creatures within 30 feet of it at any time, including its creator. Otherwise, it will simply stand idly waiting.

In order to make *zombie powder*, a Necromancer must be 9th level or higher and he must have the NWP *Alchemy* or use the services of an unscrupulous alchemist (v. **DMG**, p. 120-122: "Creating Other Magical Items" for the chance of success).

Source/Origins: Baron Stefan Krenin's *Theory on Reanimation of Dead Tissue*: Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991)

Beryllium

An Annotated History of the City of Beryl and its University, its Colleges, and the College of Magi in Particular

Setting: Anaiath

Requirements: NWP *Ancient Languages (Ancient Elvish)*

Author: His August Eminence, the Wizard Thanmar, Rector of the College of Magi.

Size: 45 cm tall, 27.5 cm wide, 14.2 cm thick; 2,700 pages

Description: A large, thick book with covers of heavy, resplendent white leather. In the center of the front cover is a single rune, pressed into the leather in platinum and depicting a stylized seven-pointed star in a circle.

Within are high-quality, gold-edged, white paper pages, each sewn to a tawny leather inner spine backing with silver thread and featuring a polychrome manuscript in an exceedingly neat hand. On the title page are several lines of text, illuminated in many colors and with emphasis on one word, perhaps the title of the book.

Lore: An extensive history of the city of Beryl and its university.

DM: Duplicate (One of 15 originals). Copies rare. Good condition. Title and name of the author on the title page.

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

NWPs: The book can be instrumental to individuals who wish to acquire the NWP *Ancient History*. Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Contents: *Beryllium* describes the history of the city of Beryl – nestled in the heart of the vast Val Forest and adorning the shores of the Silver Lake – and the University of Beryl. It describes the foundation of the city and its university nearly a thousand years ago, their subsequent history, and how the city grew into a center of wealth, splendor, intrigue, and elven and human commerce, attracting the attention of scholars and merchants for the past two centuries.

The renowned University of Beryl covers a quarter of the inner city with the campuses of its five colleges: the College of Art and Architecture, the College of Alchemy, the College of Engineering, the College of Antiquity, and the university's first school, the College of Magi.

Although the book does not go into great detail on these subjects, it does give the informed reader a good idea of the nature of the countless intrigues and scandals that have marred the history of both the city and the university over the past centuries.

Research: Although some 15 duplicates are known to exist, only five of these were written in Ancient Elvish, the remainder in Common.

The author is a high-elf and the famous founder of the prestigious university and, more in particular, its College of Magi.

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

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

Bestiary of Beasts Beyond the Fire

Setting: Any (Elemental Plane of Fire)

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

Author: Ignem of the Flame.

Size: 28 cm tall, 20 cm wide, 5 cm thick; 134 pages.

Description: A sturdy volume with covers of faded, dark brown to burgundy leather, joined to a spine of darker leather and with a clasp of some black metal with a faint, greenish sheen holding the book closed. Pressed into the front cover and spine and picked out in gold leaf are several words, likely the title of the book or the name of its author. Underneath each set of characters is a symbol of a flame within a circle, also in pressed into the leather and picked out in gold leaf.

Within are pages of a brownish, leathery material, stained and rough at the edges as evidence of the book's obvious age. The majority of the pages feature two columns of handwritten text executed in black ink, while others contain page-filling illustrations in faded, multi-colored inks. Many of the final pages of the book feature collections of mystical symbols as well as some diagrams and schematics.

Lore: A rare bestiary of creatures of the Elemental Plane of Fire.

DM: Copy. Rare. Average condition. Title on the front cover and spine. Name of the author on the spine.

Reading the title and manuscript requires the NWP *Reading/Writing (Old Common)*. The symbol on the cover is the *sigil* of the author.

Clasp: The clasp holding the book closed is made of *adamantine* and its green sheen turns to purple-white under most magical radiance.

Summoning Creatures of Flame: Although the book describes numerous rituals that would supposedly summon (some of) the creatures mentioned below, it is left to the DM to decide whether they can actually do so. It is suggested that a would-be summoner be, at the very least, a spell caster specialized in the use of spells associated with elemental fire or the summoning of monsters from other planes of existence (e.g., Fire Elementalist Specialist Wizard, Alienist) and that such individuals must be of a level at which they would normally be able to summon the equivalents of such creatures (e.g., summoning a flame leucrotta would require a summoner to be eligible for the casting of *Monster Summoning V*; summoning a fire elemental in this way would require a level suitable for casting *Conjure Elemental (Fire Elemental)*). In addition, the DM should limit the use of these rituals as he would the casting of spells, perhaps by making the required components exceptionally hard to get or by restricting their use to individuals of certain alignments, perhaps depending on the alignments of the prime material counterparts of flame-based creatures.

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

Resistant: The book is somewhat resistant to the effects of flame and fire and it makes its item saving throws as "Leather", with a +4 bonus when saving against Normal Fire and a +2 bonus against Magical Fire (v. **DMG**, p. 58: "Item Saving Throws").

Contents: *Bestiary of Beasts Beyond the Fire* describes numerous creatures from the Elemental Plane of Fire, especially those that seem to be fire-based counterparts of creatures that also occur in the Prime Material Plane. Thus, it speaks of magma bats and of ropers, leucrotta, otyughs, griffons, phase spiders, quippers, and aarakocra wholly composed of flame²⁾, but also of phantom stalkers, harginn grues, firebats, azer, efreeti, salamanders, and fire elementals. It notes how all of these creatures remain wholly unaffected by flame and heat; how they are hard to distinguish against a background of eternal flame, being detectable only by the colors of their flaming surfaces; how they seem to be constructed of smaller elemental shapes that compose the entire body; how they are all susceptible to environments and effects that result from the depletion or absence of what the author calls *phlogistum* (the 'material component' of elemental fire) and *fervor* (the 'immaterial or energetic component' of elemental fire), such as effects based on cold, para-elemental ice, quasi-elemental ash, and elemental water³⁾. Also of interest is a section that deals with fire elementals in the Elemental Plane of Fire, which claims that these entities can appear in many forms, with some of them taking humanoid shapes, others resembling animals or monsters, and still others appearing as wheeling arches of flame, fiery *tori*, and flaming spirals.

Furthermore, the book describes various ways of summoning such creatures into the Prime Material Plane using rituals and incantations that generate effects much like *Conjure Elemental (Fire Elemental)* or the various *monster summoning* spells and using bonfires fed by sulphur and wood from thorn bushes; incense from benzoin, opoponax, euphorbium, powdered rubies and fire opals, and powdered red dragon scales; candles made from the fat of horses; as well as offerings and sacrifices of baboons, falcons, iron effigies, carnelian, and red sardonyx, tourmaline, and spinel to such (semi-)divine entities as Baalzebul, type VI demons, Nuada, and Nergal. Of further interest is that the book mentions offerings to the devil Frimost, an entity unknown to sages and scholars of today. Finally, the book speaks of ways to use and prepare various parts of the creatures described in it when creating a variety of magical items or as material components for spells (e.g., the fiery ichors or scales of a salamander for a *potion of fire resistance* and the metal of their spears for a *ring of fire resistance*; essence of harginn for a *wand of fire*; fire elemental *phlogiston* for a *potion of fire resistance*; strands of a flame roper for a *rope of entanglement and immolation*; the hide of a flame leucrotta for a *cloak of fire resistance*; ichors of a firebat as an alternate component of *Fireball*).

Research: Both the covers and pages are made from the skin of salamanders. The clasp is made of adamantine. Although both the name and what is thought to be his sigil are on the front cover and spine of the book, the name Ignem of the Flame does not appear in any of the known indices and *onomanomicons*⁴⁾.

Sages agree that the book is a copy of a much older original that is believed to be lost today.

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

²⁾ All of these creatures have statistics and abilities similar to those of the listed creatures in the various monster manuals, except that they are wholly composed of flame; that any of their special attacks will cause fire- and heat-based damage; and that they are wholly immune to all fire- and heat-based effects. In addition, when encountered in a fiery environment, all of these creatures are treated as if they are hidden in shadows.

with a chance of success equal to a Thief of a level equal to their Hit Dice (v. **MotP**, p. 39: "Creature Encounters" for some additional information on creatures of flame; v. **DMG**, p. 34: "Table 19: Thief Average Ability Table").

³⁾ Exposure to temperatures lower than 100 °F inflicts 1d2 points of damage per round to a creature of elemental fire. Water-based effects inflict damage at a rate of 1d6 points per quart of water used.

⁴⁾ An *onomatopicon* is an index or catalogue of known mages, usually mentioning (parts of their) lives and (some of their) deeds and spells.

Source/Origins: Jeff Grubb, *Manual of the Planes* (TSR, 1987); Tom Moldvay, *The Seven Magical Planets*, in: *The Dragon 38* (TSR, 1980)

Bhryeer's Grande Grimoire

(*Grande Grimoire*)

Setting: Ardha

Requirements: NWP *Secret Languages (Nekrot)*; *Read Magic* for spell

Author: Bhryeer the Necrope.

Size: 44 cm tall, 27 cm wide, 2.1 cm thick; 22 pages.

Description (See below): A large folio with covers crudely fashioned from what appears to be the withered bark of a tree and sewn to a rusty metal spine. A text, perhaps the title of the book, has been burnt into the front cover. Within are a collection of loose pages fashioned from what appears to be degraded papyrus, brown and gray with darker mottling and stains.

Lore: The remains of a necropic libram.

DM: Original. Unique. Bad condition. Title on the front cover (See below).

Reading the title and the manuscript requires the NWP *Secret Languages (Nekrot)*¹⁾. The spell is written in an arcane language and a Wizard must cast *Read Magic* if he wants to read it for the first time. The text on the front cover reads "Grande Grimoire".

Magic: The pages radiate a "Faint" aura of Abjuration magic, a residue of the powerful spells that once protected the volume.

Blood Drain: Touching the covers of the book requires the reader to pass a saving throw vs. Poison or lose 1 hit point per hour for 1d4 hours due to a weak blood-draining effect. An individual failing his saving throw by more than four points will not notice this loss of blood for 1d4 hours. Note that this loss of blood is a physiological rather than a magical effect.

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

Resistant: The book makes its items saving throws as "Thick Wood," with a +2 bonus when saving against Acid and Disintegration. Conversely, the book is highly susceptible to extreme heat (magical fire, lightning), suffering a -2 penalty on its item saving throws (v. **DMG**, p. 58: "Item Saving Throws").

Contents: The first seven pages of *Bhryeer's Grande Grimoire* contain the complete description of a single, possibly unique spell: **IV: Fauble's Flexible Discomfort**.

On the next two pages is a partial description of a spell sages believe may be named *Huvaard's Ward*, or possibly *Hurvard's Ward*, unfortunately without giving enough information to allow a Wizard to transcribe it – such essential information as name, level, components, and its effects are not mentioned.

The last thirteen pages contain information on the rituals required to summon a tome guardian (v. **CMM**, *Tome Guardian*), including mention of the required spells, but not their descriptions.

Fauble's Flexible Discomfort (Alteration)

Level: Wiz 4

Range: 0

Area of Effect: The caster

Duration: 1 rd/level

Casting Time: 4

Components: V S M

Saving Throw: None

Fauble's Flexible Discomfort allows the caster to cause his body to become highly elastic and flexible, which grants him a -1 AC bonus and makes that he suffers only half damage from blunt weapons (down to a minimum of 1 point). In addition, he can now stretch his limbs to ten times their length, improving their Armor Class by -3. The mass of the caster's body does not increase. The material component of *Fauble's Flexible Discomfort* is a bit of some flexible and elastic material.

Notes: *Fauble's Flexible Discomfort* is a very rare spell.

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

Source/Origins: Unknown

Research: The pages of the book radiate a "Faint" aura of magic (Abjuration).

The covers are made from the bark of an undead treant. The pages are made of the specially treated leaves taken from an unknown dead tree. A knowledgeable sage could conclude that this tree may have existed in primordial times.

The underlying pages are all that remains of the infamous book known to sages as *Bhryeer's Grande Grimoire*. After his battle with Ashtoskh, Compeller of Spectrals, which he did not survive, Bhryeer's hated tower was burned to the ground by the local populace in an attempt to eradicate all reminders of their suffering under his rule. The book's magical aura may be a residue of a number of powerful protective spells that once seem to have protected it and it seems likely that these protections led to the pages surviving the inferno. Some sages have suggested that the lingering magical aura makes it likely that at least some of these protections still affect the pages, although it is unknown what they would entail.

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

¹⁾ Nekrot is an old secret language of the Necropes of Ardha that is currently not in much use. As a secret language, it can be compared to the secret languages of alchemists, Druids, and Assassins and, today, it can only be taught by a handful of the most powerful Necropes and certain Necromancers, none of whom will teach it to individuals not associated with their art without good reason.

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

Bicentenarium of Keepers

(Bicentenarium)

(Two volumes)

Setting: Forgotten Realms (Aldanor)

Requirements: NWP *Reading/Writing (Northern)*

Author: Ambaerill Frostborn.

Size: Each volume 75 cm tall, 44 cm wide, 24 cm thick; 240 pages each.

Description: A set of two large books with dark brown, wooden covers cut from a single, thin but inflexible piece of wood resembling flame mahogany. The front cover of each volume features a different, elaborate, engraved depiction of a woodland scene in a raised frame. Above the frames, some symbols or lettering accentuated with gold are engraved into each cover. The spine consists of what seem to be fine sticks of wood woven together.

The growth rings of the tree from which the wood for the covers was taken are clearly visible on the inside of all four covers. Many runes and texts have been carved into them and inlaid with silver.

Within are pages of thick, pale, creamy paper of high quality and featuring monochrome texts in small letters of amazing consistency, which seem to have been pressed into the paper rather than written on it.

Lore: A record of the lives and deeds of rangers of the North.

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

Reading the titles and texts requires the NWP *Reading/Writing (Northern)*. The word on both front covers reads "Bicentenarium". The runes and texts on the insides of the covers are dates and names of people and events.

NWPs: The books can be of use to an individual who wants to improve his NWP *Ancient History (The North)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Bicentenarium of Keepers* contains a record of notes, accounts, and biographies of rangers who lived in the North some 200 years ago. It speaks of the weather, of animals, monsters and humanoids, of plants, of events and festivals, of *mores* and laws, of changing landscapes and the influence of villages, towns, and cities on ecosystems, of monsters, and of the life of rangers as the protectors of nature. It also contains much information – often complete biographies – about these rangers themselves.

The runes and texts on the insides of the covers are dates and names of people and events, making the whole much like a calendar and register of events and names.

Research: This edition of the *Bicentenarium* is unique because the texts were printed onto the pages using engraved wooden blocks (xylography). The woodland scenes on the covers are highly symbolic.

The books will be of value to a variety of individuals, such as Druids, herbalists, historians, botanists, and zoologists. Of some interest to certain sages will be several sections in the first volume, which deal with the goblinoids of the region and which have been copied directly from *The Travels of Tralk True-Eye*, a work on goblin society of which, today, only one example exists, a much mutilated and aged manuscript kept in the Royal Library at Guinmaran (Aldanor).

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

Source/Origins: *Rangers of the Realms*: Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991); Ian Bailey, *Extracts from 'The Travels of Tralk True-Eye'*, in: *White Dwarf 47* (GW, 1983)

Bigby's Book of Worms

Setting: Any (World of Greyhawk)

Requirements: NWP *Read Magic*

Author: Unknown.

Size: 23.3 cm tall, 15.3 cm wide, 5.3 cm thick; 7 pages (See below).

Description: A heavily damaged book with mud-colored leather covers riddled with wormholes.

Within are numerous parchment pages, of which all but seven have almost completely been eaten away, and which feature remnants of both monochrome and polychrome manuscripts in various hands and in faded inks.

Lore: A book that has suffered greatly from bookworms and which some sages believe may have belonged to the legendary Bigby of Oerth.

DM: Original. Unique. Bad condition. Untitled.

The spell is written in an arcane language and a Wizard must cast *Read Magic* if he wants to read it for the first time.

Eaten Pages: The texts on the eaten pages are damaged to such an extent that they can no longer be understood. The pages were taken from a variety of other books, mostly written in The Common Tongue and dealing with such subjects as art, architecture, and religious matters.

Contents: All but seven of the pages of *Bigby's Book of Worms* have been eaten away by what are likely to have been bookworms and similar creatures (*polyvora*, *melanovora*, ink gluttons).

These pages contain a single spell: I: *Bigby's Bookworm Bane*.

Research: It is assumed that the book may have contained more than 700 pages when it was still intact.

Many sages believe that book may be a composite of pages taken from various other books. Indeed, some of the worm-eaten pages seem to contain only parts of their original manuscripts, the pages having been cut to size to fit the work's current dimensions.

The book may be of passing interest to arcanologists.

History: Although this is not likely to be common knowledge, the book was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace. Some specialized sages might know that the book was part of a large number of writings by various authors, gathered by the king into a unique, extensive collection of works that dealt with the spells, life, works, and deeds of the famous Bigby of Oerth. Some of these scholars might know of a rumor that suggests that studying the entire collection would allow a Wizard to transcribe all spells devised by Bigby.

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

Bombyx's Tripartite Thesis on the Order of Insecta

Volume I. Larva; Volume II. Pupa; Volume III. Imago

Setting: Yxx

Requirements: NWP Reading/Writing (High-Common)

Author: Bombyx the Panoster, with *marginalia* by Ostoper 'the Bug'.

Size: Each volume 58 cm tall, 30 cm wide, 24 cm thick; 2,125 pages each.

Description: A collection of three books with covers of a polished, chitinous material with an unusually rich polychromatic shine. There are texts on the front covers, sections of which are the same on all three volumes and thus probably the titles of the books.

Within are paper pages featuring a grandiose, polychrome manuscript enriched with splendid polychrome paintings of different species of insects.

Lore: A very extensive, leading and sought-after encyclopedia of insects, with an important index.

DM: Duplicates (One of several originals). Complete copies very rare. Summary copies uncommon. Good condition. Title and subtitle on the front covers.

Reading the titles and the manuscripts requires the NWP Reading/Writing (High-Common)¹.

NWPs: The books can be of use to an individual who wants to acquire the NWP *Sage Knowledge (Zoology, Insects)*. Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Contents: *Bombyx's Tripartite Thesis on the Order of Insecta* is a study of the complexity of the structure, habits, and intelligence of insects. Of interest are various sections on metamorphoses, which have some pertinence to various *polymorphing* and *shape-changing* spells. Also of note are Bombyx's theories on the workings of the assumed hive minds of groups of insects, most notably as mentioned in his research of termites.

Research: The covers are fashioned from the chitinous wing plates of a bombardier beetle, treated with many layers of high-quality lacquers.

Copies of the work containing only the sections on metamorphoses are often sold as *Bombyx's Metamorphoses*.

The lost spell of the same name is not described in any of known copies of the works, even though it is commonly accepted that it was developed by one or more mages who studied the them. Certainly, there are no known records of Bombyx ever having used the spell.

The underlying collection stands out from other duplicates because it contains handwritten notes and *marginalia* as added by one of its previous owners, the famous sage Ostoper 'the Bug'.

Many scholars believe that Bombyx was instrumental in the founding of a mythological island empire known as Conx, of which all exact knowledge has been lost. Many scholars believe that the lost diary of the infamous Zhamante the Buccaneer contains a cryptic map that would lead to the location of this legendary empire.

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

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

Source/Origins: *Behavior of Insects Vol. I, Vol. II, and Vol. III:* Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991)

Book of Beasts

Setting: Any

Requirements: See below

Author: See below.

Size: 74.5 cm tall, 55 cm wide, 31 cm thick; 730 pages.

Description: A large, old volume with stiff covers of fading gray-brown leather. Contained within an embossed cadre on the front cover are a depiction of a winged, serpent-like creature and, the latter likely the title of the book. The text is repeated on the spine, where it shows faded signs of gilding.

Within are thick parchment pages of varying quality and condition, making the book likely an amalgam of pages from various sources. Most feature monochrome manuscripts, often with added illustrations in black ink. Others are richly illuminated, edged with gold, and/or feature polychrome manuscripts and equally colorful illustrations, usually of monstrous and fantastic creatures.

Lore: A huge compendium detailing many strange beasts and monsters of the world.

DM: Original. Copies common (See below). Good condition. Title on the front cover.

The book is an amalgam of old texts by many authors from different regions of the world and reading the entire work requires knowledge of numerous old languages. Reading the title and most of the manuscript requires the NWP *Ancient Languages (Archopaleion)*¹⁾. An individual with this NWP as well as the NWPs *Ancient Languages (Old Common)*²⁾ and *Ancient Languages (Vulgate)*³⁾ will be able to read about two-thirds of the text.

NWPs: The book can be of importance to individuals who want to acquire the NWP *Sage Knowledge (Zoology)*.

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

Contents: *Book of Beasts* is a bestiary that comprises lists and descriptions of real and fabulous animals, most with added details about their habits and origins. The book was obviously written by several authors and the texts rely heavily on the various beliefs of the world, with any additional information on the beasts usually based in mythology and folklore. For example, the basilisk is described as "a Beast that causes death with its gaze"; a leucrotta as "an animal that is faster than any other animal"; a mantichore as "a Beast with a poisonous stinging tail, like a Scorpion"; a phoenix as "a Bird of the Fire Gods, some of which prefer to nest in Cinnamon Trees"; a satyr as "a type of Monkey known for its lecherous appearance"; and a unicorn as "a creature not unlike a Horse only the size of a kid" (a young goat).

Next to such rather 'well-known' beasts, the book also contains entries for monsters that are, perhaps not as well known, such as:

Excerpt (Caladrius): "The Caladrius is a small white bird that has the singular power to Prophecy death in men. If a sick man moves in sight of the bird, he learns his fate by its response. If the bird turns its back on him, the man is doomed to die. If the bird faces the man, then flies up into the air, the man is instantly cured."

Excerpt (Calopus): "The Calopus is a predatory beast not unlike a Puma, except that it has two serrated horns."

Excerpt (Dipsas): "The poison of the Dipsas causes extreme thirst and then death in any man."

Excerpt (Dragon): "The Dragon is a giant, winged, serpent-like beast with a crest and a weak bite. It kills by constriction, like a Python, being large enough to constrict Elephants. When it flies, the air around it becomes superheated, killing smaller beasts in its wake. Dragons are not harmed by any heat, magical or natural."

Excerpt (Hydrus): "The Hydrus is a large Water Snake that lives in the rivers of Aethiopus. Its bite instantly kills a man and it is an enemy of Crocodiles. It creeps up on those that are sleeping and slips between their jaws. The Hydrus then destroys the Crocodile's internal organs, slaying it."

Excerpt (Monoceros): "The Monoceros is a beastly relative of the Unicorn, an evil magical creature with the body of a Horse, the feet of an Elephant, the tail of a Stag, and the horn of a Narwhal in the middle of its head. It has a horrible howl that frightens Horses and Oxen. The Monoceros refuses to be captured alive and, if it is somehow taken, it kills all who approach it and refuses to eat, eventually dying of starvation."

Excerpt (Parandrus): "The Parandrus is a Stag that can change its color to blend in with its background. If unmoving, the Parandrus can be seen only by those able to see invisible objects."

Excerpt (Serra): "The Serra is a giant fish beast with great sail-like fins and a serrated ridge of bone on its head. On the surface, the Serra spreads its fins and catches the wind like a sail and, once it catches a ship, it dives underneath and saws a hole in the hull with its ridged head."

Excerpt (Spectaficus): "The worst of the Asps is the Spectaficus, whose poison instantly kills and begins decomposition of the body immediately so that no powers of resurrection can save the victim."

Excerpt (Syren): "The Syren is a Flying Snake with wings. Its poison instantly kills a man."

Excerpt (Yale): “The Yale looks much like an Antelope with very long, slim horns. It is black, with a tail like an Elephant and jowls like a Boar. The horns are not fixed, and the Yale can swivel them around its body to attack opponents on either side of it or ahead.”

Research: It is generally assumed that most of the authors were cloistered clergymen of various religions. The book has long been among the main sources of written knowledge of animal lore and, as such, can be an invaluable tool for students of the fauna of the world.

Sages believe that much of the work may be based on a now-lost treatise on beasts called *Physiologus*, a legendary work said to have existed in the past of a world known as Fantastic Earth.

It is believed that many copies of the underlying volume exist, each being different from the other and with most of them kept in the libraries of religious and sorcerous congregations. Perhaps the most famous of these copies is *Bestiary*, which was preserved for centuries in the libraries of an abbey in the inlands of Carnbrook (Bytopia) but was lost when a howling horde of demons was let loose on the building and the tower that housed the library collapsed in an inferno of green, syrupy flames.

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

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

³⁾ *Vulgate* (not to be confused with the low-quality vellum of the same name) is a generic term for a written, degenerate version of a language that was used in an ancient, powerful empire of the world. Today, it is only used by sages to write scholarly manuscripts and it is best likened to the Old Oeridian of Oerth or to a written, more commonly used, version of Vulgar Latin as it is known from the history of Earth.

Source/Origins: *Book of Beasts*: David Howerly, *Opening the Book of Beasts*, in: *Dragon 199* (TSR, 1993)

Book of Darkness and Light

Setting: Any (World of Greyhawk)

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

Author: Neerst of Leukish.

Size: 32 cm tall, 27 cm wide, 8 cm thick; 480 pages.

Description: A thick book with somewhat worn, dark brown leather covers. Set into the front cover is a dull metal frame, the left half of which is filled with a sheet of a black mineral with a dull sheen and the right with a sheet of hammered silver that has kept its sheen. Each half features an ornate pattern inlaid in a material of contrasting color, silver for the left half and the dull black mineral for the right. Both halves show signs of some damage (scratches, small bits of inlay missing).

Within are pages of alternating sheets of black and tan parchment, except for the final 26 pages, which are white vellum. On the title page is a painted reproduction of the front cover, now with a text running along the left, top, and right side of the frame, perhaps the title of the book.

Lore: A study of the aspects of light and darkness in the Prime Material Plane.

DM: Original. Unique (No known copies). Average condition. Title on the title page.

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

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

Contents: *Book of Darkness and Light* is a libram containing notes on a study of the aspects of light and darkness in the Prime Material Plane; how they can be magically altered; how this affects existing light conditions; of the effects of magically increasing and decreasing existing light; whether darkness comes from light or the other way round; whether the two are connected; whether they are perhaps the same thing; whether one exists only because of a lack of the other.

The black and tan pages each contain notes on the same theme or magical principle, as seen from either a dark or a light perspective, respectively.

The manuscript ends rather abruptly and without reaching a conclusion of any kind.

Spells: The final 26 pages contain the following spells: **I:** *Light*, *Nystul's Dancing Werelight*; **II:** *Continual Light*, *Darkness 15' Radius*; **V:** *Nystul's Enveloping Darkness*.

Research: The framed sheets on the covers are jet (left half) and silver (right half), with the patterns being inlaid in silver and jet, respectively. The frame itself is of a dull meteoric iron.

The book is based on a well-known book known both as *The Book of Darkness and Light* and *The Book of Light and Darkness*, of which many complete and incomplete copies are known to exist. What makes this copy unique, is that it contains some singular sections on Alteration magic as it pertains to light and darkness on Oerth, as well as the two spells from Nystul's hand.

Most sages agree that the final 26 pages were originally part of another work, perhaps by the same author.

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

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

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

Book of Lies

Setting: Planescape

Requirements: See below

Author: Unknown.

Size: 120 cm tall, 90 cm wide, 30 cm thick; an infinite number of pages.

Description: A huge, monumentally ornate volume with covers of a solid, silvery metal with a subdued sheen and featuring artful, extensive ornamentation in serpentine, onyx, and many yellow gemstones. The covers are attached to a spine of brass and bronze featuring numerous inlaid purple, red, violet, and multi-colored gemstones. On the front cover is a text, likely the title of the book and set in a metal that seems to have all the colors of the rainbow at once. The book is kept shut with eight ornate clasps in brass and bronze, each representing the face of a different creature (weasel; ape; fox; mule; hare; harlequin, a handsome youth with a high forehead and straight, long nose; type I demon; blackbird).

When seen from the side, the book seems to have pages of brass and bronze.

Lore: A legendary tome that is said to contain every untruth ever uttered.

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

Magic: The book radiates an "Overwhelming" aura of Alteration magic.

Opening the Book: The book cannot be opened by any means magical or mundane. Instead, the would-be reader has to call out the name of a creature, living or dead, upon which the book will open to the first page of a list of all lies ever told by that creature, in chronological order. This list is always written in the primary language of the reader.

Heavy: The book weighs just over 170 lb and it requires Strength 14 or more to pick up.

Resistant and Instant Death: The book is immune to all forms of damage, whether magical and mundane in nature and, much like an artifact, it can only be destroyed in a single, specific, unknown way (v. **DMG** 1st Edition, p. 164-165: "Suggested Destruction Means for Artifacts/Relics" for some suggestions). Indeed, any creature attempting to deface, damage, or destroy it in any other way must pass an immediate saving throw vs. Spell at a -5 penalty or die on the spot.

Contents: *Book of Lies* contains all lies ever told. The book does not explain the circumstances of a prevarication, it just reports them, which means that it mentions kindly lies (e.g., "No, I don't think you're fat") as well as the nasty ones (e.g., "Yup, that's all the treasure there was").

Research: The book radiates "Overwhelming" auras of magic (Abjuration, Alteration).

The covers are fashioned from solid mercury or quicksilver. Among the gemstones on the cover are yellow smoky quartz, yellow chrysoberyl, and oriental topaz. Among those on the spine are amethyst, sardonyx, violet garnet, and opal.

The book features in many myths and legends, with most of them claiming that it is infinitely heavy and that it cannot be lifted by ordinary means, and all of them attributing numerous fantastic powers to it, which are too many to mention here. Among the most common things said about the book is that "its facts are all lies, but the book is all true" and that its destruction would involve "a man who has never told a lie."

Interestingly, some sages have suggested that the book is a rather tiresome read.

History: For ages, creatures sometimes referred to as "Dustmen" have held the *Book of Lies* in a stronghold on Thanatos, the supposed 113th layer of the Abyss. Most scholars agree that the book has lain there unmolested – there are no records that claim otherwise. Still, some experts versed in the lore of the planes will know of a story that suggests that an attempt to steal the book was once made by a member of a sect called the "Converts". It seems that this creature "recently spent time as" a "Dustman" and then joined another group called the "Sensates", a sequence of events that somehow appears to have given the rascalion "the rare combination of knowledge and motivation to put such a singular event in motion".

Source/Origins: *Book of Lies*: Lester Smith and Wolfgang Baur, *Chaos Adventures*, in: *Planes of Chaos* (TSR, 1995)

Book of Plasmodiums

Setting: Forgotten Realms

Requirements: NWP *Reading/Writing* (Chondathan)

Author: Gyndaunt of Westgate, with *marginalia* by Aluthandee.

Size: 43.5 cm tall, 31.5 cm wide, 3.5 cm thick; 47 pages.

Description: A largish folio of planks of burnished wood encased in an engraved brass frame. On the front cover a text is inlaid in silver, perhaps the title of the work.

Within are about four dozen brittle parchment pages featuring monochrome manuscripts in two different hands.

Lore: A sought-after collection of pages based on the text of a famous book on monstrous jellies.

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

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

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

Contents: *Book of Plasmodiums* comprises several pages describing the life and habits of the slithering tracker, with various annotations and *marginalia* by a second individual.

The pages contain information about the behavior and habits of the slithering tracker, from which can be gleaned that the creature is quite intelligent; that it interacts with its environment using a variety of senses perhaps best likened to a combination of infravision, smell, and the ability to sense minute vibrations in rock (up to 160 feet away); that it inhabits a specific 'territory' or range; that it typically lairs in a tiny, irregular cavern too small for an attacker to effectively harm it, often located at an intersection of beckoning trails of treasure; that it exudes a very faint, sweet, 'earthy' body smell that may betray its presence to knowledgeable individuals; that the creatures sometimes move into heavily populated areas, provided they can find a place for a good lair, where they believe they can remain undetected if they want to – leaving the area immediately if this condition is no longer met; that a slithering tracker will not usually leave its 'territory' or range, the sole exception being when in pursuit of men or larger creatures, and only out of starvation or desperation, not chasing off after every animal that happens past. Further, it can be gleaned that the creature produces a paralyzing fluid in its body cells, which it forces into prey through the pores of its skin, and then uses a second fluid to actually erode the hide or skin of its prey, so that it can absorb the plasma from the prey's blood; that both fluids are produced automatically within the creature's body from any meal it consumes, the remainder of its fare being converted to energy for bodily activity, and sometimes being used to make itself stronger or larger; that the creature reproduces by budding, forming excess body cells and placing these in a pseudopod that slowly grows into a second, miniature tracker joined to the first until it eventually separates from the parent; that the creature's brain cells are located in various areas of its amorphous body and that it has no special, vulnerable area.

Excerpt (Gyndaunt): "It is called by such names as 'The Invisible Death' or 'The Creature That Follows The Doomed', and other fanciful phrases that suggest a thing of claws, fangs, and scaly limbs. When referred to by its mundane name, the Slithering Tracker is not nearly so imposing – and, indeed, it is not a vicious-looking creature, when it can be seen at all. "Close examination of the beast reveals it to be rather like a giant tadpole in appearance. Its transparent, semi-fluid jellylike body is customarily shaped into a blob with a long, sinuous tail. The body is amorphous, enabling it to pass through small gaps and holes, but it prefers to assume its tadpole-like form whenever possible."

Excerpt (Gyndaunt): "It has been said that the creature can re-form if its bulk is separated, flowing together, or its various pieces attacking in combination..."

(Aluthandee) "(cf. Nerouth: '...like fingers of a closing hand')."

Excerpt (Gyndaunt and Aluthandee): "I know of no alchemists who can duplicate either of the tracker's fluids in the laboratory, but they eagerly make use of the former as an ingredient in the inks for the transcription of *Paralyzation, Hold Person, and Slow*. Assassins, and alchemists in their employ, prize the skin-eating substance for use in the manufacture of caustic poison mixtures. These substances are present in each and every cell of the creature, and not collected in specific areas or organs; however, they do readily settle and separate one from the other if a trapper's fluids are collected."

Excerpt (Gyndaunt and Aluthandee): "Trackers have a marked aversion to large bodies of water, but why this is so and precisely what effects water may have on the creatures is a matter of debate..."

(Aluthandee) "(cf. Vaelenbras of Waterdeep: 'Slithering trackers instinctively fears strong currents and coastal tides and breakers, for its qualities will tear apart and forever scatter their jellylike bodies'.")

"(cf. Jarriven of Koss, who asserts that this is simple prudence: 'a tracker's fluid defenses may be weakened or dissipated entirely by water, and in such circumstances even small fish could readily devour it'.")

"I have not spoken to 'adventurers' admitting to success in neutralizing the paralyzing fluids with water – but then, neither have I spoken to people encountering a tracker, or attacking one, when they were immersed or swimming in water."

Excerpt (Aluthandee): "Whether the creatures can hear, and if so, understand speech, is a matter of great and continuing debate among local sages and naturalists. I suspect that they do hear, in a limited way, but no unquestioned proof has been set forth on either side of the debate."

Excerpt (Aluthandee): "My fragmentary researches have led my colleagues to give the creature yet another name – the 'Aluthander', after me – and what little I have learned can be set forth on the few pages containing my notes."

Research: The covers are fashioned from beechwood.

The underlying folio contains pages taken from *Book of Plasmodiums*, a famous lost work that studied the lives and habitats of monstrous jellies. Many sages believe that the original comprised multiple volumes.

It is generally believed that the well-known, untitled collection of notes made by the wizard Aluthandee on the subject of slithering trackers – usually referred to as *The Notes of the Wizard Alunthandee* or *Aluthandee's Notes* – was largely based on the underlying pages, something which the wizard himself has neither denied nor confirmed.

Source/Origins: From the notes of the Wizard Aluthandee: Ed Greenwood, *The Ecology of the Slithering Tracker*, in: *Dragon 86* (TSR, 1984)

Book of Runes

(Book of Oghma the Binder; The Control Book)

(Sixteen metal sheets)

Setting: Forgotten Realms

Requirements: NWP *Reading/Writing (Dethek)* and *Reading/Writing (Common)*

Author: Various priests of Oghma.

Size: 20 cm tall, 26 cm wide, 16 cm thick; 16 pages.

Description: A collection of 16 loose, small, paper-thin metal sheets, two of which feature a symbol of a partially unfurled scroll and the rest being stamped with a single rune each.

Lore: A book that is said to be the key to operating the shifting rooms in ruined Bard Keep.

DM: Original. Unique. Excellent condition. Untitled.

Identifying the runes requires the NWP *Reading/Writing (Dethek)*. Any attempt to make sense of them requires the NWP *Reading/Writing (Common)*. The scroll symbol on two of the pages is the symbol of Oghma, God of Knowledge, Invention, Patron of Bards.

Moving Rooms: An individual who holds the book intact is able to control the movement of the library rooms of Bard Keep.

Resistant: Each page is impervious to fire and acid.

Contents: Each of the pages features a single rune.

Research: None of the pages radiate magic. When put in the proper order, the pages read O G H M A T H E B I N D E R, in Common, preceded and followed by the scroll symbol of Oghma – the back and front ‘covers of the book’. The book, which is also referred to as *The Control Book*, was created by the priests of Bard Keep, a temple dedicated to Oghma, God of Knowledge, Invention, Patron of Bards.

History: The book was once an integral part of the libraries of Bard Keep, a center of knowledge and learning in the mountains north of Silverymoon until it was destroyed a century ago in a rebellious uprising of a powerful priest of Oghma named Khossack, who became enamored of some dark magic. Some sages say Khossack’s mind was warped by illithids, others claim he was magically corrupted by an evil mage, and there is even speculation that his mind was defiled by reading a *book of vile darkness*.

Source/Origins: A special control book governing the movement of the rooms in Bard Keep: Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991)

Book of the Bow and Arrow

Setting: Forgotten Realms (Player’s Option Rules)

Requirements: NWP *Reading/Writing (Common)*

Author: Lady Adriennedar Ironedge, Ranger of Hawkhaven.

Size: 28.5 cm tall, 25 cm wide, 4 cm thick; 317 pages.

Description: A somewhat nondescript volume with covers of worn dark green leather and a spine of equally worn, brown leather. Pressed into the front cover and spine are texts, perhaps the title of the book.

Within are pages of stained, thick, pale yellow parchment featuring double columns of text in black ink and enriched with many monochrome illustrations.

Although the book shows signs of much use, it is still in relatively good condition.

Lore: A comprehensive study of the bow.

DM: Copy. Uncommon. Good condition. Title and name of the author on the front cover and spine.

Reading the title and manuscript requires the NWP *Reading/Writing (Common)*. All text is written using the *Thorass* alphabet.

Quality Bow and Strength Bow: At the DM’s option, an individual with the NWP *Bowyer/Fletcher 12* studying the book for an appropriate amount of time could be allowed to learn how to manufacture a quality bow +1 (a short bow or longbow of such quality that it allows for a non-magical +1 bonus to hit). In like fashion, one with the NWP *Bowyer/Fletcher 16* could be allowed to manufacture a strength bow¹).

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

Contents: *Book of the Bow and Arrow* is a comprehensive, illustrated study of the bow. It starts with the first bows of primitive man (little more than slender staves some 5 feet long with a string of animal tendon or plant fiber) and then goes on to explain various ways to increase the range of these weapons, either by increasing the staves’ flexibility with no change to the length or by using longer staves (which eventually led to longbows, bows with a staff about as high as the archer, usually 6 to 6½ feet), and, eventually, by making staves from more than one type of material (composite bows). It goes into extensive detail describing the manufacture of short bows, longbows, arrows, and quivers, providing many illustrations. Of further importance is the mentioning throughout the work of a numerous legendary magical items, such as the *Longbow of Corellon*, the *Bow of Anshan*, the *Longbow of the Forest*, *Hiatea’s Longbow*, the *Iron Bow of Gesen*, the *Longbow of Solonor Therandira*, *Frief’s Magical Quiver*, and the *Never Empty Quiver* (v. *Encyclopedia Magica* for details on all items), including some of the legends associated with these items.

Excerpt: “Bows were used extensively by the Mulhorandi, the peoples of Unther and Calimshan, and other peoples of the ancient world, for the hunt, for war, and even for contests and games. The horsemen of the Endless Waste were the deadliest archers of all the invading barbarian peoples.

“The earliest archers did not always use quivers, rather keeping their arrows tied in bunches and secured to their belts by loops. Mounted archers used quivers that were attached to the saddle.

"Men continued to refine and adapt their bows, making the staff longer and longer, until their longbows out-shot even the crossbows of the dwarves. Just as the folk of the Underdark gained reputations as excellent crossbowmen, men and elves alike gained a reputation for archery."

Excerpt: "In our times, bows still are preferable to the crossbow."

Excerpt: "Centaur's favor bows, usually composite bows adapted to enable them to take advantage of their strength. Elves in particular are adept at making and using both short and long bows."

Excerpt: "Bowstrings must be kept dry, the staff must not be allowed to crack, and a certain amount of strength is required to string and pull a bow."

Excerpt: "In our realm, bows are most often made of ash and yew wood."

Excerpt: "In the North, fireside tales speak of Uller's damp realm in Ydalir, best known for its groves of yew trees. From these trees, Uller makes bows of the finest godly quality."

Excerpt: "In general, arrows range in length from 20 to 40 inches. The fletching of the arrow consist of two or more feathers – usually taken from geese – set along the shaft to give the arrow its lift. If the feathers are instead set diagonally, the arrows rotates in flight."

Excerpt: "The flight arrow is light of weight and built for distance, usually made of ash or birch and 30 to 40 inches long. The sheaf arrow, or war arrow, which can only be fired from the longbow, is some 20 to 27 inches long, heavier and with less range than the flight arrow. It has a sharp, steel head and, as we know from Keldor Mathlyn's *Histories*, a war arrow would pierce a knight's leg armor, his leg, the armor on the other side of the leg, the knight's saddle, to finally lodge in the horse, pinning the knight to his mount."

Excerpt: "Most archers protect their wrists from the snap of the bowstring by fastening a bracer to them, typically a piece of horn, bone, or leather."

Excerpt: "The elven bow is, without a exception, a beautiful piece of work, carved mostly from wood, highly decorated and polished, and usually inlaid with metal to fully fulfill its function. It is designed to fire at the same rate of fire and accuracy and yet elves are known to use them to both parry attacks until they can defend themselves with a better weapon or spell and much in the manner of clubs². Elven bows, although rarely for sale, have been known to fetch prices of well over 150 gold coins."

Research: The covers are cow's leather dyed green.

¹ A strength bow is a specially crafted bow, often tailored to a specific individual, that allows an archer to add his damage bonus from high Strength to the damage inflicted by its arrows. Typically, manufacturing a strength bow takes two to three times as long as a regular example of that type of bow, while it will cost the normal price for that type of bow, plus that price again for every bonus point desired (e.g., the cost of a longbow strength bow for an individual with Strength 17 (+1/+1) would be 150 gp (base cost 75 gp for a longbow); a Warrior with Strength 18/00 (+3/+6) would have to 525 gp for a longbow strength bow that would allow him to add the full +6 bonus to the damage he inflicts with it). A strength bow can be strung and drawn only by individuals who have the required Strength or higher. Others attempting this must pass a Bend Bars/Lift Gates check.

² If used as an offensive weapon, the elven bow (8 lb) acts as a club, inflicting 1d6 points of damage on S- or M-sized creatures, and 1d3 points on larger creatures.

Source/Origins: Anne Brown, John Pickens (eds.), *Arms and Equipment Guide* (TSR, 1991); Elven bow: Colin McComb, *The Complete Book of Elves* (TSR, 1992)

Book of the Tel'Quessir

Setting: Forgotten Realms

Requirements: NWP *Reading/Writing (Waelan)*

Author: Crom Macumail.

Size: 90 cm tall, 60 cm wide, 30 cm thick; 3,000 pages.

Description: A large book with covers of smooth, brilliant black leather with ornamental inlays in silver, gold, and electrum. On the front cover is a mosaic of a partially unfurled scroll, inlaid with black, violet, and multi-colored gemstones.

Within are high-quality parchment pages with an illuminated manuscript in bright colors and with full-page illustrations from the hand of a master painter.

Lore: A study of the elves of Faerûn.

DM: Original. Copies unknown. Excellent condition. Title on the title page.

Reading the title and manuscript requires the NWP *Reading/Writing (Waelan)*. The symbol on the front cover is the symbol of Oghma, God of Knowledge, Invention, Patron of Bards.

NWPs: The book can be of use to an individual who wants to acquire the NWP *Ancient History (Elves)* and/or wants to improve his NWP *Sage Knowledge (Sociology)*. Note that acquiring or improving an NWP requires the necessary number of free character points or NWP slots.

Alternatively, the DM may allow a PC studying the book to to read (some of) the various source books on the elves of the Realms so that he can use this information in later adventures. If necessary, the DM can curb overuse of any 'book learning' by requiring a reader to pass an Intelligence check to determine if he remembers the relevant information from what he has read.

Contents: *Book of the Tel'Quessir* contains a collection of rare texts and essays on the elves of Faerûn after the Fall of Myth Drannor, starting with what is known of their retreat to the mythical isle of Evermeet and then about their kind, their culture, their history, their gods, their magic.

The texts speak of the Ar-Tel'Quessir, also called Gold elves, haughty, distant, and somewhat arrogant; of the Sy-Tel'Quessir, also called Green elves or Forest elves, quiet, weary of outsiders to the point of being hostile, the wild elves of the forest; of the Teu-Tel'Quessir, also called Silver elves, Moon elves, and Gray elves, loners and travelers with a strong influence of the ancient Celtic culture, many of whom remained in Faerûn after their kind retreated to

Evermeet, often to become great adventurers; of the Alu-Tel'Quessir, also called Sea elves or Aquatic elves, the most mysterious of the elves of Faerûn, who live in a splendid underwater kingdom; of Drow elves, dark and evil, who did not go to Evermeet and live in vast subterranean cities; and of the Avariel, the mythical winged elves of the mountains.

The texts speak of the magic of the elves; of high magic; of *moonblades*, created by the smiths of Myth Drannor and the swords of the elven sorcerers; of the *Book of Eons*, a massive volume that is said to contain all of the history of the elves, their ancient heroes, and considerable magical knowledge and wisdom; of *Queen Amlaruil's Chariot*, a flying chariot pulled by a pair of unicorns or two pegasi; of the *Tree of Souls* (possibly the most powerful artifact on all of Abeir-Toril), which is said to hold the essences of many ancient elves who chose to stay on Toril rather than join Corellon Larethian in Arvandor.

They speak of the military might of the elves; of aerial cavalry and Windriders; of Bladesingers and Elven Knights; of centaurs, treants, moon-horses, and baelnorn or elven liches; of great warships; and of the Ruathimaer, also called *starwings*, the wondrous vessels some elves use to navigate the stars.

They speak of Arvandor, the mythical realm of the elven gods; of the Seldarine, the elven gods; of the elven demi-gods, heroes, and heroines who battled impossible odds, risking death to fight for their people; and of totemic magic.

They speak of the history of the elves, of the Fall of Myth Drannor and the retreat of the elves to Evermeet, a mythical island across the Trackless Sea protected by mighty enchantments and the power of the gods, where the elves of the Forgotten Realms have gathered to make their last stand under the banner of Queen Amlaruil Moonflower, the Sad Queen. The texts dealing with Evermeet are largely based on hearsay, the single notable exception being a synopsis of a letter to Khelben Arunsun, Lord of Waterdeep, by Captain Carraigh Macumail, who seems to have visited the island in the company of a Green elf druidess called Aerilaya. From this text, the reader can get a general idea of the geography and inhabitants of the island, of the Towers of the Sun and Moon, the symbols of elven unity, and of the large elven city Leuthilspar, both of which echo of an ancient time when elves ruled the world and gods walked the land.

Research: The covers are made of black abishai leather. The symbol is inlaid with jet, amethyst, and opal. The manuscripts are from the hand of Crom Macumail, a priest of Oghma who seems to have made it his life's work to write the definitive history on the elves of the Forgotten Realms.

Sages believe that the symbol on the cover was once the focus for a *gate*-like effect that would transport a black abishai from one of the nether planes to the location of living or un-living creatures who would handle the book. This symbol does not radiate magic and it does not detect as a trap of any kind.

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

Source/Origins: *Elves, Elvenkind, and Evermeet*: Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991); Anthony Pryor, *Elves of Evermeet* (TSR, 1994)

Budhardalur Vik Brasvellbreen Geirfugladrangur

Setting: Eshed

Requirements: NWP *Reading/Writing* (Kjell)

Author: Unknown.

Size: 22.2 cm tall, 22.2 cm wide, 22.2 cm thick; 222 pages.

Description: A smallish, square book bound in heavy, gleaming iron covers. In the center of the front cover is an elevated, polished square of metal, while a thick band running along the edges of the front cover features several runes in bas-relief, perhaps the title of the book.

Within are pages of hammered sheet iron, attached to each other and an inner backing with metal rings. The text has been hammered into the pages.

Lore: A rare account of the rituals and knowledge of a covey of witches.

DM: Original. Copies uncommon. Excellent condition. Title on the front cover.

Reading the title and the contents requires the NWP *Reading/Writing* (Kjell)¹.

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

Contents: *Budhardalur Vik Brasvellbreen Geirfugladrangur* contains descriptions of some of the secret and magical rituals, powers, and knowledge of a covey of snow witches of the Brasvellbreen². Of particular interest would be sections that deal with the witches' knowledge of plants, herbs, weather (snow, fog, mist), and elemental forces (ice, water, rock, pine forests). Although it will be hard for a single mage to transform the descriptions of the spell-like rituals into functioning spells, the work will provide him with very useful information on the rituals required to call a snow spirit, which may then be bound to a golem-like creature called a snowman, numbers of which are known to serve the covey (v. **CMM**, *Snowman*).

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

¹⁾ Kjell is one of the languages of the cold north of Eshed.

²⁾ The snow witches of the Brasvellbreen are witches who specialize in cold- and winter-based magic. After some preparation – and always working together – they can control most known cold- and ice-based spells. The strongest of them can also communicate telepathically (limited) with humans they are in direct eye contact with. Given a group of five witches and 24 hours of time, limited weather control (chilling) is possible; this effect has a range of 5 miles.

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

Byblos of Bytopia

Setting: Ardha (Planescape)

Requirements: NWP *Reading/Writing (Trader)*

Author: The Planar Trade Consortium (eds.).

Size: 48 cm tall, 41 cm wide, 26 cm thick; 780 pages.

Description: A magnificent volume with covers of polished, rust-brown leather edged and cornered with engraved beaten gold and with the front cover featuring an intricate symbol inlaid with iridescent abalone, silver, turquoise, jasper, and aquamarine. Around the symbol are a number of runes, inlaid in gold and expertly engraved, perhaps forming the title of the book.

Within are smooth, faintly pale yellow leather pages, each with a sheet of high-quality paper stuck to it so as to leave a distinct border at the edges, which feature embossed patterns covered with gold-leaf. Despite all of this, these pages are still exceptionally thin.

The pages are attached to wooden spine and feature a gloriously illuminated polychrome manuscript.

Lore: A dictionary that translates Bytopian to Trader.

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

Reading the title and understanding the dictionary requires the NWP *Reading/Writing (Trader)*.

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

Contents: *Byblos of Bytopia* is a study of Bytopian, containing a dictionary that lists words in Bytopian and their translations to Trader; a succinct explanation of the grammar and syntax of Bytopian; and numerous sections quoting parts of books that are believed lost or otherwise beyond the reach of mere mortals. More often than not, these quotes are from the legends and myths of Bytopia and several other middle and upper outer planes, most notably the mythology of the gnomish, Finnish (Ukko, air maidens), and Ancient Greek pantheons (Epimetheus).

Research: The covers are fashioned from the skin of a young rust dragon stretched over sheets of engraved Bytopian oak kept in frames of beaten messing, also engraved.

Bytopian is the language that is most commonly spoken in a mythical realm that is sometimes referred to as Bytopia, a realm of pastoral beauty (lone mountain cabins, quaint woodland villages, mining burgs, craft communities, and bustling port towns, all built in harmony with nature) and industrious inhabitants, each working their own crafts or businesses within the system set up by nature.

Author: The Planar Trade Consortium is a trading company based in the planar city of Sigil, the City of Doors. It goes far and wide to find exotic goods, make deals, and engage in many kinds of business transactions. It is said to have pathways to most of the major planes and to many of the backwaters.

History: The book appears in a catalog of a famous library in Sigil, which was written by Lissandra the Gate-Seeker, a sage known to specialize in *gates, portals, conduits, and keys*.

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

Source/Origins: A misinterpretation of "27 volumes that comprise a set of primitive encyclopedias": Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991); Lissandra the Gate-Seeker and The Planar Trade Consortium: Bill Slavicsek and Michele Carter, *Planar Personalities*, in: *Dragon 213* (TSR, 1995)

CHAPTER

3

Books Beginning with C

Cadence of Unstructured Discordance

(Three volumes)

Setting: Any

Requirements: NWP Reading/Writing (Common)

Author: Her Sagacity, Agnes Lyrel, Strength of Wigtrum.

Size: Each volume 29 cm tall, 25 cm wide, 10 cm thick; 500 pages each.

Description: A collection of three well-used books with flat brown leather covers. In the center of each front cover is an embossed text, likely the title of the volume.

Within are paper pages sewn in place and featuring a polychrome manuscript enriched with numerous diagrams, schematics, and illustrations.

Lore: A complicated thesis on reducing various diverging phenomena to singularities.

DM: Copies. Very rare. Average condition. Title on the front covers.

Reading the titles and manuscripts requires the NWP *Reading/Writing (Common)*.

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

Contents: *Cadence of Unstructured Discordance* is a thesis on the definition and establishment of a single rhythm for the divergent discordance associated with emotion and thought, with the purpose of developing a single thaumaturgical formula that will affect all of them in the same way. It speaks of the interpretation of music, of the thoughts of demi-humans, of analyzing and dissecting divergent phenomena and turning them into singularities.

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

Source/Origins: *Dwarven Tempo and Improvisation; Elven Tempo and Improvisation; Halfling Tempo and Improvisation*: Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991)

Candles of Cereus

(The Candeleum)

Setting: Yxx

Requirements: NWP Ancient Languages (Vulgate)

Author: Lumenfrid of Morn, Foremost Scribe of the Monastic Order of Sedulous Servants of Cereus, Father of Homes at Night.

Size: 47 cm tall, 45 cm wide, 11 cm thick; 455 pages.

Description: A grand, squarish volume bound in pale leather and with a round spine featuring elaborately tooled sections inlaid with gold between raised bands. On the front cover, leaving only narrow margins, is an ornate, embossed square, picked out in gold and in turn containing a raised section featuring a text in gold lettering of impressive aspect, perhaps the title of the work.

Within are pages of thick, gold-edged parchment of obvious quality although still somewhat wavy, curling at the edges and with some signs of foxing, sewn to an inner spine of heavy hide. The pages feature a neat, calligraphic, and highly regular manuscript in black ink, two columns per page separated by ornate lines and leaving unusually wide margins. Each section of text starts with an impressive vignette in gold and many other, rich colors. A handful of richly adorned and embroidered bookmarks stick out from between the pages.

Lore: A monastic work on the rituals of the clergy of Cereus, Demi-God of the Hearth and Light in the Dark Night, and candles in particular.

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

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

Magic: The book radiates a "Dim" aura of Invocation/Evocation magic, which is due to the effect it can have on Priests of Cereus.

Priest of Cereus: The book carries upon it a minor *blessing* that will grant a Specialty Priest of Cereus a +1 or +5% bonus, as applicable, to any die-rolls he would be required to make when he would want to use any of the recipes described in the book (e.g., NWP checks, chances of success).

NWPs: The book can be of use to individual who would want to improve any of their NWPs *Alchemy*, *Beekeeping*, *Candle-making*, and/or *Religion*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Resistant: The book makes its item saving throws as “Leather”, with a +1 bonus when saving against Acid, Magical Fire, Disintegration, and Lightning (v. **DMG**, p. 58: “Item Saving Throws”).

Contents: *Candles of Cereus* is a faithful record of the various religious rituals of the clergy of Cereus, Demi-God of the Hearth and Light in the Dark Night, containing hymns, recitals, and prayers in honor of the deity, and, most notably, the importance and use of candles for a variety of purposes associated with the worship of Cereus, the art of making candles both holy and mundane, and the use and preparations of a variety of herbs and plants for that purpose.

King's Candle

Climate: Temperate wet (Cf)

Terrain: Rocky or clay soil; sunny slopes, cliff faces; rural (rock quarries, roadside)

Harvest (Folium): June

Harvest (Flos): July-August

Description: King's candle (*Verbascum regens*), also known as royal mullein, king's mullein and, colloquially, candlestick plant, is a less common, coarse, imposing perennial with a single, thick stem. It typically stands between 60 and 240 cm tall and has many large, pale, silvery-green leaves that feel like soft felt or velvet; large, yellow, five-petaled flowers in a prominent terminal spike (June-October); and a long, white, woody root.

King's Wine (Flos): Crush at least five fresh flowers and mix them with red wine to relieve headaches, deaden pain, and instill courage (restore 1d2 lost hit points over a period of 2 hrs; multiple applications not cumulative; subjects using king's wine to help them get back on their feet and fight again while still wounded will lose 1d4 hit points when the effects wear off, having aggravated their injuries in the meantime).

King's Candle (Caulis cum flores): Dip the flowering spike of the plant in animal fat and light for use in ceremonies and festivities.

Kingstail Salve, King's Bum (Folium): Crush seven handfuls of fresh leaves and mix with crushed leaves of peppermint, oil of *aloe vera*, and lard or beeswax to create an ointment. Apply to backside to provide some relief in painful hemorrhoids. Multiple applications are not cumulative. Preparation time: 2 hours. Difficulty: -3 bonus to NWP *Herbalism* check.

Folklore: Applying the fresh leaves of the plant to burns will cause them to heal more rapidly. Burning king's candles on dark nights will keep away spirits and witches.

Source/Origins: Aaron's rod: Kevin J. Anderson, *Wounds and Weeds*, in: *Dragon 82* (TSR, 1984); Base mullein: Alexander Scott, *Maelstrom* (Puffin Books, 1984)

Making Magic Candles (Priest)²⁾: Priests use wax candles for the manufacture of enchanted tapers. This wax is usually taken from either the regular or giant species of bee and is a dark yellow in color. Druids also make candles from the wax obtained from the bayberry, an evergreen shrub producing berries covered with a waxy coating. A bushel of berries yields about 4-5 pounds of a pleasant-smelling, green wax. In any case, only the purest grade of wax is used in making magic candles and the Priest must also gather the necessary exotic ingredients – i.e., the scents and numerous special ingredients associated with the magical properties of the candle

To make the ‘basic’ candles, the Priest must heat the wax in an appropriate container until it is in a liquid state and then add the ingredients, usually in a specific order, if only to make sure that the sources of scent will act as a bond between the wax and the special ingredients. In general, there are two methods of making magic candles: molds and dipping.

Molds should be made of either pure silver or the bone of some magic-imbued creature (e.g., a dragon), although this may depend on the nature of the candles. Wicks of woven silk cord or some other appropriate material are then placed in the molds, upon which the molten wax, with its scents and magical ingredients already mixed in, is poured into the molds and allowed to cool. During the procedure, the Priest prays. After the candles have cooled, the usual process for enchanting an item may begin (v. **DMG**, p. 121-122: “Clerics and Other Priests”).

Dipping requires the Priest to repeatedly dip the wicks into the hot wax heated in a vat (usually made of crystal but otherwise depending on the nature of the candles), praying continuously and allowing each coating of wax to cool and harden before re-dipping. Once finished, the candles are ready for enchantment. While this process takes longer, it allows the Priest to better prevent cracks or air bubbles from forming in the candle (which would make it imperfect) and this increases the chance of his deity answering his final plea by +1% (v. **DMG**, p. 121-122: “Clerics and Other Priests”).

Throughout the book, the reader will find recipes for the candles described below, as well as guidelines for the creation of the special candles that are the material components for the two spells it contains.

Candle of Disruption

A *candle of disruption* generates a 25-foot-radius disrupting field that inflicts (no saving throws) 3d4 points of damage per round on skeletons, zombies, ghouls, and shadows; 2d4 points per round on wights and ghosts; and 1d4 points damage per round on all undead of the higher levels, including the “Special” class (v. **DMG**, p. 94-96: “Turning Undead”).

The magic of the candle starts the moment it is lit and ceases immediately when it is extinguished. Thus, as long as the candle is lit, undead leaving and re-entering the area of effect will still suffer damage as above. The candle may be snuffed out by normal means.

Priest or Paladin: A Cleric or Paladin lighting a *candle of disruption* and remaining within 25 feet of it has his ability to *turn* undead increased by two levels for as long as the candle is lit.

Candles of disruption can come in two sizes: small and large. A small candle is about 3 inches long and has the thickness of a very small twig. It burns for one turn. A large candle is 8-12 inches long and ½-1 inch thick. It burns for 4 hours. From 1d6 small candles or 1d2 large candles may be found in a treasure cache; they may be all of a kind (50%) or a mixed assortment of whatever types the DM chooses. In a hoard, 80% of the candles will be small.

Recipe: Making the basic candle requires the purest grade of wax taken from either the regular or giant species of bee (or a similar waxy material obtained from some source as prescribed by the Priest's deity; e.g., berries of the bayberry for Druids, as above), which must be heated to a liquid state in an appropriate container. The Priest must then add myrrh, peach blossoms, rosewater, *holy water*, and drops of blood from an especially holy non-human creature, before commencing the usual enchanting process (v. **DMG**, p. 121-122: "Clerics and Other Priests").

XP/GP Value (Small): 125 xp/625 gp

XP/GP Value (Large): 500 xp/2,500 gp

Source/Origins: *Candle of Disruption*: Gregg Chamberlain, *Magic by Candlelight*, in: *Dragon 179* (TSR, 1992)

Candle of Divination (Priest)

A *candle of divination* allows a Priest or any other individual with the ability to cast Priest spells (e.g., Paladin, Ranger) to cast one spell from the Sphere of Divination without the need to pray for it earlier, at any time while the candle burns, providing he has remained within 25 feet of it after it was lit. Each time the candle is lit, the Priest can use it only once in this way and the spell must be one he would normally be permitted at his level by his deity. Under no circumstances can the candle cause a Priest to cast a spell he does not know or is not allowed to cast for any reason.

The magic of the candle starts the moment it is lit and ceases immediately when it is extinguished. The candle may be snuffed out by normal means.

Candles of divination can come in two sizes: small and large. A small candle is about 3 inches long and has the thickness of a very small twig. It burns for one turn. A large candle is 8-12 inches long and ½-1 inch thick. It burns for 4 hours. From 1d6 small candles or 1d2 large candles may be found in a treasure cache; they may be all of a kind (50%) or a mixed assortment of whatever types the DM chooses. In a hoard, 80% of the candles will be small.

Recipe: Making the basic candle requires the purest grade of wax taken from either the regular or giant species of bee (or a similar waxy material obtained from some source as prescribed by the Priest's deity; e.g., berries of the bayberry for Druids, as above), which must be heated to a liquid state in an appropriate container. The Priest must then add out-of-season apple blossoms, rosewater, sage, snowdrop, seaweed, tea, ash blossom, hawthorn, mulberry, plum blossom, and a few drops of his own blood, plus *holy water* or, in case of Druid, a cup of mistletoe juice from berries gathered in winter, before commencing the usual enchanting process (v. **DMG**, p. 121-122: "Clerics and Other Priests").

XP/GP Value (Small): 200 xp/1,000 gp

XP/GP Value (Large): 800 xp/4,000 gp

Source/Origins: *Candle of Divination*: Gregg Chamberlain, *Magic by Candlelight*, in: *Dragon 179* (TSR, 1992)

Candle of Invocation (Priest)

Candles of invocation are specially blessed tapers dedicated to the pantheon of gods of one of the nine alignments, which means that each candle is considered to have a specific alignment. If lit and burned by a Priest of the same alignment, the candle will benefit him in three ways, providing it remains lit and the Priest remains within 25 feet of it.

1) Increased Level: The Priest will function as if he were two levels higher than his actual level, enjoying all the benefits that level would normally grant (e.g., additional spells, better saving throws).

2) Cast Additional Spells: If such would not contradict the tenets of his faith, the Priest is allowed to cast spells normally unavailable to him and as if he were of the higher level (e.g., a Priest who would not normally have access to the Sphere of Weather can now cast spells from that sphere if his faith would allow).

3) Gate: The Priest is allowed to cast a *Gate*-like spell, the respondent being of the alignment of the candle. In this case, the taper immediately burns out, consumed in the process.

The magic of the candle starts the moment it is lit and ceases immediately when it is extinguished. The candle may be snuffed out by normal means.

A typical *candle of invocation* will burn for 4 hours and it need not be remarkable in appearance. It will radiate magic and good or evil, as appropriate. The candle can be placed in a lantern, or otherwise sheltered, to protect it from drafts and other things which could put it out, without affecting its magical properties.

Recipe: Making the basic candle requires the purest grade of wax taken from either the regular or giant species of bee (or a similar waxy material obtained from some source as prescribed by the Priest's deity; e.g., berries of the bayberry for Druids, as above), which must be heated to a liquid state in an appropriate container. The Priest must then add frankincense and *holy water* (Cleric) or rosemary, sage, and a cup of mistletoe juice from berries gathered in winter (Druid), before commencing the usual enchanting process (v. **DMG**, p. 121-122: "Clerics and Other Priests").

XP/GP Value: 1,000 xp/5,000 gp

Candle of Sanctuary (Priest)

When lit by a Priest, a *candle of sanctuary* provides him with a 25-foot-radius area of sanctuary (as *Sanctuary*), for as long as it remains lit and provided that the Priest remains within that 25-foot-area. The Priest may pick up and carry the candle.

The magic of the candle starts the moment it is lit and ceases immediately when it is extinguished. The candle may be snuffed out by normal means.

Candles of sanctuary can come in two sizes: small and large. A small candle is about 3 inches long and has the thickness of a very small twig. It burns for one turn. A large candle is 8-12 inches long and ½-1 inch thick. It burns for 4 hours. From 1d6 small

candles or 1d2 large candles may be found in a treasure cache; they may be all of a kind (50%) or a mixed assortment of whatever types the DM chooses. In a hoard, 80% of the candles will be small.

Recipe: Making the basic candle requires the purest grade of wax taken from either the regular or giant species of bee (or a similar waxy material obtained from some source as prescribed by the Priest's deity; e.g., berries of the bayberry for Druids, as above), which must be heated to a liquid state in an appropriate container. The Priest must then add peach blossoms, tuberose, oil of bitter orange, and *holy water*, garlic, and giant skunk musk, before commencing the usual enchanting process (v. **DMG**, p. 121-122: "Clerics and Other Priests").

XP Value (Small): 175 xp/875 gp

XP Value (Large): 700 xp/3,500 gp

Source/Origins: *Candle of Sanctuary*: Gregg Chamberlain, *Magic by Candlelight*, in: *Dragon 179* (TSR, 1992)

Spells: The book also contains the following prayers, each on one page: **II: *Candle in the Window*, *Life Candle***. At the DM's option, these prayers may be unique to this book.

Candle in the Window

(Divination)

Spheres: *Divination*

Level: Pri 2

Range: See below

Area of Effect: See below

Duration: 2 days + 1 day/level

Casting Time: 1 turn

Components: V S M

Saving Throw: None

Candle in the Window – which can only be cast in the home of either the caster or another creature targeted by the spell – enables the caster to attune a number of creatures touched by him when he casts the spell to a special candle, so that they will have a chance to find their way home from anywhere within 4 miles of it, plus 2 miles per level of the caster, for as long as that candle burns.

As long as the candle burns and it remains behind the window it was placed, any and all subjects looking in the right direction under the open sky within the area of effect will be able to see the candle burning, its brightness varying with their distance from it, thus enabling them to always find their way home. This is the case regardless of any obstacles. A subject must look out of a window when inside a structure before he can see the candle. Note that he must still look in the right direction in this case, meaning that he may not be able to see the candle if he should have no direct line of sight to it. Removing the candle from the window it was first placed will not extinguish it, although it will suspend the effects of the spell until it is put back again.

The candle will burn until the spell ends or until it is extinguished by being doused with water. The flame cannot be extinguished by any other normal or magical means as long as the spell lasts, unless the magic used specifically targets the magic of the spell. Thus, *Precipitation* or a successful casting of *Dispel Magic* will extinguish the candle but *Gust of Wind* will not. In addition, although it will shed light as a regular candle, as well as a small amount of heat, its flame cannot be used to ignite or otherwise harm things or creatures.

The caster can, in theory, affect as many creatures as he wants with the spell, as long as all of them are in the same room and within the same circle of ashes when the spell is cast (See below).

The material components of *Candle in the Window* are ashes from the hearth of the home in which the spell is cast and a special candle prepared by the caster. When the spell is cast, the caster must draw a wide circle of the ashes around the candle, upon which the subjects stand inside the circle and he lights the candle. He must then place the candle on any one of the house's windowsills.

Notes: *Candle in the Window* is a very rare spell.

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

Source/Origins: *Candle in the Window*: Martin Fowler and David Marsh, *Treasure Chest. Spells for Friends*, in: *White Dwarf 64* (GW, 1985)

Life Candle

(Divination)

Sphere: *Divination, Necromantic*

Level: Pri 2

Range: 0

Area of Effect: The caster and one special candle

Duration: See below

Casting Time: 1 turn

Components: V S M

Saving Throw: None

Life Candle enables the caster to establish a link between his life energy and a special candle, causing this candle to burn continuously and brightly until certain conditions are met.

1) Mortal Danger: If the caster is in danger of his life but not dead yet – i.e., at 1 hit point or hovering on death's door (v. **DMG**, p. 104: "Hovering on Death's Door"), the candle will begin to burn dimly. The distance between the caster and the candle is not a factor, although both must be in the same plane of existence.

2) Death: If the caster dies, regardless of how far away he is from the candle, as above, the flame will be extinguished, leaving the wick pointing towards his place of death. Should the caster subsequently be raised from the dead, then the candle will light up once more.

The flame of the candle cannot be extinguished by normal or magical means as long as the caster is alive, unless the magic used specifically targets the magic of the spell (e.g., a successful casting of *Dispel Magic* will extinguish it but *Gust of Wind* will not). In addition, although it will shed light as a regular candle, as well as a small amount of heat, its flame cannot be used to ignite or otherwise harm things or creatures.

The material components of *Life Candle* are a golden tube (worth at least 100 gp) and a special wax candle prepared by the caster. When he casts the spell, the caster must light the candle and place it within the tube, upon which it will continue to burn with a yellow flame until he dies.

Notes: *Life Candle* is a very rare spell.

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

Source/Origins: *Life Candle*: Martin Fowler and David Marsh, *Treasure Chest. Spells for Friends*, in: *White Dwarf 64* (GW, 1985)

Research: The book radiates a "Dim" aura of magic (Invocation/Evocation).

The covers are first-quality cow's hide stretched over boards of ash. The pages are made of *pergamum*³⁾.

¹⁾ *Vulgate* (not to be confused with the low-quality vellum of the same name) is a generic term for a written, degenerate version of a language that was used in an ancient, powerful empire of the world. Today, it is only used by sages to write scholarly manuscripts and it is perhaps best likened to the Old Oeridian of Oerth or to a written, more commonly used, version of Vulgar Latin as it is known from the history of Earth.

²⁾ At the DM's option, a Priest PC must have one or more appropriate NWP's before he can make a magic candle (e.g., NWP *Alchemy*, *Beekeeping*, and/or *Candle-making*). If he would not have any such NWP's, he can hire the services of a specialist (which will usually vastly increase the cost of making a magic candle) or he may be able to find a member of his order who is skilled in candle making to perform the task. Alternatively, the basic candles required for the fabrication may be bought ready-made from an alchemist or candle-maker or acquired from a member of the Priest's order, any of which will also, for an additional charge, add whatever incense, perfume, oils, or herbs are required to prepare the candle for enchantment. However, in all cases, the PC himself must perform the final rituals and and enchant the candle (casting of spells, praying; v. **DMG**, p. 121-122: "Clerics and Other Priests"). If the Priest should use candles prepared by an alchemist or candle-maker, the chance of successfully enchanting them is reduced by -20%.

³⁾ *Pergamum* is high-quality parchment fashioned from the unblemished, processed skin of certain sheep, goats, and calves.

Source/Origins: Gregg Chamberlain, *Magic by Candlelight*, in: *Dragon 179* (TSR, 1992); Aaron's rod: Kevin J. Anderson, *Wounds and Weeds*, in: *Dragon 82* (TSR, 1984); Base mullein: Alexander Scott, *Maelstrom* (Puffin Books, 1984); *Candle of Invocation*: David Cook, John Pickens, and Steve Winter, *Dungeon Master Guide* (TSR, 1995)

Cartomancy

(Moybianos' Secret)

Setting: Yxx, Ardha (Player's Option Rules)

Requirements: NWP *Arcane Languages (Ulaa)*

Author: The Grand Seer Moybianos.

Size: 24 cm tall, 16 cm wide, 4 cm thick; 300 pages.

Description: An old, smallish book with stunning, shiny, untarnished *chryselephantium* covers¹⁾.

Within are many pages of high-quality white vellum, featuring a monochrome manuscript enriched with illustrations in many, somewhat faded colors.

Lore: An oddly elaborate version of a very well-known book that it is considered indispensable by many charlatans, seers, and augurs, all copies of which are known for missing their 33rd page.

DM: Original. Complete copies very rare, incomplete copies common. Excellent condition. Untitled.

Reading the manuscript requires the NWP *Arcane Languages (Ulaa)*²⁾.

Magic: The book radiates a "Faint" aura of Abjuration magic, which is due to a hidden *minor rune of shining* on the front cover.

NWPs: The book describes the workings of creating and laying *tarots* in such detail that it will allow an individual who studies it for 1d4+1 weeks to gain the NWP *Fortune Telling (Tarot Reading)*³⁾, providing he can spend the required number of NWP slots or character points and passes a Charisma check at the end of his study.

Contents: *Cartomancy* describes in detail the art of predicting the future with specially crafted *tarots*. It explains the techniques and tricks of the trade and also gives detailed descriptions of the processes required to create specialized *tarots*, including depictions of all cards⁴⁾.

The 33rd page of the book differs from all other pages both where the material it is made of and the naive, stylistic aspects of its contents are concerned.

Research: The book radiates a "Faint" aura of magic (Abjuration), which is likely connected to the excellent condition of the covers. The patterns on the covers contain references to mystic symbolism. The gold is kept untarnished and permanently shiny with a *minor rune of shining*, which is expertly hidden in the patterns.

Many charlatans, augurs, seers, horoscopists, dactylomancers, haruspices, arch-gnostics, and compellers of spectrals consider the book to be an indispensable tool of their trade, since it allows them to 'predict the future' by using the techniques and tricks it describes in various other ways, such as by reading gold dust or exotic vintages of wine. Naturally, such readings require the supplicant to bring their own wines and gold.

The book is based on a much older, well-known, lost book of unknown origin, which has been copied many, many times, always with the title *Cartomancy*. The underlying volume stands out from the other known copies because several sources claim that its covers may exact copies of those of the original, even though some have suggested that Moybianos did not quite succeed in replicating the exact materials used in the original.

It is generally accepted that the original was wrought by Betularn, called “the Seer” in his time, who is said to have possessed fearsome powers and knowledge of an important secret. Most of what is known about Betularn, his secret, and the original comes from the lost *Afane's Eclyptica Magica* from the hand of the illustrious Afane the Phantom, which is said to have provided an extensive description of the *Tarot of Ultimate Fate* supposedly created by Betularn. Today, many less erudite individuals believe that the 33rd page of *Cartomancy* contains important clues to the location of this fabled *tarot*.

The 33rd Page: Uniquely, the underlying volume contains this so-called “33rd page”, a page that most scholars believe was in the lost original but which is not found in any of other the copies. This page features a naive *aquarelle* of the character known as *Le Mat* (The Fool) standing in a timeless, surreal landscape with a deck of cards in his left hand showing all cards in a *tarot* except that of The Fool himself.

Like the underlying volume, all other known copies are extremely old and most sages believe that all of them initially included the 33rd page at one time. It has been suggested that all of these pages were removed by unscrupulous, money-hungry traders, charlatans, and scoundrels – indeed, few mages' fairs pass without one or two of such pages turning up. These pages are invariably offered for sale at exorbitant prices, of “fantastic and impeccable provenance”, and always with the guarantee that the page in question is the “true key to *Moybianos' Secret* – the location of the *Tarot of Ultimate Fate!*”.

Certain more credible theories about the 33rd page are proposed in *Compilation of Appendix: Tarot-Tasaa*, Folleza's *Addenda* and *Euhemerisms*, and perhaps, strangely enough, Sabratha's *Astronomicon*. However, the mystery of the 33rd page has not been solved to date. While mentioning the mysterious original or any of its copies to sages usually leads to little more than an indifferent shrugging of shoulders, most scholars do remain keenly interested in the subject.

Author: The infamous Grand Seer Moybianos, First Imperial Arch-Gnostic of Old Uzuldaroum, is known to have predicted the Coming of Golag-nor, the Ruile Provocations, the Loss of the Black Ship, and Nygon's Fate.

¹⁾ *Chryselephantium* covers consist of thick sheets of gold inlaid with patterns of elephantine ivory.

²⁾ Ulaa is an ancient arcane language of Ardha, among the greatest known to that world, and believed lost today. It is of unknown origin and bears no resemblance to any other arcane language. Many of the most sought-after magical works were written in this language.

³⁾ The NWP *Fortune Telling (Tarot Reading)* (Rogue; 2 cp; initial rating 8; relevant abilities C/App, W/Int) is a specialized version of the NWP *Fortune Telling*. It enables an individual to (create and) lay a *tarot* and then to convince his audience of the accuracy of a ‘prediction’ or or a promise of ‘good fortune’ or ‘bad luck’ he made up, usually in answer to a question from the audience and always for a price. In order to succeed in this, the layer of the *tarot* must pass an NWP check. Note that this NWP is not the same as the NWP *Omen Reading*, which allows for a truthful answer to a question.

⁴⁾ These cards are I: Magician (*Le Bateleur*); II: Goddess (*Junon*); III: Empress (*L'Impératrice*); IV: Emperor (*L'Empereur*); V: God/Pope (*Jupiter*); VI: Lovers (*L'Amoureux*); VII: Chariot (*Le Chariot*); VIII: Justice (*La Justice*); IX: Hermit (*L'Ermite*); X: Wheel of Fortune (*Le Roue de Fortune*); XI: Strength (*La Force*); XII: Hanged Man (*Le Pendu*); XIII: Death (*La Mort*); XIV: Temperance (*Temperance*); XV: Devil (*Le Diable*); XVI: House of God/Lightning-Struck Tower (*La Maison de Dieu*); XVII: Star (*L'Etoile*); XVIII: Moon (*La Lune*); XIX: Sun (*Le Soleil*); XX: Judgment (*La Jugement*); XXI: World (*Le Monde*).

Catalogue of Creatures Malign: Gulguthra

Setting: Forgotten Realms

Requirements: NWP Reading/Writing (*Chondathan*)

Author: Phiraz of the Naturalists.

Size: 61 cm tall, 280 cm long when fully rolled out.

Description: A scrolled book contained in a fine, reddish brown leather case with brass caps featuring ornaments in relief. An embossed text, perhaps the title of the work, runs along the length of the case, accentuated in gold leaf. Polychrome manuscript in a neat hand and with some illustrations, expertly drawn.

Lore: A study of the otyugh.

DM: Original. Copies rare. Good condition. Title on the casing.

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

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

Contents: *Catalogue of Creatures Malign: Gulguthra* is an account of an investigation into otyughs – the *gulguthra* mentioned in the title – containing detailed information about the life and habits of the monsters.

Excerpt: “...The greatest of the nuisance creatures that will plague your system is the ‘dung-heap’ or otyugh, a scavenger of the strangest appearance and habits. The otyugh and its larger cousin, the neo-otyugh, share the form of a pile of festering dung with a toothed maw set into it. An otyugh's body is lumpy, mottled purple, green, and (primarily) brown, and the creature stumps about on three fat legs of similar appearance. From this delightful bulk – which the creature is wont to bury in piles of rubbish and dung – protrude two long ridged tentacles with large, heart-shaped gripping ends, and a flesh-colored and segmented wormlike stalk containing two yellow-purple eyes. A buried otyugh watches its surroundings constantly by means of this stalk, so look for it when you suspect that one of these creatures is near.”

Excerpt: “An otyugh is never surprised by the approach of a creature; take care that you or your men are not in turn surprised by one lying in wait. Otyughs often happily attack and kill parties of three people or less; they will eat fresh meat as readily as they consume carrion, dung, or offal. Beware this predator!”

Excerpt: “Otyughs are terrifically strong, able to snatch warriors off their feet, armor and all, and fling them aside as children throw dolls. They are under no circumstances to be fought alone.”

Excerpt: "The otyugh is most often solitary, but may exist in symbiosis with another (often more dangerous or energetic) creature, such as a doppleganger, ettin, will-o-the-wisp, or even a beholder. For such creatures they serve to guard treasure, which they always conceal at the very bottom of their offal pile, hidden from view beneath the otyugh itself. Encountering an otyugh is bad enough – but if you do see one, be sure to look around for another even more fearsome foe!"

Excerpt: "Thankfully, otyughs mate only seldom (perhaps once in every seven years or so), traveling by night and subterranean routes to bone pits deep under the earth, where the remains of many ancient creatures lie in vast layers. There they mate in mass gatherings with others of their kind who have made the same journey."

Research: The investigation was carried out at the behest of the Commissioner of Public Sewers in the city of Scornubel and the author only included it in his *Catalogue of Creatures Malign* at some later date. The original investigation was entitled *A Report on the Nature of the Gulguthra by Phiraz of the Naturalists* and it is kept in the libraries of the Commission of Public Sewers.

Catalogue of Creatures Malign is a collection of extensive studies of the monstrous creatures of the High Moor.

Author: Phiraz of the Naturalists is a notable wizard and sage with expertise in zoology and the monsters of the High Moor in particular. He is a recognized expert on otyughs.

Source/Origins: A report by Phiraz [...] in the city of Scornubel: Ed Greenwood, *The Ecology of the Gulguthra*, in: *Dragon 96* (TSR, 1985)

Celatures on a Set of Lacquered Hatchling Turtle Shells

(Two lacquered hatchling turtle shells)

Setting: Known World (Savage Coast)

Requirements: NWP *Reading/Writing* (Herathan)

Author: Disbaal "Eight-Eyes", Count Enom, Son of Enzuth, Lord Enom.

Size: Each shell 11 cm tall, 9 cm wide, 7 cm thick.

Description: A set of two small, lacquered, leathery shells of a turtle-like creature, featuring shiny shadings of dark olive-green and blue-green, lighter to the front with touches of yellow.

Etched into the shells, protected by the lacquer, is what appears to be a lengthy text in a minuscule script.

Lore: An account of part of the history of the manscorpions.

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

Reading the text requires the NWP *Reading/Writing* (Herathan).

Contents: *Celatures on a Set of Lacquered Hatchling Turtle Shells* comprises a succinct account of the author's quest for information about some of the strange monuments found in the cities of the manscorpions of Nimmur.

Excerpt (First shell, transcript): "This is a record of a discovery of magical prowess most amazing, perhaps among the most important since a very long time. To think that it lay there, so close to us and for so long, is sensational. What else does Nimmur conceal?"

"Herath always maintained excellent relations with our Sohktari friends, finding them suitable, almost likeable. The Magiocracy was only young when the Sohktars invaded Ancient Nimmur, then a powerful, advanced culture and a threat to young Herath, and thus we offered them our help in defeating the winged ones. As payment, the Sohktars smuggled many winged ones into the laboratories of Herath, to be studied, and this earned us great magical knowledge. And ever since the Sohktars' arrival in Nimmur, the orcs have become far less active on our side of the border, a state of affairs that can only be praised.

"The secret began to unfold before me when I visited the City of Er, on a trading mission to the palace of Anupalassar, King of Nimmur. Left alone in my room one evening, I observed the sky from my window and noticed an unusual alignment of stars. Just then, I heard a low buzz in the street below. Screams of terror immediately followed, as several manscorpions crackled and literally burst into flames. Others, looking down from their windows, quickly pulled their blinds shut and barricaded themselves in their houses. Hours later, after priests had picked up the charred remains, I found no one at the palace willing to acknowledge the incident, although they looked embarrassed.

"It occurred to me that two strange monuments stood at the ends of the street and, from my vantage point, I determined a curious pattern formed by a series of such monuments extending from the great temple throughout the city. Later in the morning, I noticed more scorched traces on several other streets aligned with the monuments, evidence of a definite link between these."

Excerpt (Second shell, transcript): "Over years of quiet observation, the existence of perhaps the strangest magic yet on this world was finally revealed to me, evidence of a powerful device from the days of Ancient Nimmur that could augment spell effects to astounding proportions. This device drew upon the power of the stars, or perhaps the reflection of distant suns.

"Judging from the position of the monuments in the city, the device functioned only during certain stellar alignments. The monuments collect the energy and focus it on the temple. There, ancient Nimmurians probably used the celestial power to some unknown effect.

"It seems that, in Er, the Sokhtars only acquired partial knowledge of the use of these monuments, and their lack of experience with astronomy makes the passage of the stars' energy through that city rather unpredictable. By itself, the energy should be no more harmful than moonlight but, for some unknown reason, it burns Sokhtars caught in its rays, popping them like insects on embers. Perhaps this is some sort of curse the ancient Nimmurians left behind to torment the Sokhtars.

"I traveled to the other cities of Nimmur and found all of them to feature the same devices while their monuments showed damage and recent restoration, possibly by the Sokhtars. Importantly, this work did not seem quite right and I suspect the only functioning device remains the one in Er.

"The truth came forth some years later again, when a collection of clay tablets from Ancient Nimmur found its way to my tower and, from these, I gleaned that the winged ones did not all die under Sohktari stings. Indeed, it now appears that the people in each of their besieged cities managed to escape death in great numbers, using the magic of their temples, in most cases mere moments before the final assault of the Sohktars. Only their priests remained behind, to strip the temples and monuments of

their runes. These priests knew they would be stranded and doomed and they were resigned to die in their temples. All except for one city: the city of Er.

"Treachery prevented the priests from destroying the *ziggurat* of Er, or perhaps the Sokhtars arrived too quickly. Importantly, the Sokhtars did not realize what they had captured and it was only centuries later that they did they discover the source of the lethal rays. It seems that the Sokhtars chose Er as their new capital for this reason and that this was also why they so quickly adopted the name, culture, and architecture of Ancient Nimmur – even taking the language of Nimmur as their own. Over the years, they tried to recreate Ancient Nimmur's greatness, again and again, to pierce its mysteries. I have no doubt that the Sokhtars used the device in the city of Er at least once, against a great orcish invasion several years ago.

"I now understand why the Sokhtars guard their temples and monuments so jealously: this is one secret that must not fall into the hands of outsiders. Fortunately, Herath stands as the ally of Nimmur. Perhaps Herath too, some day, will acquire the secret of the stars."

Research: The shells are turtle shells. The etchings are obviously from the hand of an extremely talented craftsman.

On account of its author, the shells may be of some interest to arcanologists. In addition, they may be of interest to a sage versed in the history of the Savage Coast and the Ancient Nimmur of the enduks in particular.

Author: The author is the current ruler of the County of Enom, one of the Dominions of the Magiocracy of Herath. The count is a Diviner of considerable merit and the sobriquet "Eight-Eyes" stems from his legendary ability to be aware of almost everything that goes on around him. Because the araneas of the Savage Coast take great pains to keep their true nature secret and routinely hunt down and kill any and all creatures that learn of their identities, learning that Disbaal is an aranea will likely require the casting of powerful divination spells. Note that the author's name does not appear on the shells.

History: The shells are at least 300 years old. In recent times, they were part of the amazing library of Raman Nabonidius, a vast collection of ancient writings on the Known World and the Savage Coast in particular. The work was entered as "Disbaal, Count Enom, *Celatures on a Set of Lacquered Hatchling Turtle Shells*" and it is as such that the collection is mentioned in most indices.

Source/Origins: Etchings on a set of lacquered hatchling turtle shells, from Count Disbaal of Enom: Bruce A. Heard, *The Known World Grimoire*, in: *Dragon 192* (TSR, 1993)

Chardim's Letter

(One scroll)

Setting: Mithos

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

Author: Chardim, Arch-Mage, Baron of Nortil and Dimphos, Member of the Anoran Guild of Magic-Users, Member of the Mithonian Guild of Non-Divine Spell-Users, Chancellor of the Nortil School of Wizards.

Size: Scrolled letter, 40 cm high and 63 cm long when fully rolled out.

Description: A rolled-up sheet of thick, high-quality paper tied with a simple leather band to which is attached a small brass medal. The scroll features a polychrome manuscript in a regular flowing hand, followed by a text featuring numerous magical symbols and diagrams.

Lore: A scroll that is likely to contain a number of spells freely given to members of some mages' guilds.

DM: Duplicate (One of numerous originals). Rare. Good condition. Untitled.

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

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

Contents: The document known as *Chardim's Letter* is a letter that was sent to certain members of the Anoran Guild of Magic-Users, in which the arch-mage describes two spells of his own devising.

These spells are: **III: Chardim's Measure**; **VII: Chardim's Instant Message**.

At the DM's option, both spells may be unique to this letter.

Complete Text: "Dear Colleagues and fellow Guild-brethren,

"Again I want to inform You of two useful spells, products of my own imagination. May You use them to the good of all and at Your leisure. Certainly the first spell will be of some use. It is of a decent enough level for less experienced wizards to use to their benefit. The second spell may be of use to the more experienced, (plane-)traveling members of trade. The higher level and its cost may limit its use but I suppose You are not going to need it every week.

May Nina's ring Guide Thee and show Thee the road to success.

"Chardim"

Chardim's Measure (Divination)

Level: Wiz 3

Range: See below

Area of Effect: See below

Duration: Instantaneous

Casting Time: 1 rd

Components: S M
Saving Throw: None

Chardim's Measure allows the caster to measure one or more physical parameters of one or more objects or entities he can see. The spell gives this information in any necessary detail. One object and one parameter per level can be measured (e.g., a 5th-level Wizard could measure the length, weight, thickness, volume, and hardness of five wooden poles). To be able to measure a parameter, the caster must be able to perceive the entire object or entity – i.e., a Wizard could measure the height of a tree if he can see the whole tree; he could not measure the thickness of a wall if there was no hole, door, or window in it; he cannot measure the diameter of the world if he cannot somehow see it in its entirety. Some possible parameters are: length, depth, weight, volume, mass, temperature, velocity, distance, hardness, and thickness. Only meaningful and absolute values can be measured and values will be in correspondence to the caster where applicable and unless stated otherwise (e.g., the velocity of a flying bird will be measured relative to the velocity of the caster and it will not normally be measured as ground- or airspeed). Since the spell resolves instantaneously, it will give the value of the desired parameter when it resolves (e.g., the volume of an amount of water entering a basin will be measured at the exact time the spell resolves, even if it increases in the next second; measured values will be instantaneous and are only a 'snapshot' of any parameter that is not constant). The material components of *Chardim's Measure* are a quill, some ink, and a piece of paper, or some other form of writing and recording utensils. The 'paper' will be used in the casting to note the measurements. The caster writes down the parameters he wants to measure and then points out the object(s) he wants to measure. Figures will appear on the paper at the end of the round and in order of indication.

Notes: *Chardim's Measure* is a common spell for the members of certain wizardly colleges and guilds of Mithos; it is otherwise very rare. As an unofficial spell, *Chardim's Measure* will only work as described at the DM's discretion.

Source/Origins: *Chardim's Measure*: Marcel Kramer, *Ye Olde Magick Shoppe*, in: *Gesputter 9* (SPUT, 1989)

Chardim's Instant Message (Alteration, Conjunction/Summoning)

Level: Wiz 7
Range: Touch
Area of Effect: One item no larger than 1 cu ft
Duration: Instantaneous
Casting Time: See below
Components: V S M
Saving Throw: None

Chardim's Instant Message allows the caster to instantaneously send a single, non-living item to any location, as defined by him when he casts the spell. This item cannot be (or contain) anything that is considered to be 'alive' (e.g., the caster cannot send a mushroom although he could send the same mushroom if he had dried it and reduced it to a powder); it can be a small container but not one containing, or with access to, a non-dimensional space, which will lead to the irrevocable destruction of that container and anything it might contain. The spell takes effect instantaneously, regardless of distance and crossing as many planes of existence as required. The caster can either define an exact location known or unknown to him (e.g., "on the dinner table of the Warden of Waterdeep") or a relative one (e.g., "at the feet of Demogorgon, wherever he may be...", not usually a smart move), as long as it exists. If a non-existing creature or location is called for, or when the spell should be given any other impossible task, the item will never reach its destination, although it will still disappear. If an inexact location is called for, or if the description of the location is incomplete but does not cause the spell to fail, the item will arrive in a random location in the named area (e.g., a message sent to "Waterdeep" can appear anywhere in that city – on a rooftop, in a sewer, in an enclosed space in a wall). In this case, the DM must decide where the item will appear, although it should still be considered lost under normal circumstances. The material component of *Chardim's Instant Message* is an amount of powder from a single gemstone with a minimum value of 500 gp (e.g., the powder of a single 1,000-gp gemstone could be used for two castings). When he casts the spell, the caster must hold the item in one hand, describe the parameters for its destination (which can take some time) and then sprinkle it with the gemstone powder. When he finishes his incantation, he must let go of the item, which is then instantly transported to its destination.

Notes: *Chardim's Instant Message* is a common spell for the members of certain wizardly colleges and guilds of Mithos; it is otherwise very rare. As an unofficial spell, *Chardim's Instant Message* will only work as described at the DM's discretion.

Source/Origins: *Chardim's Instant Message*: Marcel Kramer, *Ye Olde Magick Shoppe*, in: *Gesputter 9* (SPUT, 1989)

Research: The spells on the scroll are a selection of the many spells that the author distributed freely among all members of the Anoran Guild of Magic-Users and the Mithonian Guild of Non-Divine Spell-Users, which have such illustrious members as Starstone and Gallatorn of Argipel. Although a lot has been said about the author, perhaps the most interesting news would be that he currently spends his days as young damsel of some allure.

Source/Origins: Marcel Kramer, *Ye Olde Magick Shoppe*, in: *Gesputter 9* (SPUT, 1989)

Circe's Grimoire

(The Emerald Grimoire; Circe's Cookbook)

Setting: Ardha (Olympus, Age of Heroes)

Requirements: NWP *Arcane Languages (Fendragxshe)* and/or *Ancient Languages (Ancient Greek)* and/or *Secret Languages (Melaxot)* and/or *Secret Languages (Vrajot)*; *Read Magic* for spells

Author: Unknown.

Size: 37.7 cm tall, 28.3 cm wide, 7.4 cm thick; 202 pages.

Description: A book with covers featuring an exquisite painting of a beautiful lotus flower each, seen from above on the front cover and from below on the back cover and obviously painted by a very talented artist. In the center of each is a very elaborate symbol, inlaid with a variety of minerals in different colors, exotic woods, and gold, the one on the back being the mirror image of the one on the front cover.

Within are pages of different materials, all connected to the spine. There are thin, flexible, polished metallic sheets of a strange golden hue; pages of tan-colored vellum; pages of pale green papyrus; pages of a thick, white paper. Polychrome manuscripts in rich inks in varying shades of purple, burgundy, and violet. Polychrome diagrams, tables, and drawings, all in lustrous inks.

Lore: A collection of notes, powerful spells, and culinary recipes highly valued by witches.

DM: Original. Copies uncommon. Good condition. Untitled.

Reading the book requires all of the NWP *Arcane Languages (Fendragxshe)*¹, *Ancient Languages (Ancient Greek)*, *Secret Languages (Melaxot)*², and *Secret Languages (Vrajot)*³. The spells are written in an arcane language and a Wizard must cast *Read Magic* when he wants to read them for the first time.

Covers: The covers of the book have been so expertly crafted that they will only be revealed for what they are when the book is touched, when the conclusion that the 'painting' is actually wholly composed of leaves imposes itself (See below).

NWPs: The book can be of use to individuals who are in the process of acquiring any of the NWP *Cooking, Sage Knowledge (School of Magic, Alteration)*, *Sage Knowledge (School of Magic, Divination)*, and/or *Sage Knowledge (School of Magic, Enchantment/Charm)*, as well as to those who would want to improve any of their NWP *Alchemy, Arcanology, Herbalism, Sage Knowledge (Art, Literature)*, and/or *Spellcraft*. Note that acquiring and/or improving an NWP requires the necessary number of free character points or NWP slots.

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

Contents: *Circe's Grimoire* contains notes on the theories behind magic and more in particular the Wizard Schools of Enchantment/Charm and Alteration; the creation of certain clairvoyant concoctions; various recipes for dishes with pork; an account of an encounter between Circe⁴ and a ship's crew on her island⁵; and a number of spells.

Metallic Pages (NWP *Arcane Languages (Fendragxshe)*): The metallic pages contain notes on the theories behind the magic of the Wizard Schools of Enchantment/Charm, Divination, and Alteration.

Paper Pages (NWP *Secret Languages (Vrajot)*): The first set of paper pages contain notes on the creation of a number of concoctions that supposedly allow the imbiber to experience visions pertaining to the future of a single subject. There are no complete recipes of these brews, although the book does contain references to some powerful, unknown incantations concerning these matters. In addition, it speaks, in rather esoteric terms, of numerous songs, incantations, and materials required for using the *Golden Loom*, a mythical loom that would allow its user to determine the future by weaving intricate tapestries on it. Of further note would be a reference to a spell that is known to witches as *Witch Tapestry* or *Circe's Golden Tapestry*, of which the details are unknown today.

Papyrus Pages (NWP *Reading/Writing (Melaxot)*): Next are the papyrus pages, which contain various recipes, most based on pig's meat and highly valued by witches for reasons only known to them. The many strange ingredients mentioned in these recipes confirm the exotic origins of the grimoire.

Some examples of recipes are: the recipe for the magical perfume sometimes called *Starella's aphrodisiac* (v. **ToM**); a recipe for *powder of hero's heart* (v. **ToM**); a lotus-based recipe for *eudaimonikos* (See below); various recipes using enchanted herbs (laurel, saffron, garlic, euphorbium, almond, olive, rosemary) that will *polymorph* or otherwise transform consumers into a variety of animals (saving throw vs. Spell to negate; Clerics into lions; Fighters into wolves; Thieves into leopards; and Wizards and any low-level hirelings or henchmen into swine); recipes for such culinary feats as witch apples and boar pie; stewed date plumes with spicy sausages of pig's cheek; boar stew with dates; swine's back stewed in wine with apricots; and brisket with chicory and *gorgonzola*.

Eudaimonikos

Eudaimonikos is a non-magical, fragrant, addictive, and quite dangerous narcotic that forces living creatures of all sizes ingesting it to pass a saving throw vs. Poison or fall into a deep, euphoric sleep that lasts for 2d4 hours (onset time 1 round for S-sized creatures, 1d2 rounds for M-sized creatures, 1d4+1 rounds for larger creatures). When they wake from their slumber, affected creatures remember happy, dreamlike visions that they long to experience someday again. Indeed, when affected for the first time, creatures must pass a Wisdom check at a +4 bonus to resist using the drug again within the next 24 hours, with each additional use imposing a cumulative -2 penalty on their subsequent Wisdom checks. After using the drug for a number of times equal to their Wisdom score, users will effectively start losing Wisdom points – one for each use – until they reach the equivalent of Wisdom 2, at which point they become incapacitated and enter a permanent state of bliss, which can only be reversed by such powerful spells as *Heal*, *Limited Wish*, or a *wish*.

The drug is concocted by mixing essence of red lotus and almond; powdered shells of two-horned beetles; and the sap of *aloe vera*, blue flag, and hyssop in a chalcedony vessel, using only silver tools and in the light of the full moon.

Suggested GP Value: 200-1,200 gp.

Source/Origins: *Dreambliss*: Steven Kurtz, *A Dozen and One Adventures* (TSR, 1993)

Vellum Pages (NWP Ancient Languages (Ancient Greek)): These pages comprise the erotically tinted tale of an encounter between Circe and a ship's crew who end up at her island seeking shelter from a storm. The ship reaches the island's shallow harbor and the crew find the island a lovely spot, warm and sunny, in sharp contrast to the weather out at sea. From the harbor, a narrow road runs to a splendid palace set in the middle of flower gardens. When the captain, a son of Hermes, and the crew get to the garden they see many lions, leopards, and wolves, either chained outside or kept in golden cages. Tending to the flowers and animals are numerous pretty young women in gauze-like robes – much to the delight of the crew. The maidens giggle and demurely avert their eyes when the crew approach, one or the other throwing some of the crew covert looks, but they quickly turn out to be very friendly indeed and eventually volunteer the information that their mistress is very hospitable to strangers and that they will take the men to the palace.

Circe receives the visitors in a glorious room with a tiled floor and golden walls, sitting at a loom and singing while she weaves a fine tapestry. She introduces herself as Glauce⁶⁾ and her manner, particularly toward the captain, is seductive, like a weak little woman who is overawed by heroes as strong and brave as the captain and his crew. She insists that her visitors join her and her maidservants for a feast. She instructs the pretty young women, who start laying out exotic foods and fine wines and begin flirting with the visitors, who soon succumb to their wiles. Circe has been flirting with the captain, who keeps his distance even though things get quite steamy. When the captain eventually speaks Circe's real name, Circe waives the 'mistake' but is now livid with rage. The situation quickly deteriorates, the women seemingly having lost their seductive ways and things get even worse when the men start eating and drinking from the food and some of them change into swine.

When the remaining crew get to their feet, Circe attacks with spells, changing even more of them into swine until the captain attempts to restrain her. She fights back with fists and fingernails, the other women screaming and cowering helplessly while all this is going on. The captain overmasters Circe and now she turns weak and seductive, pretending that the captain is the man she has been waiting for all her life and that all of this was a test. She is, of course, still plotting for revenge and lures the captain to another room, where she turns up the heat again. Still the captain refuses and, eventually, Circe attempts to change him into a pig as well. However, the captain has come prepared and he masters Circe's magic with a strange herb known as *moly*⁷⁾ given to him by his father.

Circe now fears for her life and offers the captain all the riches of her palace as ransom, while she will also return his crew back to normal. The captain agrees and soon he and his crew sail away from the island with a treasure fit for a king's ransom. However, as soon as they are one mile distant from the island, virtually all of the haul turns to dead leaves, straw, and pig food. The crew blame the captain for this massive failure and turn the ship around to take their revenge on Circe, only to find a faint lavender mist hanging over the ocean where the island used to be.

Paper Pages (Read Magic): The final 87 paper pages contain the following spells: **VI: Geas**; **VII: Love**; **VIII: Circe's Suidae Sapiens***, *Seduction VIII*, *Charm Man III*, *Youth*; **IX: Virus Charm**, *Witch's Banishment*.

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

Circe's Suidae Sapiens (Alteration)

Level: Wiz 8

Range: 120 yds

Area of Effect: One or more men within a 60×60×60-ft cube

Duration: Permanent

Casting Time: 8

Components: V S M

Saving Throw: Neg.

Circe's Suidae Sapiens enables the caster to simultaneously cause up to twelve human men, as determined by him when he casts the spell, within a 60×60×60-foot area to assume the physical forms of wild pigs, possibly permanently (See below). The subjects' equipment, if any, melds into the new forms.

When the spell is cast, each target must pass a saving throw vs. Spell, with success meaning that he remains unaffected by the spell. Then, each subject who fails his saving throw must pass an immediate System Shock Survival check, with failure meaning that he does not survive the ordeal.

Subjects who survive the ordeal acquire all of the physical qualities of a regular wild pig. Thus, they get the pig's natural Armor Class (AC 9), its physical way of locomotion (moving on all fours at MV 12), and physical means of attack (one bite or one head-butt for 1d4 points of damage). They do not gain any abilities based on mental prowess (e.g., Intelligence, agility, keen senses) and their hit points and saving throws remain unchanged. Since they retain their own mind and mental abilities, the subjects remain able to cast spells, use spell-like abilities or psionic powers if they would normally be able to. However, since they cannot speak, have neither arms nor hands, and generally lack the ability to properly handle material components, their choices are severely limited.

If cast in an environment where a wild pig cannot reasonably be expected to survive, a subject immediately suffers 1d4 to 1d8 points of damage per day, hour, turn, or round, as appropriate to the situation (e.g., a subject might suffer 1d8 points of damage every round from asphyxiation when underwater).

Humans with the innate ability to alter their form (e.g., lycanthropes, higher-level Druids) will be affected by the spell but they can resume their natural form in the round immediately following the casting.

If slain, a subject always reverts to his natural form, though he remains dead.

Note that most humans generally prefer their own form and will not willingly stand the risk of being subjected to this spell.

Permanent Change: There is a base 100% chance for each day that the spell is in effect that a transformed subject's personality and mentality also change into that of a wild pig. This chance is reduced by 5% for each point of his Intelligence and augmented by +5% for every Hit Die or level of difference between his new and his natural form (See below). The DM must make daily checks until the change takes place or until the spell ends before that.

If this final change does take place, a subject acquires all of the abilities of a regular wild pig, including its mental and special abilities – the subject has, in effect, become a wild pig and he is now under the control of the DM until the effect is reversed (e.g., by a properly worded *wish* or a similar effect). *Dispel Magic* used at this point will only change the subject's physical form back to normal – mentally, he will still be a wild pig and he will still behave like one, always attempting to return to that form. Note that this change in physical form also requires an System Shock Survival check, as above, with failure meaning that the subject does not survive the ordeal.

The material components of *Circe's Suidae Sapiens* include a pig's bladder and a variety of exotic herbs.

Example: If a human sailor (1 Hit Die) with Intelligence 10 is *polymorphed* into a wild pig (2 Hit Dice), there is a 55% chance per day (100%, minus 50% [Intelligence×5%], plus 5% [difference in HD×5%] = 55%) that he will actually become a wild pig in all respects.

Notes: *Circe's Suidae Sapiens* is a very rare spell.

Note that the duration of the spell is permanent, which means that a subject will radiate magic, that the spell may be ended by the caster at will and that its effects may be countered by *Dispel Magic*, except as noted above.

At the DM's option, a subject not used to a new form might be penalized until he practices sufficiently to master it (e.g., suffer a -2 penalty to initial to hit rolls). Furthermore, in particularly challenging campaigns, the DM may allow any protective devices absorbed in the new form to continue operating effectively while a subject is polymorphed (e.g., *ring of protection*).

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

Source/Origins: *Mass Polymorph*: Bill Muhlhause, *The Witch*, in: *Dragon 114* (TSR, 1986); *Mass Polymorph*: Mark Middleton (comp.), *Wizard's Spell Compendium. Volume Two* (TSR, 1997)

Research: The 'painted' lotus flowers on the covers are actually crafted from a myriad of what seem to be large, thick, preserved leaves of a lush green color. It is uncertain from which plant or tree these leaves, if they are that, originate. The leaves have been attached to the thick, dark brown, tattooed skin (concentric circles, painted a dark blue) taken from the hind parts of a human male, which, in turn, has been stretched over two thin plates of bone, probably of some marine creature.

The symbols on the covers are inlaid with jasper, obsidian, chrysoprase, lapis lazuli, exotic woods, and gold. Their meaning is unknown, although Follezel (*Classifications*) suggests that they may have been *foci* for a guardian daemon, which would be *gated* in from some nether plane and attack the perpetrator as soon as the book was handled. However, there are no known records of such a creature ever having appeared in this way and many scholars have proposed that the august sage based his suggestion on certain notes in a controversial index.

The inks used for the manuscript were made from the secretions of the rare Tyrian purple snail. The inks used for the diagrams, tables, and drawings are likewise created from the rarest and most expensive materials.

Circe's Grimoire is also known as *The Emerald Grimoire* or, mockingly, *Circe's Cookbook*.

Author: Most sages agree that the work is an amalgamation of notes taken from a number of original works now lost in time, one of which is assumed to have been from the hand of Circe herself, perhaps even a tapestry woven by her. Of some importance is the conclusion drawn by Zethos the Antipode (*Apocryphal Apodose*), which attributes the underlying work to the feared sea witch Hecuba. Indeed, the obvious taste for excellent cookery involving human ingredients of at least one of the contributors to the texts would suggest that some sort of similar creature was involved in creating the book. Nevertheless, most scholars believe that the book contains copies of at least some original texts by Circe (most notably those on the paper pages and perhaps some of the less offensive recipes), which would make it the only known work to contain texts as originally written by the sorceress herself.

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

¹ Fendragxshe, or Fendragish Silverspeech, is an arcane language of Ardhā that is mainly preferred by Enchanters and Charmathurges.

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

³ Vrajot is a secret language used by Witches of Fantastic Earth. As a secret language, it can be compared to the secret languages of alchemists, Druids, and Assassins and it can only be taught by Witches, none of whom will teach it to individuals not associated with their art without good reason.

⁴ The sorceress Circe, sometimes referred to as "The Beast-Mistress" or "The Black Sorceress", has always been a source of much speculation, although she is universally described as very beautiful. In *Gigades of Gaea*, 'Ekithanera Krenbrir describes her as having honey blonde hair and wide, innocent blue eyes, always beautifully dressed in long, embroidered tunics, with a golden fillet to keep her hair in place. Other sources describe her as witty, intelligent, seductive, and a woman of great wealth and power; as highly cultured, with a taste for music, painting, weaving, and fine needle work of all sorts. One source suggests that she may have been a princess called Nausicaä, the daughter of the king of the fairy people known as the Phaeacians. In certain circles, Circe is seen as an immortal nymph and the godmother of all witches and enchantresses. She is thought to have the spell-casting powers of an arch-mage and to particularly dislike mages – out of professional jealousy more than anything else as it seems. Circe herself likes to style herself a daughter of Apollo, God of the Sun, Prophecy, Music and Archery, and as the sister to King Aietes of Colchis.

⁵ Circe is believed to have her lair on a magical island called Aiaia, which may have existed in ancient times in an alternate Prime Material Plane or which may be in the outer plane of Olympus – no one seems sure. She claims the island was given to her by the god Apollo himself. Others say that she stole it from an unfortunate minor king named Picus, whom she then turned into a woodpecker.

Detect Magic cast anywhere on Circe's island will show that the place is enchanted down to the very stones. The flowers in the palace gardens will be blooming no matter what time of year it is. Though the animals on the island look well cared for, they are all mopey and miserable. If one would approach them, the animals will whine and fawn as though desperately trying to make friends. Behind the palace are vegetable gardens and farm animals, including an unusually large number of swine. If one approaches, the swine will rush grunting and squealing to the side of their pen.

Most sources claim that Circe specializes in luring men to her island to trap them and have her wicked way with them – often transforming them into animals, out of anger or merely because it amuses her. Indeed, Circe excels in *polymorphing* and divining magic.

⁶⁾ Glauce is a transcription of a Greek name that roughly translates as "Sweetie". Of course, Circe is tough as nails and malicious to boot.

⁷⁾ *Moly* grows only in Olympus. If the DM wants to introduce it into his campaign, it should either be fantastically expensive or else a gift to a Cleric from his or her god. If an individual wears *moly*, all of Circe's *polymorphing* spells will fail against him and the power of her other spells against him will be weakened considerably (+2 on all saving throws against Circe's magic). Circe cannot touch *moly* to steal it away, nor can her maidservants.

Source/Origins: *Circe's Cookbook*: Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991); *Circe*: Katherine Brahlin Kerr, *Giants in the Earth*, in: *Dragon 52* (TSR, 1981); *Dreambliss*: Steven Kurtz, *A Dozen and One Adventures* (TSR, 1993)

Classification of Somatics

Setting: Any

Requirements: NWP *Reading/Writing* (Common)

Author: Valdigarning Edowirzan.

Size: 58 cm tall, 29 cm wide, 11 cm thick; 300 pages.

Description: A large, oblong volume with a spine of thick, pale gray canvas and covers of polished, chestnut colored leather affixed to thin wooden sheets by ornate, engraved messing corner caps and with a text in messing lettering on the front cover, perhaps the title of the book.

Within are thick parchment pages featuring a monochrome manuscript alternated by pages that feature drawings and diagrams, mathematical in nature and executed in an obviously steady and expert hand.

Lore: A common, standard work on the somatic components of spell casting.

DM: Copy. Common. Good condition. Title on the front cover and the title page, with the latter also featuring the name of the author.

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

NWPs: The book can be of use to individuals who want to acquire the NWPs *Sage Knowledge* (*School of Magic*, *Geometry*) and/or *Thaumaturgy*. Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Contents: *Classification of Somatics* is a study of movement and how it pertains to thaumaturgy, of the value of the somatic component of casting a Wizard spell as an agent or means to control and specify the direction, target, and area of effect of a spell. It speaks of the mystical, magical, physical, and mathematical values of moving, movements, and gestures in general; of how these aspects relate to the known planes of existence; of how they can influence the minds and reactions of an audience. It speaks of how the complexity of a somatic component can influence the level of a spell; of how somatic components that emulate, simulate, and/or imitate the effect of a spell affect a spell's result (e.g., *Malraz's Dramatic Death*); of how specialized somatic components have their own mystical qualities and how they can affect and sometimes alter the casting of whole groups of spells (e.g., a Ninja's *kuji-kiri* finger exercises, a Bard playing an instrument, a Geometer's intricate gestures); of the connection of somatic components to the flow of energies to the Prime Material Plane from the Positive Material Plane or the Negative Material Plane; of researching new spells or altering existing spells; of how the value of a somatic component relates to the other two components of casting a spell and of what is required to substitute one of these for another.

The book also contains an important index of the somatic components of many of the better known low-level spells, as well as an index of the qualities and values of somatic components in general and their relation to the material and verbal components associated with them.

Research: The book is manufactured from standard materials, all of some quality.

The book is a copy of an original work that has been lost.

Although the author was obviously a mage, no individual of that name is mentioned in any of the known indices and *onomanomicons*¹⁾ and it has been suggested that the name may be an anagram.

History: The book is believed to be some 150 years old. Although this is not likely to be common knowledge, it was once part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹⁾ An *onomanomicon* is an index or catalogue of known mages, usually mentioning (parts of their) lives and (some of their) deeds and spells.

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

Clouds and Fog

Setting: World of Greyhawk

Requirements: NWP *Reading/Writing* (Keolandish)

Author: Unknown (See below).

Size: 28.5 cm tall, 19.25 cm wide, 2.5 cm thick; 269 pages.

Description: A collection of pages without any covers and with only the part of the lower half of the title page surviving, on which are two lines of handwritten words, one possibly a title or subtitle and the other perhaps (part of) the name of the author.

The brown, stained and curling paper pages are sewn to the an inner spine with fine gray thread and feature a monochrome manuscript in a somewhat erratic hand.

Lore: The original of a very well-known work on magical fogs and clouds.

DM: Original. Copies common. Poor condition. Parts of the name of the author and title or subtitle on the title page. Reading the title page and manuscript requires the NWP *Reading/Writing (Keolandish)*, with the *caveat* that the words on the title page are written in what is believed to be an obscure dialect of Keolandish and that an individual not familiar with it can only approximate the meaning of the sentences, getting at “(...) clouds and fog” and “...ver-Nar” or “...ver Nar”, respectively.

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

The book may contain an important clue to one of the following spells, as determined by the DM or by random die-roll: **II:** *Stinking Cloud*; **II:** *Fog Cloud*; **V:** *Cloudkill*; **I:** *Wall of Fog*; **VI:** *Death Fog*; **IV:** *Solid Fog*.

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

Contents: *Clouds and Fog* is an attempt to explain the existence of vapor in a metaphysical sense, suggesting that clouds and fogs are events that occur when aspects of positive material energy start influencing the material aspect of elemental water, “both integral parts of all of existence and present in all matter and energy”. As such, the author argues, clouds and fog are ever- and omnipresent, albeit only visible to the human eye when certain conditions are met, and, in fact, possessed of an *animus*, a phenomenon he likens to the soul of men.

Excerpt: “...which is, perhaps, most evident in the mihstu, a vaporous phenomenon that has displayed, to all intents and purposes, signs of life as it is recognized today. In like fashion, it can be argued that the crimson death is of a similar nature, as its distinctly humanoid appearance would suggest.”

Of further interest is a section that discusses the theoretical aspects of the numerous cloud- and fog-based spells known to mages today, suggesting that *Fog Cloud* and *Solid Fog* target only the material aspect of moisture, making them alterations, while, somewhat controversially, *Stinking Cloud*, *Cloudkill*, and *Wall of Fog* target both the material and immaterial aspects of moisture, making them invocations rather than evocations.

Research: The exact title of this, the original, is not mentioned in any of the known indices, as a result of which the book is known only as *Clouds and Fog*, despite some sages suggesting that the words “clouds and fog” are part of a subtitle rather than the actual title of the book.

According to the sage Sarelk, a little known version of the book titled *Book of Clouds and Fog* has recipes for a *potion of bubbles* and a *torch of continual fire* on its last pages.

Author: Much like the supposed ‘title’ of the work, the supposed partial name of the author on the title page has led some sages to suggest that this original was written by the legendary Dahlver-Nar of Oerth, perhaps one of the most powerful priests to have ever lived on that world. Indeed, it is under this name that the relatively common copies of the work are classified in the various *onomanomicons*³⁾. However, most sages of today agree that none of the works were written by Dahlver-Nar, with some habitually dismissing the notion as “preposterous”. Interestingly, with the recent discovery of a work on the magical properties of cold steam from the hand of one Helver Nard, some scholars have tentatively suggested that *Clouds and Fog* may be from the hand of this individual.

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

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

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

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

Codex of Exalted Visions

Setting: Ardha, Yxx

Requirements: NWP *Reading/Writing (Numendhirian)*

Author: Ahodiar Menegrin.

Size: 55 cm tall, 22 cm wide, 5.5 cm thick; 55 pages.

Description: A large book that exudes a faint, sweet odor of wood, with covers of sheets of polished wood featuring intricate carvings of roses and vines.

Within, the pages are exceptionally thin sheets of wood with a monochrome manuscript in a deep red ink.

Lore: A treatise on exercises and diets aimed at strengthening the mind.

DM: Original. Copies uncommon. Excellent condition. Untitled.

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

NWPs: At the DM’s option, the book can be of use to an individual who wishes to acquire the NWP *Mental Resilience*. Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Contents: The *Codex of Exalted Visions* is a rather complicated treatise on mental exercises, lucid dreaming techniques, conscious awareness, a thrifty and sober lifestyle, strictly regulated food and drink, and the frequent use of ointments for the feet as well as enemas of sarsaparilla juice.

Research: Covers and pages of sheets of rosewood. The pigments in the inks were made from the fragrant leaves of the flowers of the rosewood tree.

Although the book does not speak of this in any of its pages, some estorists have proposed that the lifestyle suggested by the book will lead to an increased resilience against mind-affecting spells and effects, a theory that has never been confirmed in serious sources. Of note, perhaps, are certain remarks of Marazan, "the Drunken Sage", who ventures that, "although the proposed lifestyle may, indeed, lead to the subject experiencing 'exalted visions', these are likely best compared to the effects of *Hypnotic Pattern*, but with commands given by the subject's own subconscious. Obviously, judging by the methods used, such are not very likely to be very beneficial".

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

¹⁾ Numendhirian is a language of Ardha, perhaps best likened to the common tongue.

Source/Origins: DM, *Avoidance of Hypnosis*, by Dr Germain d'Honaire, for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon* 30 (TSR, 1991)

Codex of the Infinite Planes

(*Yagrax's Tome*)

Setting: World of Greyhawk (Yxx)

Requirements: See below

Author: Unknown.

Size: See below; at least 99 pages.

Description: From vague rumors and the notes of the wizard Tzoonk, or Tzunk as he is also known, it would seem that the *Codex* is of unusually large size for even so magical a tome¹⁾ as it is and that it is difficult to transport.

Lore: An eldritch tome of incredible might, although it is thought none have ever been able to divine its true contents, perhaps because of persistent rumors that claim that "to open the book is to court instant death and total annihilation".

DM: Original. Unique.

Annihilation: The work will destroy instantly any individual under 11th level of experience who touches it. Those of 11th level or higher who pass a saving throw vs. Death Magic can command the powers and effects of the *Codex*.

Research: To open the *Codex of the Infinite Planes* is to court instant death and total annihilation, for it is 99% certain to destroy those who dare to seek instant mastery of its contents. Most sages speculate that the chance of annihilation is closely tied to the 99 so-called *Damned Pages*, with each page increasing this chance with 1% (up to a maximum of 99% at the last page). What fate exactly awaits those that are "annihilated" has not been recorded anywhere but scholars agree that it is a fate worse than death.

The *Codex's* other pages – i.e., those that are not considered *Damned Pages* – are believed to hold the keys to instant physical transference to any one of the other planes of existence and alternate Prime Material Planes of any world or universe.

Several theories exist and many tales are told about the book. The following excerpts have been found in certain ancient tomes, the first of which is commonly accepted to be the most accurate.

Excerpt from *Ancient and Mighty Magick of Eldritch Times*: "Long ago, the mage-priest who ruled the Isles of Woe lost in the Lake of Unknown Depths used the *Codex* to gain knowledge of great power. It is told that this arcane wisdom is what eventually wrought the downfall of the mage-priest and caused the waters to swallow his domain. But the *Codex of the Infinite Planes* seems to have survived the cataclysm, for the Wizard Tzoonk, before his disappearance recorded the following:

"... and thereupon the voice belled forth in tones of hollow iron and spoke of the Coming of the City of the Gods. Such future events interested me not, so I gave the command: "Answer in th... [here the fragment becomes entirely illegible]... so knowing both the secret and the spell which would unlock the Way to this horde of the Demon Prince Nql... [another break in the writing unfortunately occurs here]... gathered the nine as required and proceeded forth. With me in addition were the dyoph servants necessary to transport the *Codex*, for I would not leave it behind on even so perilous a journey as this"."

Excerpt from *Ultimate Book of the Master*: "In the distant past the High Wizard Priest of the Isles of Woe (now sunken beneath the waters of the Nyr Dyv) discovered this work and used its arcane powers to dominate the neighboring states, but legend also has it that these same powers eventually brought doom to the mage-priest and his tyrannical domain. It must be that somehow the *Codex* survived the inundation, for the archmage Tzunk scribed the following fragment prior to his strange disappearance: "... and the two strong slaves lifted it [the *Codex*] from the back of the Beast. Thereupon I commanded the Brazen Portals to be brought low, and they were wrenched from their hinges and rang upon the stone. The Efrete howled in fear and fled when I caused the page to be read, and the Beast passed into the City of Brass. Now was I, Tzunk, Master of the Plane of Molten Skies. With sure hand I closed *Yagrax's Tome*, dreading to..."

Over the centuries, many powers have been attributed to the *Codex*, and never have its contents been fully revealed. As an example, it has been suggested in certain venerable works of old that the *Codex* either contains the following spells or grants its owner the use of such spells by some arcane means: *Clairvoyance*, *Speak with Plants*, *Read Magic*; *Monster Summoning* once per day; *Dispel Magic* four times per day; user may use *Raise Dead Fully* once per day; user becomes super charismatic: any creature of the same alignment that can

communicate with the user will willingly serve him without compensation for 1d6 turns; after that time the enchantment wears off and they will no longer serve in any case and may become hostile.

Many sources refer to the story that each day that the owner of the *Codex* wishes to make use of its powers, he must first sacrifice a human being to the book. The *Codex* would then function normally for 24 hours, after which period another sacrifice would have to be made or the book would cease to function.

The many myths and legends surrounding the contents of the *Codex* have led some sages, notably Follezal and Pylade, to believe that the book may very well be able to change its contents and abilities in order to attune itself to its new owner's needs, suggesting that, if this were true, the *Codex* would likely be so powerful that it would almost certainly have its own goals and adjust its powers accordingly.

¹⁾ The DM will have to do some work if he wants the *Codex of the Infinite Planes* to conform to the rules for artifacts, as presented in the **Book of Artifacts** or the **Dungeon Masters Guide** (v. **DMG** 1st Edition, p. 155-156: "Notes regarding Artifacts and Relics", p. 156-157: "Codex of the Infinite Planes", and p. 162-164: "Artifacts and Relics Power/Effects Tables" and "Possible Destruction Means for Artifacts/Relics").

Source/Origins: *Codex of the Infinite Planes*: Gary Gygax and Brian Blume, *Dungeons & Dragons Supplement III. Eldritch Wizardry* (TSR, 1976)

Codex of the Pomarj

Setting: World of Greyhawk (Yxx)

Requirements: NWP *Ancient Languages (Old Oeridian)*

Author: Veja, Count of Highport, High-Magiocrate of the Pomarj (See below).

Size: 46 cm tall, 33 cm wide, 10 cm thick; 299 pages

Description: A large book with covers and a spine of heavy, waxed, rich dark brown leather. The front cover features a frame in gold inlay that contains a plain golden ring inlaid with black precious minerals and surrounding a many-colored, mosaic-like depiction of a coat-of-arms inlaid with various types of wood and enamels. Hammered into the frame and inlaid with polished mahogany is a text that seems to repeat itself over and over again, perhaps the title of the book. On the spine, also inlaid in gold, are three rings.

Within are vellum pages, bleached to a clear, bright white and featuring a highly regular, richly illuminated manuscript in two columns leaving wide margins.

Lore: An account of the early history of the Pomarj and the rise and fall of Count Veja of Highport in particular.

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

Reading the title and manuscript requires the NWP *Ancient Languages (Old Oeridian)*. The coat of arms on the front page is that of Count Veja of Highport.

NWPs: The book can be instrumental for individuals who want to improve any of their NWPs *Arcanology* and *Ancient History (Pomarj)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Codex of the Pomarj* is an account of the early history of the Pomarj and, more in particular, of the attempts of the evil mage Veja to unite the Pomarj under his suzerainty in what has been called the "Kingdom of the Pomarj" and even the "Magiocracy of the Pomarj".

The book contains a lot of information about the history and geography of the Pomarj and, from it, it can be gleaned that the region was settled over a millennium ago by Oeridian tribes fleeing eastward from the Baklunish-Suloise wars that ravaged the West. Times were hard and the settlements, little more than huts and hovels within wooden palisades at that time, suffered much from the raids of indigenous creatures and peoples (trolls, goblins, barbarians). The region was stabilized some 100 years later, when the Oeridians had merged with the fleeing Suel tribes. During the next 200 years, the area prospered under the rule of petty lords, due in large part to the mining of the precious stones by the dwarves and gnomes who had started digging in the Drachensgrab Hills. In 350 CY, the region was absorbed into the Empire of Keoland and set up as a march of its own, the Poor March (later shortened to 'Pomarj'), and the next century saw Highport, Blue, and Stoneheim grow and flourish as a result of the building programs of the Keolandish kings. From 460 CY, the region was under the protection of Ulek, with the dwarven lords growing rich from the wealth flowing from the mines of the Drachensgrab Hills. However, as is so often the case, the human inhabitants of the Pomarj eventually began to resent the growing power and wealth of their dwarven lords and minor nobles started meeting in secret conclaves led by the evil mage Count Veja, an outcast from the court of the Overking in Rauxes.

The book describes the count's successful attempts to overthrow the dwarven lords in flowery terms, describing the man's "strong will", his "legendary vigor", and his "youthful visage" in terms that leave nothing to the imagination and attempting to legitimize his claim to the throne with many stories of the heroic deeds of both himself and his supposed 'ancestors'. It speaks of his great victories against the dwarvish lords, of the count instating himself as the Overlord of Highport and of his subsequent attempt to unite the whole March at the head of a huge army of mercenaries and humanoids. However, on the night before the attack was scheduled to begin, the count died. Of further interest is a section that speak of the count's ideas about the organization and structure of his future kingdom and of its laws more in particular, as well as one that speaks of his desire and attempts to locate the secret hiding place of Krovis the Sleeper, a quasi-deity, who, as legend had it, "would strive to prevent the unification of the Pomarj". It speaks of this entity emerging from his crypt in the past to bring down several empires that dominated the central regions of the Flanaess, including the dominions of the Isles of Woe and the Empire of Lum the Mad (both of which seem to have occurred before the rise of Count Veja).

Research: The leather of the covers is glued to twin boards of a chestnut colored wood (taken from an ancient juniper tree in the Suss Forest). The black mineral inlays of the ring on the front cover are onyx, obsidian, and jet. Although the book is commonly attributed to Count Veja of Highport, it is widely accepted that the count only commissioned the book and that it was actually written by one or more chroniclers.

Sages versed in the history of the Pomarj may know that Veja died when he aged many decades in the span of a few minutes, possibly the effect of a final *potion of longevity* catching up with him.

Interestingly, some rare sources suggest that Veja may have been in possession of the legendary *ring of the Pomarj*, an evil item that is said to be able to gather a horde of goblins, ogres, or orcs on the Wild Coast for a specific, short-term purpose. However, this a matter of considerable debate, with some sages suggesting that the ring was not created until after the count's death.

Those few sages who know of the existence of Krovis have suggested that courting certain of the Princes of the Abyss could potentially awaken the quasi-deity from his sleep.

Source/Origins: Joseph Bloch, *See the Pomarj—and Die!*, in: *Dragon 167* (TSR, 1991)

Codex of the Priest Kings

Setting: Any (Yxx)

Requirements: NWP *Ancient Languages (Nemedean)*

Author: Unknown (See below).

Size (Container): Container 112.5 cm tall, 55 cm wide, 26.5 cm thick.

Size (Pages): Each of 13 pages 82.5 cm tall, 35 cm wide, and 0.5 cm thick.

Description: A large, rectangular coffer clad with a scaled, lustrous red leather and featuring 17 symbols inlaid with gold. The coffer is exceedingly heavy.

Within the coffer, which is lined with sheets of beaten gold, are about a dozen, massive sheets of beaten gold with texts hammered into them, obviously by a craftsman of great skill.

Lore: The remnants of a legendary book of great power wrought by the Priest Kings of Nemedea.

DM: Original. Unique. Bad condition (Incomplete). Untitled.

Reading the text requires the NWP *Ancient Languages (Nemedean)*¹⁾.

NWPs: The pages can be of use to an individual who would want to improve his NWP *Sage Knowledge (Theology)*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: The *Codex of the Priest Kings* describes two artifacts of legend, the *Staff of the Priest Kings* and the *Brazen Bottle*. The first couple of pages comprise the final pages of a description of the *Staff of the Priest Kings*, attributing to it the ability to call forth a cobra swarm; to summon an insect plague; to create or pollute water; to cure and cause disease; to call forth a divine light; to neutralize all poisons; and to heal or cause wounds.

The next pages describe the *Brazen Bottle*, referring to it as “a highly burnished brazen flask”, shaped like a Kline’s bottle. The flask is corked, the cork having a red seal impressed with mystical runes. According to the text, the symbols on the seal may be used to compel (numbers of) certain entities from the outer planes of existence – most notably djinn and efreet²⁾ – into the uncorked flask before corking it again. The text goes on to warn the user that any and all entities forcibly compelled into the flask will tend to be in a very foul mood when it is next uncorked, attacking with haste and ferocity. Furthermore, the text suggests that the flask was kept in a shrine in the Temple of the Gods on the magnificent Ziggurat of Nemedea and that an individual opening the shrine would “call down from the Heavens upon him the Divine Fire, incinerating him and burning him into Oblivion”.

Research: The coffer is covered in red *dragonscale*³⁾. It is fashioned from an unknown wood that is perhaps best described as ebony with a chestnut sheen.

The meaning of the symbols on the container has never been satisfactorily explained, although some theologians have suggested that they may be slighting representations of the names of the gods of the Priest Kings.

The 13 golden sheets comprise all that remains of the original, much larger *Codex*, a “volume of great power” that was lost when the last prideful Priest King broke the *Staff of the Priest Kings* in an act of defiance against the gods, which led to the utter destruction of Nemedea in what is known to some sages as the Divine Devastation.

Most of those rare sources that speak of the *Codex* indicate that its pages would shine with a brilliant, many-colored light that would blind all who beheld them and that they would establish a direct rapport between the reader and the gods whenever the book was consulted. If this is true, it seems that the underlying pages are now little more than the ‘skeletons’ of their originals, devoid of all powers magical or divine.

Interestingly, some scholars claim to have perused certain rare ancient tomes that seem to suggest that more items like the staff described in these pages may have existed, each perhaps attuned to a different god, with powers as described above as well as some others, depending on the source and ranging from the ability to create pillars of flame and smoke; to cause earthquakes; to immobilize men; to raise the dead; to revert energy drains; and/or to surround the wielder with a globe of swirling blades.

Author: Although the name of the author of the *Codex* is lost in time, a strong case has been made for the notion that it may have been an individual known as His Radiant Insurgency, Nehey-Laal, Lion of Nemedea, the Sun Invoked, one of the last known Priest Kings, infamous for his pride and defiant attitude toward the gods.

¹⁾ Nemedean is the language of the ancient Priest Kings of Nemedea, as it was spoken before the Divine Devastation.

²⁾ The user can compel either 1d6 djinn, 1d2 efreet, one balrog, one invisible stalker, one air elemental, one fire elemental, or one demon into the *Brazen Bottle*. The flask can only contain one type of such entities at any one time and all of them – in the case of djinn and efreet – must be

compelled into it in one go. Targeted entities get a saving throw vs. Spell to resist the attempt, with a single target suffering a -4 penalty to its saving throw, two a -1 penalty, and more entities suffering no penalty to their saving throw. In addition, a balrog suffers an additional -3 penalty to its saving throw, an invisible stalker a -2 penalty, and a demon a -1 penalty, while an air elemental enjoys a +1 bonus to its saving throw and a fire elemental a +2 bonus.

If a considerable time has elapsed since an entity was compelled into the *Brazen Bottle* (say about 1,500 years), the DM could decide that it may be so glad for its newfound freedom that it will willingly serve the person who has freed it for 1,001 days. Of course, much of this will depend on the adventure and the individual who freed the entity (e.g., a freed balrog may trash out everyone in the immediate vicinity just as a matter of principle).

If the DM chooses to include the *Brazen Bottle* in his campaign, he may want to treat it as an artifact or relic, in which case he can refer to the rules for artifacts and relics as presented in the **Book of Artifacts** or the **Dungeon Masters Guide** (v. **DMG** 1st Edition, p. 155-156: "Notes regarding Artifacts and Relics", p. 162-164: "Artifacts and Relics Power/Effects Tables", and "Possible Destruction Means for Artifacts/Relics").

³⁾ *Dragonscale* is a leather-like material made of the scaly skin of a dragon, usually from the tougher parts of the skin and always with the scales still showing. More often than not, the hide is protected by many layers of transparent lacquers, which not only protect the skin but also lend a certain 'depth' to the cover. Sometimes, intricate patterns or texts in gold-leaf are added between the layers.

Source/Origins: *The Staff of the Priest Kings* and *The Brazen Bottle*: Neal Healy, *Mighty Magic Miscellany*, in: *The Strategic Review*, Vol. II, No. 2 (TSR, 1976)

Codium of Compulsive Qualities of Corundum

Setting: Yxx

Requirements: NWP *Ancient Languages (Azbakat)*

Author: Riburian the Magnificent, Grand Magister of Khalk'Ru.

Size: 56 cm tall, 36 cm wide, 6.5 cm thick; 517 pages.

Description: A large, weighty, and cumbersome folio with covers of a rubicund metal, with the front cover featuring an intricate mosaic of what seems to be a highly complex symbol inlaid with different precious minerals.

Within, loose sheets of high-quality vellum feature a polychrome manuscript in various brilliant inks.

Lore: A study of the binding qualities of corundum (e.g., oriental topaz, ruby, sapphire).

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

Reading the manuscript requires the NWP *Ancient Languages (Azbakat)*¹⁾. The symbol on the front cover is the *sigil* of the author.

Magic: The metal covers radiate a "Dim" aura of Conjunction/Summoning magic.

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

Contents: *Codium of Compulsive Qualities of Corundum* is a thesis on the binding and attractive qualities and values of corundum and how they pertain to magical processes, the creation of constructs, and the nature of the forces that animate them. It speaks of the various reputed magical properties of corundum²⁾ and how to strengthen and counteract them; of binding animating forces to colors of corundum; of the creation of *corundum foci* to attract extra-planar entities.

For example, ruby can be used in processes to create strong and/or fire-and heat-using constructs and to attract *familiars*, while using a *lodestone* in magical processes associated with ruby can counteract its luck-inducing qualities. Sapphire can be used to create princely and/or good constructs, while it can never be used to bind spiders and poisonous creatures; using a *scroll of protection from magic* in a process can counteract any undesired magical abilities of attracted creatures. Oriental topaz can be used to create strong constructs, while a *wand of fire* can be used to counteract its heat-depleting qualities.

Research: The covers radiate a "Dim" aura of magic (Conjunction/Summoning).

The covers are made of *rosium*³⁾. The mosaic on the front cover is made up of ruby, sapphire, and oriental topaz.

The inks are gem inks made from corundum gemstones.

It has been suggested that the covers once served as a *focus* to attract some fire-using extra-planar entity.

Although this ability no longer functions, the quality of the covers makes that they can easily be used to once again entrap or attract such an entity.

Author: The author was an Estrurian magister and traveler, the first Occidental to publish true accounts of Qinzhing's gem trade.

History: The original (title unknown, lost today) was published in Ez in 1563 ER. The underlying folio was created for the Satrap of Asfahan, shortly after the death of the author of the original in 1579 ER. In more recent times, although this is unlikely to be common knowledge, the book was part of the extensive library of Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaiath) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace.

¹⁾ Azbakat is a language of ancient Ashurhad on the magical world of Yxx.

²⁾ **Ruby** attracts fire- and heat-using creatures; luck-inducing creatures (*familiars*); cheerful creatures (brownies); strength-giving creatures; it repulses creatures and entities associated with plague, pestilence, infections; worms; idle creatures and those that induce foolish thoughts; poisonous creatures; creatures that induce sadness, lust (succubi), melancholy, and/or frightful dreams (night hags); creatures that inflict bleeding wounds (stirges, giant weasels); creatures that cause decay (mummies) and weakness (troglydites). **Sapphire** attracts creatures with magical abilities; princes; good and pure and enlightened creatures (paladins, clerics); it repulses spiders and poisonous creatures; evil and magical evil creatures; fire-using creatures; creatures that induce wicked and impure thoughts (devils); creatures that lie, beguile, and enchant (devils); creatures that inflict blindness and/or disease (mummies). **Oriental topaz** attracts strong creatures (ogres, giants), those that never sleep, and those that are immune to disease; it repulses evil and covetous creatures (dragons); heat-using creatures; dream-inducing creatures; creatures that inflict bleeding wounds (stirges, giant weasels).

³⁾ *Rosium*, also known as *corundium*, is a rare, rubicund, magical metal which, according to legend, is created by distilling metal from the petals of ruby-red roses. Items crafted from the metal invariably radiate a "Dim" aura of Conjunction/Summoning magic.

Source/Origins: Several hundred books dedicated to the study of magic: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991); Khalk'Ru: Ernest N. Rowland, Jr., *Bazaar of the Bizarre. Eidolon of Khalk'Ru*, in: *Dragon 45* (TSR, 1981)

Collogium of Chronospectral Dimensiography

(*The Chronospecticum*)

Setting: Yxx, Ardha (Inner Planes) (Player's Option Rules)

Requirements: NWP *Ancient Languages (Is'sidi)*; see below

Author: Unknown.

Size: 111.1 cm tall, 111.1 cm wide, 11.11 cm thick; 11,111 pages.

Description: A very large, very old book with covers that have the appearance of two very old and weather-beaten slabs of slate, featuring shades of white, phosphoric, and gray. A text, perhaps the title of the book, is chiseled into the front cover.

Within are thin, parchment pages that seem to be truly ancient but in excellent condition nevertheless. Monochrome manuscript and polychrome schematics and diagrams in faded inks.

Lore: An extremely complicated work on chronospectral dimensiography.

DM: Original. Only one known copy. Good condition. Title on the front cover.

Reading the title and manuscript requires the NWP *Ancient Languages (Is'sidi)*¹⁾.

Specialist Content: Fully comprehending the contents of the book requires the reader to be either a Chronomancer of at least 9th level or a Dimensionalist of 12th level or more, both of whom must have the NWP *Sage Knowledge (Inner Planes)* 9. An individual with Intelligence 17 or more and with the NWP *Sage Knowledge (School of Magic, Dimension)* 12 and/or *Sage Knowledge (School of Magic, Chronomancy)* 12 will be able to understand parts of the work.

Contents: *Collogium of Chronospectral Dimensiography* is an exceptionally complicated, magiscientific work on the study of the relation between chronological encircologica and certain notions as developed by notable fluxes within the pan- and chronospectral dimensiography.

The Chronospecticum explains, in minute detail, the 134 cataloged theories on shifting aspects within the *cyclocontinuum*; the relations between manifest interplanary proportions, intra-temporal *positiums*, and opposite concordance; and furthermore provides an extensive treatise on the supposed macrolate properties of the ubiquitous *vertices* as they have been proposed in the widely acclaimed *Dissertation of Cyclomantic Circoscopy* (by the legendary sage Voidecir; original considered lost; several copies known to exist).

Especially brilliant are the chapters on the *materia chronophysica* and the *principalia chronomatica* (or chronomatic principals), which are universally seen as indispensable and which can help clarify the difficult theories on physiochronic dimensiology to an informed reader.

Furthermore, the work greatly expands on the dimensiographic doctrines that govern the various inner planes, although it differs in this from the theories described in *Lectures Concerning the Principal Dimensiographic Essentials*, in which the Arch-Dimensiurge Myo of Hieray argues "that the dimensiophile fields of tension, as they occur in the various quasi-elemental planes, directly oppose the basic principles that seem to be the basis of the underlying work". Although this discrepancy has divided scholars of the subject into five main groups that all oppose each other, it transpires that applying the doctrines described in the underlying volume does not generate any of the negative side-effects usually associated with research into the temporal-dynamic structure of the inner planes that are typically accepted as being highest in the hierarchy – usually the Elemental Plane of Air, the Elemental Plane of Earth, the Elemental Plane of Fire, and the Elemental Plane of Water.

Finally, the work deals with the theoretical aspects of shifting temporal anomalies and registered frictions and rifts between adjacent – but also widely divergent – dimensions on a very high level, which can allow researchers to understand the structures of both *gates* and *portals* as well as those of *chronotemporal conduits*.

Research: Although the covers and pages appear much like described above, the materials used to create them are actually unknown, as are those used for creating the inks. Indeed, although the book appears to have no magical protections or abjurations to safeguard it from such attempts, all magical and non-magical determinations have failed to reveal the nature of these materials. It is said that many famous mages have owned and researched the book – among which are believed to be Murdhen, Mog, and Phanc the Magister – and that all have admitted to not having found a way around the problem.

Follezal writes that the notes of a certain mage best left unmentioned suggest that the work must consist of "certain unqualified schismatic pan-elemental elements", although the eminent sage hastens to admit that this is impossible. However, he does suggest that the appearance of the book's covers and pages – and perhaps even the very nature of the materials used to create them – may have changed considerably over the many centuries that it has existed.

Follezal notes that the book may be impervious to both normal and magical flame, which he seems to have divined when he bought the book from the infamous Ignis Fire McFeu – who seemed eager to get rid of it. When asked, the irritable Fire Lord refused to comment on the book in any way, before finally barking "do you want it or not?".

Follezal has never revealed how much he paid for the book but it is generally assumed that it was a bargain.

History: Although this is by no means common knowledge, some sages suggest that *The Chronospecticum* was once in the possession of the legendary Ixion Myrte, who is supposed to have used it not only to create the *Panexitall Conduite of Ixion* but also the mythical, rather challengingly named *Shifting Plane of Chronotempus*, of

which it is said that it can move itself, without limits, through the constructive fabric of the inner planes. It is believed that Ixion spent his final days on this 'shifting plane', apparently in limitless wealth and in the company of an undisclosed number of midnight-blue *fithurizes*.

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

¹⁾ Is'sidi is a strange, ancient language of the magical world of Yxx, which some scholars have suggested may have been spoken in one of the elemental planes in primordial times.

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

Commentarii (Notes)

Setting: Any

Requirements: NWP *Ancient Languages (Vulgate)*

Author: Jen-Ahb.

Size (Folder): 28 cm tall, 17 cm wide, 1 cm thick; 3 pages.

Size (Pages): Each 24.2 cm tall and 15.7 cm wide.

Description: An unmarked, much-used, pale leather folder of some quality. Glued to the front cover is a small rectangle of parchment featuring a single word in black ink, perhaps the title of the work or the name of the author. Within are three sheets of parchment, somewhat rough around the edges and each featuring many sentences in black ink, irregularly spaced and written in a somewhat careless manner.

Lore: A collection of notes on the displacer beast.

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

Reading the manuscript requires the NWP *Ancient Languages (Vulgate)*. The title roughly translates as "Notes".

NWPs: The pages can be of use to individuals who would want to improve their NWP *Sage Knowledge (Zoology, Mammalian Monsters)*. Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Alternatively, the DM may allow an individual who has studied the pages to be able to remember important bits of information on the displacer beast when the need would arise (e.g., when encountering one, when researching a *cloak of displacement*), perhaps after passing an Intelligence check.

Contents: *Commentarii* is a collection of loose notes detailing the capture and study of a displacer beast.

Excerpt: "I was able to obtain a grant from our lordship and a leave from this university to obtain a specimen of this creature for study. I gathered a force of porters and armed men and proceeded into the Broken Spire country, where we searched for three weeks."

Excerpt: "Finally, we sighted a large male displacer on a mountainside, and one of my more zealous followers cast a net at the beast, 'missing', of course. It then ran off with incredible speed, apparently without using its front legs for travel. The beast looked for a few moments like a feline centaur."

Excerpt: "Venom approved by the Council of Scholars and our lordship for use against rogue creatures who share no humanity".

Excerpt: "viz. Dunmeyer's conjectures on 'molecular vibrations'."

Author: The author was a mage and naturalist. Informed sages may know that the pages comprise the notes made by the author when he was writing a lecture he would give to the Council of Naturalists of the University of Sarkawan. Unfortunately, he was mauled to death in the bestiary of the university by a rogue displacer beast before he could deliver his lecture.

¹⁾ *Vulgate* (not to be confused with the low-quality vellum of the same name) is a generic term for a written, degenerate version of a language that was used in an ancient, powerful empire of the world. Today, it is only used by sages to write scholarly manuscripts and it is perhaps best likened to the Old Oeridian of Oerth or to a written, more commonly used, version of Vulgar Latin as it is known from the history of Earth.

Source/Origins: The lecture notes of the mage and naturalist Jen-Ahb: Bill Mickelson, *The Ecology of the Displacer Beast*, in: *Dragon 109* (TSR, 1986)

Commonitorium Somatica Magica

Volume I; Volume IV; Volume VI-a; Appendix III

Setting: Yxx

Requirements: NWP *Arcane Languages (Zabarze)*

Author: Grava Nahora.

Size: Each volume 31.5 cm tall, 23.2 cm wide; thickness and numbers of page vary (See below).

Description: A collection of four books that show signs of extensive use, all bound in stained, light to golden brown leather. An embossed rectangle takes up most of the front and back covers of each book, leaving about an inch to their edges. Pressed into the leather within each rectangle on the front covers, and showing remains of gold-leaf, are a symbol and a text, the latter perhaps the title of each volume.

Within are many loose pages, some with tears and folds, and most featuring numerous notes in different hands. The pages with text are of high-quality paper. The pages containing the rich, polychrome illustrations are of a slightly thicker paper of equal quality.

Lore: Four volumes of a famous encyclopedia on movement and magical somatics.

DM: Originals. Rarity varies (See below). Series incomplete. Bad condition. Title and subtitle on the front covers.

Reading the title, subtitles, and manuscripts requires the NWP *Arcane Languages (Zabarze)*¹⁾. The symbol on the front covers of each volume is the *sigil* of the author.

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

Contents: These volumes of *Commonitorium Somatica Magica* are part of a famous encyclopedia that studies the movements of creatures and how they pertain to magical somatics.

Commonitorium Somatica Magica. Volume I. Idiographic Signatures of Magic

6.6 cm thick; 976 pages. Original. Copies rare.

Introduction, statement of basics, thematic listings of magical signatures, explanation of the Principle of Equivalence.

Commonitorium Somatica Magica. Volume IV. Equivalent Magicks

6.6 cm thick; 976 pages. Original. Copies rare.

Spells and rituals and their relation to specific movements.

Commonitorium Somatica Magica. Volume VI-a. Of the Nature of Symmetry

3.1 cm thick; 387 pages. Original. Unique.

A study of symmetry.

Commonitorium Somatica Magica. Appendix III. Indices Somatica: Sympathiae

7.8 cm thick; 1,221 pages. Original. Copies very rare.

An index of specific somatics.

Research: The covers are fashioned from leather made from the skins of common cows, stretched over pinewood boards.

The underlying books comprise four volumes of the legendary *Commonitorium Somatica Magica*, an extensive, bold, and highly complicated standard work on the theory of magical somatics. The entire encyclopedia is believed to have consisted of 23 volumes and 16 appendices, of which only 17 volumes and ten appendices are described in the various indices. Of note would be that *Volume VI-a* is not mentioned in any of these indices.

Copies of the known volumes are rare to very rare and they are considered to be among the standard works dealing with magical somatics. Among the best known of these are the volumes that deal with the movements of humans, elves, gnomes, and orcs and their associated somatic effects.

The complete encyclopedia would contain a virtually complete and extremely complicated study of how the various known intelligent species move and if and why this would make one species more fit for the casting of magical spells than others. Judging by the contents of the known volumes, scholars believe that the encyclopedia may have covered just about every movement possible – if only as classified in accordance with the Principal of Equivalence it proposes – allowing for their description into the smallest detail, with references and notes on exceptions, richly illustrated in polychrome inks.

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

¹⁾ Zabarze is an old, fairly standard but complex arcane language of the magical word of Yxx, used by mages to write theses on the theory of magic.

Source/Origins: DM, *Halfling Signs and Sigils*, *Human Signs and Sigils*, *Elven Signs and Sigils*, *Gnome Signs and Sigils*, and *Orcish Signs and Sigils*, for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Compendium Artis Martialis

Standard Physical Protections for the Martial Mage

Setting: Yxx, Ardha

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

Author: Unknown.

Size: 60.3 cm tall, 40.2 cm wide, 16.8 cm thick; 511 of 696 pages.

Description: A collection of large, loose sheets of parchment featuring a monochrome manuscript in black ink and in a minuscule, regular script. The first page is obviously a title page.

Lore: A well-known, rather boring treatise on the mage as a fighter, mostly valued because it contains four Wizard spells.

DM: Original. Copies common, albeit usually partial ones. Poor condition. Incomplete (Both covers and some pages missing). Subtitle on the title page.

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

Contents: *Compendium Artis Martialis* is a rather unfounded, pretentious, and melodramatic work that describes the “underestimated capacities of the mage as a warrior”, a history of “famous fighter-mages”, and “ways for a wizard to instruct and train hirelings and mercenaries”, the whole presented in the form of a rather superficial and semi-scientific amalgam of clichés and clinchers.

The work contains the following spells on 22 pages: I: *Armor, Shield*; II: *Strength*; III: *Protection from Normal Missiles*.

Research: More than 100 sheets are missing, among which the first nineteen. The ink used is a fairly standard sepia ink. With the exception of the spells, the book is considered useless for serious research into its subject matter, even as a thesaurus or an index. In fact, most scribes rarely bother to include the texts in their copies. The underlying pages are described in some detail in various sources (Nysphaunt, *Phaësiaphaeon Sources*; Zyquerce, *Survey of Magical Literature*). Hence, it is known that they were once bound in a cover of laminated wood and that the front cover featured the title in copper letters nailed to the wood. Zyquerce also claims that the volume used to contain two castings of *Sepia's Snake Sigil*, although, uncharacteristically, he does not mention on which pages.

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

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

Source/Origins: *Mercenary and Guard Training*: Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991)

Compendium of Components

Setting: Wilderlands

Requirements: NWP *Reading/Writing (Common)*

Author: Unknown.

Size: 38 cm tall, 29 cm wide, 20 cm thick; 420 pages.

Description: A sturdy, voluminous tome with covers of dark, weathered, somewhat rough leather strengthened with bands and corner caps of tarnished copper. On the front cover is an embossed rectangle containing a series of words stamped into the leather, likely the title of the work. Numerous holes in these depressions would seem to suggest that they once contained letters of some material, which have now vanished.

Within are thick parchment pages featuring a manuscript in two columns and with many additional notes, and *marginalia*.

Lore: A highly controversial work on the use of alternate material components for magical spells with intent to augment some of their effects.

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

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

Alternate Material Components: Attempting to cast the spells mentioned in the book by using the suggested alternate material components always has a chance of such spells failing without generating any effects other than consuming the material component. Individuals wishing to make sure that there is no chance of a spell failing must research the spell anew, which will require thorough research and possibly the casting of additional magic (v. **DMG**, p. 64: “Spell Research”). Note that an adapted version may differ from the version in the WSC in many ways, including any appropriate increases in level. In any case, the book adds a +15% bonus to any Chance to Learn Spell checks and a -3 bonus to any Intelligence checks the researcher would be required to make when researching such a spell in this way.

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

NWPs: Whether or not the DM allows for the theory proposed in the work to lead to the effects described, the book can still be of use to individuals who would want to improve any of their NWPs *Spellcraft* and/or *Thaumaturgy*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Compendium of Components* comprises parts of the author's research on the use of alternate material components for numerous Wizard spells with the purpose of augmenting some of the effects of these spells. It goes into detail describing the theory behind the notion, referring to what it calls the Law of Abstrusity, one of the three laws of magic that states that “Potency is proportional to abstrusity” or, more simply, the weirder the component of a spell the more powerful its effect.

The book seems to be a work in progress and the pages contain many scribbled notes and *marginalia* in addition to the text itself. In addition, there are numerous blank pages.

Advanced Illusion: Component: A vial of efreet blood. Effect: Duration is 2 rds/level. Chance of Spell Failure: 40%.

Animate Dead: Component: Powdered skull of a Necromancer or evil Cleric of 10th level or higher. Effect: The animated dead have maximum hit points. Chance of Spell Failure: 25%.

Armor: Component: Bulette hide. Effect: Recipient gains AC 4. Chance of Spell Failure: 20%.

Armor: Component: Displacer beast hide. Effect: Recipient benefits as though wearing a *cloak of displacement* (any missile or melee attack aimed at the wearer automatically misses the first time; this can apply to first attacks from multiple opponents only if the second and successive attackers were unable to observe the initial displacement miss; after the first attack, the recipient is treated as if wearing leather armor +2, with the corresponding bonus to saving throws against spells and effects directed at him, such as spell-like abilities, gaze weapon attacks, spitting and breath attacks, etc.). Chance of Spell Failure: 20%.

Clairaudience: Component: The ear of a Thief or Assassin of 5th level or more. Effect: Duration is 1 turn/level. Chance of Spell Failure: 25%.

Confusion: Component: The wings of a gloomwing moth. Effect: Duration is 2 rds/level. Chance of Spell Failure: 35%.

Conjure Elemental (Earth Elemental): Component: 20 lb of soil from the grove of a Druid of 12th level or more. Effect: The earth elemental willingly serves the caster. Chance of Spell Failure: 25%.

Dancing Lights: Component: Fire beetle glands. Effect: Duration is 2 turns/level. Chance of Spell Failure: 25%.

Deafness: Component: A portion of a hollyphant's trunk. Effect: Area of effect is a cone 30 feet long and with a radius of 10 feet at its terminus. Chance of Spell Failure: 20%.

Delayed Blast Fireball: Component: The red gem that is one of the eyes of an eye of fear and flame. Effect: Victims suffer 1d6+2 points of damage per level of the caster. Chance of Spell Failure: 45%.

Disintegrate: Component: The eye of a beholder that generates a *ray of disintegration*. Effect: Target suffers a -3 penalty to his saving throw. Chance of Spell Failure: 40%.

Dream: Component: A handful of the *hallucinator spores* of a myconid. Effect: If the spores are inhaled prior to sleep, the spell functions in half the time normally required. However, there is a 10% chance the dream is a twisted nightmare, thus preventing the spell from working as intended. Chance of Spell Failure: 35%.

Enchanted Weapon: Component: A powdered magical melee weapon of +1 or better enchantment. Effect: The weapon enjoys the equivalent bonuses to hit and to damage (e.g., +1 to hit for powder of a weapon of +1 enchantment, +3 to hit for powder of a weapon of +3 enchantment). Chance of Spell Failure: 30%.

Enlarge: Component: A pinch of powdered iron from an iron golem. Effect: Growth potential increases to 25% per level of the caster (up to a maximum of 400%). Chance of Spell Failure: 5%.

ESP: Component: A pituitary gland of a doppleganger. Effect: Duration is 1 turn/level. Chance of Spell Failure: 25%.

Feather Fall: Component: A feather from a couatl. Effect: Duration is 1 rd/level. Chance of Spell Failure: 5%.

Fireball: Component: A dram of fire bat ichors. Effect: Victims suffer 1d6+1 points of damage per level of the caster. Chance of Spell Failure: 30%.

Fly: Component: A feather from the wing of a planetar or solar. Effect: Duration is 1 hr/level. Chance of Spell Failure: 15%.

Imprisonment: The *talisman* of a Styx devil. Effect: Caster may affect a target even if he does not know its name and background. Chance of Spell Failure: 55%.

Infravision: Component: An eye from an eye killer. Effect: Duration is 24 hours regardless of the caster's level. Chance of Spell Failure: 25%.

Invisibility: Component: A dram of invisible stalker ichors. Effect: Recipient is allowed a saving throw vs. Spell to remain invisible when attacking. Chance of Spell Failure: 30%.

Lightning Bolt: Component: The tail of a volt. Effect: Area of effect is doubled with regard to either width or length, as chosen by the caster. Chance of Spell Failure: 30%.

Magic Mouth: Component: Two lips from a gibbering moulder. Effect: Duration is permanent. Chance of Spell Failure: 20%.

Message: Component: A part of the telegraph vine². Effect: Range is 1 mile/level. Chance of Spell Failure: 15%.

Minor Creation: Component: A vial of djinni blood. Effect: Items created with the spell gain a 25% chance of permanency. Chance of Spell Failure: 30%.

Mordenkainen's Faithful Hound: Component: The heart of a blink dog. Effect: Duration is 1 hr/level. Chance of Spell Failure: 35%.

Otiluke's Telekinetic Sphere: Component: The eye of a beholder that generates a *ray of telekinesis*. Effect: Duration is 1 turn/level. Chance of Spell Failure: 50%.

Phantom Armor: Component: Bulette hide. Effect: The armor withstands 2 points of damage per level of the caster. Chance of Spell Failure: 20%.

Phantom Steed: Component: The hoof of a nightmare. Effect: The steed functions as if the spell had been cast by a Wizard of one level category higher than the caster actually is. Chance of Spell Failure: 25%.

Programmed Illusion: Component: A vial of efreet blood. Effect: Duration is 2 rds/level. Chance of Spell Failure: 45%.

Scare: Component: Powdered skull from a son of Kyuss. Effect: Duration is 2 rds/level. Chance of Spell Failure: 25%.

Sleep: Component: A portion of a sandman's body. Effect: All creatures of 8 HD or less within area of effect must pass a saving throw vs. Spell or fall asleep. Chance of Spell Failure: 5%.

Stinking Cloud: Component: A pituitary gland from a troglodyte. Effect: Duration is 2 rds/level. Chance of Spell Failure: 25%.

Vision: Component: A vial of imp blood. Effect: Caster gains +1 to any other modifiers if contacting an arch-devil. Chance of Spell Failure: 35%.

Volley³: Component: The powdered shell of a flail snail. Effect: Caster gains a +3 bonus to his saving throws. Chance of Spell Failure: 45%.

Wall of Fog: Component: A vial containing smoke from a smoke para-elemental. Effect: A 25% chance that the spell also duplicates the effects of *Stinking Cloud* within the confines of the wall. Chance of Spell Failure: 20%.

Web: Component: Webbing of a phase spider. Effect: Also affects *astral projections*, creatures in *ethereal form*, and non-corporeal undead. Chance of Spell Failure: 10%.

Web: Component: A portion of Lolth's spider silk. Effect: Duration is 1 hr/level. Chance of Spell Failure: 15%.

Wizard Eye: Component: The eye of a cyclops. Effect: Duration is 1 turn/level. Chance of Spell Failure: 30%.

Wraithform: Component: A pinch of wraith dust. Effect: Duration is 5 rds/level. Chance of Spell Failure: 35%.

Research: It has been suggested that the letters missing from the front cover were made of some precious material, likely gold.

The book will also be of interest to mages and arcanologists for its reference to the lost spell *Volley*. Some of these individuals may suggest that a description of this spell can still be found in a unique copy of *Cosmogony of Magnetic Fluids*, the whereabouts of which are currently unknown.

History: It is commonly accepted that the underlying original was stolen from the shop of Athelbrus the Affable some two decades ago. Athelbrus is a 6th-level Wizard running *The Sorcerors Supply House* in the City State of the Invincible Overlord, known mostly for its supply of potion ingredients and monster parts (gizzards, livers, talons, horns) as well as its collection of books, scrolls, and manuals in unknown tongues on sale⁴⁾.

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

²⁾ Telegraph vine is a mythical plant that is believed to be able to communicate with others of its kind by sending distress signals. It has been described in various ways, ranging from "being like an grape-bearing vine" to "akin to the kudzu of the tropical jungle". It is left up to the DM to decide whether this plant can be found in his campaign world.

³⁾ *Volley* is a lost spell from the World of Greyhawk (v. **UA**, p. 63: "Volley"). A lost spell is a spell for which no AD&D game statistics exist or which has been withdrawn from the system. At the DM's option, a lost spell may be reintroduced into the game – but only after a Wizard has thoroughly researched it and possibly cast additional magic in the process (v. **DMG**, p. 64: "Spell Research"). Note that a reintroduced version of the spell may differ from the original version in a multitude of ways.

⁴⁾ At the DM's option, characters visiting *The Sorcerors Supply House* may be able to buy (some of) the components mentioned in the book (v. **Dragon 147**, p. 24: "Table 2. Special Component Availability and Cost" for a list of the availability, amounts, and prices of such components). **Source/Origins:** Vince Garcia, *Variety, The Spice of Magic*, in: *Dragon 147* (TSR, 1989); The Sorcerors Supply House and Athelbrus the Affable: Author unknown, *Initial Guidelines Booklet I* (Judges Guild, 1976); Spell research: Bruce Heard, *Spells between the Covers*, in: *Dragon 82* (TSR, 1984)

Compendium of Pan-Dimensional and Planetary Thaumaturgy

Setting: Any

Requirements: NWP *Reading/Writing (Common)*

Author: Ottarve Palplannaret, Premier of Mramal.

Size: 42.3 cm tall, 32.2 cm wide, 4 cm thick; 377 pages.

Description: A sizable book bound in dark brown leather, with an obsidian circle on the front cover. Pressed into the spine and filled with gold leaf is a text, perhaps the title of the book.

Within are sheets of yellowed paper, sewn to an inner backing with white thread. Monochrome manuscript in a neat, calligraphic hand.

Lore: An important discourse on the theory of plane-spanning magic.

DM: Original. Copies uncommon. Good condition. Title on the spine.

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

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

Contents: *Compendium of Pan-Dimensional and Planetary Thaumaturgy* is a discourse on one of the theories of the casting of spells associated with the planes of existence and, more in particular, those that can form connections or bridges between them. It is noteworthy for its approach to the concept, which negates many of the currently fashionable theories of multiple planes coexisting in a multiverse, instead proposing that "all is one or nothing" and that, therefore, "all planes exists as one, at the same time, in a single singularity". The author discusses the theoretical, dimensional, and thaumaturgical aspects of many of the known plane-spanning spells (e.g., *Blink*, *Dimension Door*, *Gate*) to a considerable extent.

The book contains an extensive index of many spells that cause the transference of people and things from and to other planes of existence, most of them known but some obscure and considered lost today (e.g., *Invisible Safe*; v. **WD68**, p. 46: "Treasure Chest. Words of Wonder").

Research: Although most indices define the symbol of the cover as the *sigil* of the author, Ottarve is known to have used a different rune as his *wizard mark*.

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

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

Compendium of the Languages of Orcs

Setting: Yxx

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

Author: Nemmar of Yrhubel.

Size: 74.9 cm tall, 99 cm wide, 32.2 cm thick; 3,700 pages.

Description: A large, oblong, very heavy book with blemished, weighty, dark iron covers. Engraved into the front cover is a text, likely the title of the book, and inlaid with a glossy, deep black material.

Within are pages of vaguely green parchment featuring a polychrome manuscript in a steady hand.

Lore: An encyclopedic dictionary that translates various Orcish tongues to Common.

DM: Copy. Rare. Very good condition. Title on the front cover.

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

NWPs: The book can be instrumental for an individual who wishes to acquire the NWP *Modern Languages (Orcish)*. Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Alternatively, the DM may allow an individual studying the book to gain this NWP in addition to his normal allowed number of NWPs. Such would require studying the book for an appropriate period of time and passing an Intelligence check.

Contents: *Compendium of the Languages of Orcs* is a treatise on the various languages spoken by the orcs of Yxx²⁾.

Research: The material used for the inlays on the front cover is jet.

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

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

²⁾ See **Dragon 75**, p. 54-57: "Language Lessons: I. Even Orcish is Logical" for an excellent example of an orcish language.

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

Complete Flora Euphesinensis

Setting: Yxx

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

Author: Spurius of Euphesis.

Size: 16 cm tall, 26 cm wide, 14 cm thick; 4,012 pages.

Description: A smallish, thick, oblong book with covers of smooth, high-quality green leather. On the front cover is a text in gilded bas-relief, perhaps the title of the book.

Within are pages of unbelievably thin papyrus sheets featuring a monochrome manuscript, tables, and illustrations of plants and some of their parts.

Lore: A summary work on the use of different herbs and plants of seven different worlds.

DM: Copy. Common. Well-used. Title on the front cover.

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

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

Contents: *Complete Flora Euphesinensis* contains summary notes on the use of various different plants and herbs, for use in both magic and medicine, as they are found on what the author calls the "seven known worlds". These worlds are the magical world of Yxx, the outer plane of Olympus, and the worlds called Flat Earth, Dro Daria, Fantastic Earth, Reme, and Hyboria.

Research: Despite its summary nature, the work is often valued by spell casters as a quick-reference manual. Some sources describe the book as being trapped with a *Symbol of Spell-Loss*. However, this is no longer the case today and such a *symbol* would certainly not have been put there by Spurius. In fact, the supposed presence of the *symbol* has led some sages to suggest that the book may once have been on Toril, a world of which the author does not speak.

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

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

Source/Origins: DM, *Herbs and Plants*, for: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991); Reme: Andrew J. Offutt and Richard K. Lyon, *The Demon in the Mirror* (Pocket Books, 1978); Flat Earth: Tanith Lee, *Tales From The Flat Earth* series (DAW Books, 1978-1987); Dro Daria: Lynn Abbey, *Rifkind* series (Ace Books 1979, 1980; Tor 2006)

Components and Reactions of Phosphorus

Setting: Any (World of Greyhawk)

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

Author: Estve Arngax.

Size: 37 cm tall, 28.5 cm wide, 4 cm thick; 65 pages.

Description: A large, thin, surprisingly heavy book with thick, rigid covers of weathered, dry, fading black leather that show some signs of damage, perhaps caused by fire. Pressed into the front cover, where the damage is most

obvious, is a large symbol that is perhaps best likened to a stylistic representation of a flame, which, at one time, seems to have contained inlays of some sort (small holes in the leather, scratch marks and cuts around the edges). Within are about five dozen thick, yellow parchment pages, stained and weathered and with dark green edges, and featuring a rich, polychrome manuscript of many occult and mystical symbols, alternated with tables, diagrams, and what appear to be formulas of some kind.

Lore: The original of a relatively well-known alchemical study of phosphorus.

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

Reading the title and manuscript requires the NWP *Secret Languages (Bessemmeret)*¹⁾. The symbol on the front cover is an alchemical symbol for phosphorus.

Specialist Content: The contents of the final chapters of the book are of a highly specific nature and understanding them requires a reader to have the NWP *Sage Knowledge (Alchemy, Biogenesis)*. Note that these chapters are of little importance when researching any of the spells described below.

Spell Research: The book is 1d20×5% likely to contain an important clue to one of the spells listed below. If this is the case, a Wizard studying this book while researching that spell²⁾ receives a +1d10% bonus to his Chance to Learn Spell check. Note that acquiring this book may count towards the costs required to research the spell³⁾.

The book may contain an important clue to one of the following spells, as determined by the DM or by random die-roll: **I:** *Affect Normal Fires*; **I:** *Dancing Lights*; **IV:** *Fire Charm*; **III:** *Fireball*; **VII:** *Delayed Blast Fireball*; **VIII:** *Incendiary Cloud*.

NWPs: The book can be of use to individuals who are working towards acquiring the NWP *Alchemy* or who would want to improve their NWP *Sage Knowledge (Alchemy, Biogenesis)*. Note that acquiring and/or improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Components and Reactions of Phosphorus* is a short, comprehensive alchemical study of phosphorus, the 'light-bearing element', a non-metallic chemical element of the nitrogen family that occurs as a colorless, semi-transparent, soft, waxy solid that glows in the dark. It describes the author's attempts to analyze, define, and preserve its aspects, functions, *choleric* and *chylic* qualities, and uses as an agent or reagent for a variety of alchemical and metaphysical purposes.

Excerpt: "In its pure, elemental form, phosphorus is found only in meteorites and, perhaps, as suggested by Henningbrand, in similar phenomena that exist at the crux of quasi-elemental radiance and quasi-elemental mineral, combining aspects of them in equal measure. It is otherwise found only in compounds that are widely distributed in many rocks and minerals."

The text describes distilling pure phosphorus by charging and heating phosphate rock, coke, and *silicium* until they yield a phosphorous vapor that is then cooled to condense the phosphorus to its liquid and eventual solid state. It describes the processes to create white, yellow, red, and black phosphorus, with the first being the purest, the second containing impurities, the third resulting after exposing it to the light of the sun or heat or their equivalents (e.g., *Continual Light* or *Burning Hands*, respectively), and the fourth occurring when white phosphorus is subjected to high pressure or kept at a high temperature for several days near amounts of quicksilver and a "seed crystal of black phosphorus". The author states how red and black phosphorus are most suitable for use as material spell components, since "... this, like keeping it submerged in water, will prevent it from igniting spontaneously".

When the author gets to the uses of phosphorus for various alchemical and magical processes, he describes the creation of phosphoric acid as a fertilizing agent; the creation of various kinds of phosphorus for use as material components of spells; various ways to prevent them from igniting spontaneously when exposed to air – or postponing it; and the creation of phosphorus sulfides, chlorides, and oxides used in the creation of matchsticks, poisons, an *eversmoking bottle*, and perhaps the artifact known as *Daern's Instant Fortress*. Interestingly, the author also suggests that "aspects of all three are believed to be essential for the research of *Fortress of Malphas*⁴⁾".

The final chapters of the book describe a complex theory that suggests that phosphorus, like many other elements, is "essential to animal life", proposing that it is present in all living organisms as *fervor* or even *vivianite*, which he defines as a metaphysical quality or *choler* that would explain, among others, a "fiery temper and the rush of blood to the head". What follows are notes on the author's attempts to extract phosphorus "or an aspect of it" from various fluids of living tissues and as excreted by living creatures.

Research: The covers are leather stretched over thin sheets of granite, each 1.5 cm thick, which makes that the pages are kept pressed tightly together when the book is closed. The symbol on the front cover is believed to be one of many alchemical symbol for phosphorus.

Copies of this book are relatively common, with most them being translations and copies of copies written in languages more readily understandable by non-alchemists.

One rare source suggests that the book was written by the legendary Daern, a notion of unknown origin that is dismissed by most sages.

¹⁾ Bessemmeret is a secret alchemist's language used by alchemists to record their findings. As a secret language, it can be compared to the secret languages of Druids and Assassins, which means that it can normally only be taught by alchemists, none of whom will teach it to individuals not associated with their art without good reason. In addition, because each alchemist will typically use obscure crypticism, mysticism, symbols, and unique words and names to protect his discoveries, an individual wishing to learn the language must either be an alchemist or have an NWP associated with alchemy (e.g., NWP *Alchemy*, *Sage Knowledge (Alchemy)*).

²⁾ For example, when attempting to copy it into his spell book from another spell book; when attempting to do so from a scroll; when studying under a mentor; v. **DMG**, p. 61: "Acquisition of Spells Beyond 1st Level" and p. 65: "Determining Research Time" and "The Cost of Spell Research".

³⁾ The suggested value of the book is 1d10×200 gp.

⁴⁾ *Fortress of Malphas* is likely a name for *Fortress*, a legendary, unique spell believed to be in possession of Malphas, a Duke of Hell in the service of Tiamat, which would instantly create a structure similar to *Daern's Instant Fortress*, in all respects, save that its door will open and close for anyone, and that it will disappear in 16 turns or when Malphas wills it.

Source/Origins: *Components and Reactions of Phosphorus*: Bruce Heard, *Spells between the Covers*, in: *Dragon 82* (TSR, 1984); Phosphorus: University of Chicago (ed.), *Encyclopaedia Britannica, Volume VII* (Encyclopaedia Britannica, Inc., 1982; 15th Edition); *Fortress*: Ed Greenwood, *The Nine Hells, Part I*, in: *Dragon 75* (TSR, 1983); Spellbook, *Components and Reactions of Phosphorus*: Dale Henson et al., *Encyclopedia Magica, Volume Three* (TSR, 1995)

Convolutes of Legend and Song

(Sixteen volumes)

Setting: Anaith (See below)

Requirements: See below; NWP *Ancient Languages (Ancient Elvish)*

Author: Thiondar, King of the Ch'thar (comp.).

Size: Each volume 124 cm tall, 60.5 cm wide, from 10 to 40 cm thick; from 659 to 2,567 pages.

Description: A collection of sixteen large folios with featureless mahogany covers.

Each folio contains hundreds of pages and sheets of all kinds of materials, such as parchment, vellum, paper, papyrus, bamboo, bone, metal, mother-of-pearl, and so on.

Lore: A huge, probably unique collection of myths, legends, and songs.

DM: Collection unique. Originals and copies. Unique to common. Excellent to poor condition. Untitled.

Reading the manuscripts requires many different NWPs, with some examples given below. Reading the *marginalia* and summary notes requires the NWP *Ancient Languages (Ancient Elvish)*.

NWPs: Although they can be of use to a variety of individuals (e.g., Bards, singers, historians, lovers of art, poets, arcanologists), the folios would be of particular interest to an individual who wishes to improve his NWP *Folklore*. Note that improving an NWP requires the necessary number of free character points or NWP slots.

Contents: *Convolutes of Legend and Song* comprises a huge collection of sheets, maps, songs, ballads, poems, snippets of information, studies, theses, and essays concerning many legends from all over the planes of existence. There are legends and songs of heroes and heroines of old; legendary treasures, relics, and artifacts; lost pyramids, temples, and tombs; sunken cities, islands, and continents; mysterious constructs; lyrical poems; tales of ancient dragons and mythical sphinxes; omens, auguries, and divinations; lost worlds and unknown planes; fiendish labyrinths and haunted castles; sewers and catacombs; islands of magical clouds and the depths of the earth; and so on, and so on.

The *marginalia* and notes add to the texts, provide the reader with directions, delete whole sections, refer to other sheets in the folios and to many other books on many different subjects (legends, history, magic, the theater). They refer to portals and *gates* and to all manner of spells, items, and apparatuses that can transport creatures and things (e.g., *mirror of transportation*, *portable hole*, *cubic gate*, *apparatus of the Kwalish*); to guides and servants; to components for spells of transportation (e.g., *Blink*, *Dimension Door*, *Teleport*) and where they can be found; to talismans and amulets.

On a damaged sheet of vellum are two sentences in a faded, grayish blue ink. Several additional sentences have been crossed out and can no longer be read:

Complete Text (NWP Reading/Writing (The Common Tongue))¹⁾:

"As time progressed, Adder built vast libraries, and amassed a large number of ancient books and scrolls. Tomes dealing with beasts, magic, and religion were plentiful. Information about almost anything could be found in his libraries."

(NWP Ancient Languages (Ancient Elvish): "Ractus?"

Another sheet contains a text in an unknown language and several sentences written in Ancient Elvish (Anaith):

Excerpt (NWP Ancient Languages (Ancient Elvish))²⁾:

"Siragle is a major Abyssal fiend whose form is that of an unsettling blend of humanoid and reptilian. It stands 8½ feet tall and has the head of a crocodile, crowned with sharp black antlers.

"Its body is that of huge, muscular human, a full 3 feet wide.

"Its eyes are a solid blood-red, its numerous teeth (666? 88?) are black as soot.

"It has a 5-foot tail that trails behind it and ends in a dagger-like, yellowed ivory stinger (Vampiric? cf. Greyhawk).

"... but has not brought a weapon with him?

"On its hands and feet are vicious claws and its leathery, muscled body is a blackish-green."

Another contains a number of hastily scribbled notes (Forgotten Realms):

Complete Text (NWP Reading/Writing (Espruar))³⁾:

"On a night, a piece of sky fell to the earth?

"Neverwinter upriver Neverwinter Woods Mount Hotenow

"Lady of the Woods

"Klolu

"cf. 28, IV?"

A sheet of beaten copper features an engraving (Fantastic Earth):

Complete Text (NWP Reading/Writing (English))⁴⁾:

"Mighty Slave of this Ring

Obeys at my command!

Hear my call; come,

And hear what I demand!

Sharlumanugash appear!"

Research: There seems to be no logic to the way the sheets are arranged.

A knowledgeable sage or historian may be able to inform researchers that the collection was assembled by Thiondar, King of the Ch'thar, a legendary elven king who led his people on an epic journey across their world (Anaith) after most of it had been destroyed in the great wars of the elves – before they all but disappeared without a trace. Such an individual might also suggest that it seems likely that the king used *factotums* or *bikbellums* to retrieve whatever information he wanted from the folios, although there is no record of him ever having possessed such creatures.

¹⁾ This is a reference to **The Vault of Time**.

²⁾ This is a reference to **Dungeon 28**, *Sleepless*.

³⁾ This is a reference to **Dungeon 28**, *Visitors from Above*.

⁴⁾ This is a reference to **The Dragon 8**, *The Finzer Family*. Interestingly, some scholars suggest that there may be a connection to the mysterious world of Nehwon.

Source/Origins: Complete histories, legends, and myths: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991); Harry O. Fisher, *The Finzer Family — A Tale of Modern Magic*, in: *The Dragon 8* (TSR, 1977); Michael Shel, *Sleepless*, in: *Dungeon 28* (TSR, 1991); Shonn Everett, *Visitors from Above*, in: *Dungeon 28* (TSR, 1991); Garry J. Sled, *The Vault of Time* (www, 1997)

Cosmogony of Magnetic Fluids

Setting: Any (World of Greyhawk)

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

Author: Unknown.

Size: 36.1 cm tall, 18 cm wide, 4 cm thick; 200 pages

Description: A very old, fairly nondescript book with mud-colored canvas covers that show definite signs of wear and tear. On the front cover are a text, perhaps the title of the book, and an intricate symbol of a strange, baroque galleon-like ship on some waves, each executed in a dull red paint.

Within are brown, curling parchment pages with green edges and sewn to the covers with gold thread, which feature a monochrome manuscript enriched with diagrams and illustrations in a faded verdigris ink.

Lore: A copy of a controversial study of the "magnetic quality of fluids", which may contain a lost spell.

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

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

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

The book may contain an important clue to one of the following spells, as determined by the DM or by random die-roll: **VI: Chain Lightning**; **IX: Energy Drain**; **IX: Mordenkainen's Disjunction**.

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

Contents: *Cosmogony of Magnetic Fluids* comprises a controversial thesis on the notion that the origin of the multiverse is based on forces contained within fluids, which the author describes as being "magnetic". It speaks of both the material and immaterial aspects of elemental water, their depletion and increase, and how these aspects have led to the genesis of the Para-Elemental of Ice, the Para-Elemental Plane of Ooze, the Quasi-Elemental Plane of Salt, and the Quasi-Elemental Plane of Steam, respectively. The paragraphs lead to a research of some spells and how they pertain to the thesis.

Spells: Uniquely, this copy contains the following spell, on seven pages: **VII: Volley**.

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

Volley – Restricted: Lost Spell (Abjuration)

Level: Wiz 7

Range: 0

Area of Effect: The caster

Duration: Until triggered

Casting Time: 7

Components: V S M

Saving Throw: See below

Volley allows the caster to cause a spell with him as its sole, first, or primary target (the second spell) to ricochet back and forth between himself and its caster (the second caster), without taking effect, until one of them fails a saving throw vs. Spell or until the second spell cannot be redirected again. *Volley* remains dormant until it is triggered when the second spell is cast, upon which that spell is automatically sent back to the second caster. The second caster must then pass a saving throw vs. Spell, with success indicating that the spell is sent back to the caster without taking effect, who must then pass a saving throw vs. Spell to send it back again, and so on, until one of the conditions mentioned above is met.

Each instance of the second spell ricocheting between the caster and the second caster (two volleys) is known as an *exchange*, each of which takes but a single second. The second spell can go through as many exchanges as its spell level before it dissipates harmlessly. For example, a 5th-level spell can go through a maximum of five exchanges – *i.e.*, it would be cast, reach the caster and then be sent back and forth up to a maximum of five times before it dissipates. Note that this means that, if *Volley* is allowed to run its full course, the final volley will always have the caster as its target, although it will never reach him. Whenever it is redirected, the second spell is treated as if it were cast for the first time (by the second caster) where its level, range, duration, saving throw, and effects are concerned, and with the targeted caster as its new target. Its Casting Time has effectively become one half of a second and the need for any components is negated as soon as it is redirected for the first time.

The second also spell dissipates harmlessly whenever it cannot find a target (*e.g.*, if one of the casters would have left the area or moved out of the spell's range). Note that each exchange takes but a second, which does not give either caster much time to move.

Volley affects spells that name the caster as their sole, first, or primary target (*e.g.*, *Magic Missile*, *Shocking Grasp*, *Maze*, *Domination*, *Power Word—Kill*, but also spells such as *Lightning Bolt* or *Chain Lightning* if these would have the caster as their primary target). Obviously, the DM will have to be careful when ruling on a spell's target.

Volley prevents the second spell from generating any of its effects at the moment it is redirected (*e.g.*, if *Lightning Bolt* aimed at the caster were to start 10 feet before him, the full spell would be volleyed, leaving any of his companions unscathed as well). Note that certain circumstances can make that the caster is still affected by the second spell if its effect would include him as a secondary target (*e.g.*, *Chain Lightning*).

The material component of *Volley* is a bit of bent willow or other flexible wood (*e.g.*, *Salix*, *Taxus*), crisscrossed with specially prepared strands of gut.

Example: An evil mage (the second caster) casts *Lightning Bolt* with the caster as its primary target. This triggers *Volley*, which then automatically redirects the spell to the evil mage, who must pass a saving throw vs. Spell or have it take instant effect as intended by him but now with himself as its primary target. However, the evil mage passes his saving throw and the spell once again flies toward the caster, seeking to affect him (again). Now, the caster is allowed a saving throw vs. Spell, with failure meaning he is affected by the second spell and success meaning that the spell is once again returned to the evil mage, who must again pass a saving throw vs. Spell or suffer its effects, and so on. In this example, the spell will be sent back and forth until one or the other fails his saving throw or until it has gone through three exchanges (six volleys) and dissipates harmlessly; in like fashion, a 1st-level spell would be returned automatically and then pass through one exchange (two volleys) before it dissipates.

The second spell dissipates harmlessly if, at any time during an exchange, its new target would have left the area or moved out of range.

Notes: *Volley* is a lost spell.

A lost spell is a spell for which no AD&D game statistics exist or which has been withdrawn from the system. At the DM's option, a lost spell may be reintroduced into the game, which will require thorough research, time, gold, a laboratory, and possibly the casting of additional spells (v.

DMG, p. 64: "Spell Research"). Note that a reintroduced version of the spell will likely differ from the description given above in many ways.

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

Source/Origins: *Volley*: Gary Gygax, *From the Sorcerer's Scroll*, in: *Dragon 68* (TSR, 1982); *Volley*: Gary Gygax, *Unearthed Arcana* (TSR, 1985)

Research: Although the book seems to comprise a comprehensive study of the subject and, indeed, a worthy attempt at explaining the spells it mentions, most scholars of today dismiss the work as an exceptionally well-crafted work of fantasy. Indeed, not a single one of the theories presented in the work comply with any of the theories about the elemental planes known today. However, some scholars have suggested that it may be a translation of a book from a universe ruled by wholly different laws of physics and chemistry. In reaction to this, an eminent linguist has suggested that it would seem likely that the author may have misinterpreted the word used to describe the quality of water in that work, although to what extent remains unknown.

Despite all of the above, mages and sages often inspect copies of the book when they turn up, because legend has it that one of these may contain a description of the lost spell *Volley*. It would appear that the underlying volume is that copy.

While some rare sources attribute this work to the legendary Mordenkainen of Oerth himself, this is dismissed by most sages of today.

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

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

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

Cosmohydrology

On the Systemic Application of Cosmological Hydrocycles

Setting: Forgotten Realms

Requirements: NWP Reading/Writing (Waelan)

Author: Various priests of Oghma.

Size: 43.2 cm tall, 28 cm wide, 3.8 cm thick; 260 pages

Description: An impressive tome with covers of wood of a shimmering, light hue. On the front cover is a stylized depiction of a dragon with two intertwined, snake-like heads holding a prominently displayed, partially unfurled scroll in one of its claws, the whole inlaid with many precious purple and many-hued gemstones and minerals. On the front cover and spine is an elaborate sequence of eight words, perhaps the title of the book.

Within are numerous thin pages of a rich yellow, slightly oleaginous vegetable material, featuring polychrome manuscripts, diagrams, tables, and schematics.

Lore: A religiously inspired thesis on the influence of the cosmos on aspects of water.

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

Reading the title and manuscript requires the NWP *Reading/Writing (Waelan)*. The partially unfurled scroll held by the two-headed dragon is the symbol of Oghma, God of Knowledge, Invention, Patron of Bards.

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

Resistant: The book has been especially treated so that is impervious to the liquid effects of water and similar, non-caustic fluids.

Contents: Next to containing extensive praise to Oghma and the religious aspects of knowledge and science, *Cosmohydrology* is a discourse on the physical, religious, and natural aspects of water, focusing on its *speculum*, its motive and hydraulic aspects, and its hydrodynamic and hydrologic qualities in particular, the latter with special references to its properties, phenomena, and distribution on Toril. It speaks of the influence of the moon and various other heavenly bodies on water and refers to various animals (weasel, ape, fox, hare, many fish, black birds, snakes), metals (electrum, bronze, brass, quicksilver), gemstones (agate, opal, amethyst, garnet), plants, herbs, and trees (cinquefoil, cloves, fumitory, marjoram, narcissus, parsley, hazel wood, herb mercury, grass), and incenses (frankincense, mace, mastic), all associated with water and the moon.

It also contains a short and complex account of the practical application of the cosmological, hydrodynamic, and hydrologic aspects of water, possibly for the creation of a false ecosystem for locations deprived of the light of sun and moon and, especially, a proposal for the magical simulation of the cosmological influences on water. Of further interest are various footnotes containing passages from other works on the subject of water, among which some from *Cazimere's Philosophic Hydromancy*, a spell book that is believed lost today and is said to contain numerous unique water-based spells.

Research: The wood used for the covers is sandalwood. The gemstones and minerals used for the inlays are multi-hued agate and opal, purple marble, sardonyx, and violet garnet. The pages were fashioned from the specially prepared flowers of narcissus. The inks are based on mixes of powdered electrum, agate, and amethyst.

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

Source/Origins: Hydroponic Garden: Randy Maxwell, *Ex Libris*, in: *Dungeon 29* (TSR, 1991); *Cazimere's Philosophic Hydromancy*: Andrew Hamilton, *Cazimere's Philosophic Hydromancy*, in: *& 10* (& Publications, 2014)

Cumulonomicon of Sirrus

(*Cumulonomicon*)

(*The Book of Clouds*)

Setting: Wilderlands

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

Author: Kritas of Zothay.

Size: 34 cm tall, 26 cm wide, 2.5 cm thick; 189 pages.

Description: A slender volume with covers of a somewhat rough, gray leather-like substance. Stamped into the front cover and inlaid with silver is a text, perhaps the title of the work.

Within, parchment pages are sewn to a leather spine with thread, with some of them having come loose. Most pages feature a manuscript in blue ink, while some of them contain full-page, rather well-executed oil paintings of cloud formations over a mountainscape, with one of these even featuring a cloud giant castle. Stuck between two of the pages is a bookmark made from the many-colored tail feathers of a male pheasant.

Lore: A study of clouds both magical and mundane containing a duo of rare spells.

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

Reading the title and manuscript requires the NWP *Reading/Writing (Altanian)*¹⁾. The spells are written in an arcane language and a Wizard must cast *Read Magic* if he wants to read them for the first time. The word on the front cover reads "Cumulonomicon".

Oil Paintings: The oil paintings have true artistic value and may be of interest to sages and art collectors alike. In addition, a sage with knowledge of the history of the Wilderlands may recognize the cloud castle in one of the paintings as that of Gyges Imperion, the Cloud Giant Emperor (v. **G4**, *Aerial Fortress of the Cloud Giant Emperor*).

NWPs: The book can be of use to an individual who would want to acquire the NWP *Weather Knowledge*. Note that acquiring an NWP requires the necessary number of free character points or NWP slots.

Alternatively, the DM may allow a reader using the book for this purpose to forecast the weather as if he had a specialized equivalent of the NWP *Weather Sense*, perhaps with a +4 penalty to his NWP check²⁾.

Contents: The *Cumulonomicon of Sirrus* is a study of clouds magical and mundane, as meteorological phenomena and, to some extent, how they are affected by magic and Wizard spells.

The first pages deal with the definitions of the various different kinds of clouds as they occur naturally, such as *cirrus* clouds, white clouds that occur at an altitude of above 30,000 feet, long and thin and often forming patterns or parallel rows, with bands of them often covering 20-80 square miles and each strand being 100-1,000 feet thick and 100-1,000 feet long; *altostratus* clouds, dark cloud layers some 2,000-8,000 feet thick and found at an altitude of 15,000 feet; *altocumulus* clouds, long clouds, approximately 1,000-4,000 feet thick, and occurring at an altitude of about 10,000 feet or above; *cumulus* clouds, the fluffy 'fair-weather clouds', from 1,000-3,000 feet thick, usually round with billowing surfaces and occurring at an altitude of about 5,000 feet and covering only 2-20 square miles, but also able to form the dark masses of clouds stacked atop each other in mountainous formations that are responsible for thunderstorms; *stratocumulus* clouds, the rolling gray clouds that occur at altitudes of 2,000 feet and above, 1,000-4,000 feet thick, and with their surfaces undulating in many peaks and valleys; and *nimbostratus* clouds, the dark clouds that bring rain, between 3,000-5,000 feet thick, with rough, rolling peaks, and occurring as low as 2,000 feet, with a 50% chance of being accompanied by scud, small black patches of mist at treetop level. The next pages deal with 'magical clouds', clouds composed of what is sometimes called *cloudstuff*, clouds upon which a creature can walk and on which cloud giants are said to build their cloud castles. The author discerns three different kinds of magical clouds: *aerocumulus* clouds, fluffy clouds not dissimilar to *cumulus* clouds in appearance and dimensions and usually found at altitudes above 15,000 feet, which provide substantial footing, much like walking in 3 inches of mud³); *altocirrus* clouds, clouds not dissimilar to *cirrus clouds* in appearance and dimensions and usually found at altitudes of 30,000 feet or above, safe to walk on albeit much like slogging through a muddy swamp⁴); and *nebulacumulus* clouds, little more than barely visible layers of mist found even higher than *altocirrus* clouds and able to support only the lightest of creatures (e.g., butterflies) – heavier creatures stepping onto them instantly plunge through *nebulacumulus* clouds.

Formations of all three types are described as "occurring in patterns that cover up to 180 square miles", while "their exteriors are twisted and chaotic – bumps, canyons of clear air, and hills of fog pockmark the surface of *cloudstuff*". Much of what follows is a collection of texts and notes based on legend, folklore, and metaphysical lore rather than on facts, as attested by the author on various occasions:

Excerpt: "For example, Arolsokuel suggests that 'anyone digging a hole in a magical cloud will find such efforts fruitless, as the hole continually caves in with more *cloudstuff* and material dug out turns to mist and drifts away'."

Excerpt: "The stuff of clouds absorbs spells, remains unaffected by lightning – flashes within them are common – and it cannot be damaged by blunt weapons. Fiery effects cause it to dissipate into a mist, while all forms of air, fire, and water elementals pass freely through *cloudstuff*: fire elementals burn holes through it, the others are in their element."

Excerpt: "The sky is ephemeral and ever-changing. There is no lasting terrain within it and there are few obstacles to movement, the primary features of the sky being clouds and air currents."

Excerpt: "Although it is generally assumed (cf. Rabagan Iskarban, *Cumulostrata*) than living creatures cannot fly above 5,000 feet, magical items like the *iridescent ioun stone* or the *necklace of adaptation* may allow one to reach greater heights, perhaps as much as 15,000 feet, without harm. Above this altitude, the air becomes so thin that normal flying is impossible. Moreover, generally speaking, the air gets colder as one rises in the sky, the effective temperature lowering by 3 °F for every 1,000 feet of altitude."

Excerpt: "According to the various known sources, *Cloudburst* and *Precipitation* may change the sort of cloud present within the area of effect, while *Transmute Water to Dust* turns natural cloud formations into clear air within its area of effect⁵."

Excerpt: "Peregrinus (cf. *Herbs and Remedies*) speaks of the *cloud bush*, a magic bush growing on 'magical clouds', whose leaves, when made into a poultice have the power of drawing out 'poison from any wound, even from those who are dead, provided they have not been dead more than thirty minutes', stating that 'life may thus be regained but those brought back are still weak and will eventually be restored to full health by rest.' It would appear that the leaves do not work on ingested poison."

Excerpt: "There is nothing to stop a flier from going straight through a normal cloud."

Excerpt: "Vision within a cloud is reduced to a maximum of 40 feet only – to 5 feet even in *nimbostratus clouds* – and the chance of losing one's way in one is considerable, especially when changing direction in flight⁶."

Excerpt: "The air in a cloud is humid, perhaps best likened to exposure to a light drizzle, and I have found that only careful waterproofing can prevent items from getting wet, eventually warping and smearing beyond use⁷."

Excerpt: "The Seer Sota of Modron (cf. *Witches & Austromancers of the Battleplain*) writes: 'Cloud patterns often change before the weather does and it seems likely that this lies at the basis, at least in part, of the weather forecasting abilities of witch doctors and wise women'."

Interestingly, another section suggests that, since *cumulus* clouds produce lightning, items that use lightning (e.g., *wand of lightning*) may be recharged by bringing them into these clouds and waiting for them to be struck by lightning⁸.

Spells: The book contains the following spells on 11 pages: I: *Cloud Cushion**; III: *Part Vapors**.

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

Cloud Cushion (Invocation/Evocation)

Level: Wiz 1

Range: 10 ft/level

Area of Effect: One 10×10×5-ft area

Duration: 1 rd/level

Casting Time: 1

Components: V S M
Saving Throw: See below

Cloud Cushion enables the caster to create a 5-foot-thick, 10-foot-square mass of billowing, semi-solid fog, on a solid surface within range, which will then serve as a cushion for falling creatures. Once placed, this cloud cushion cannot be moved. The cushion negates the damage inflicted by falls of up to 10 feet per level of the caster. Falls of greater distance cause damage to the only for the additional distance fallen (e.g., a cushion created by a 10th-level Wizard negates all damage from a fall of 100 feet or less; a creature falling 120 feet would only suffer 2d6 points of damage for only the additional 20 feet). Note that the maximum amount of damage a creature can suffer from a fall is 20d6 points, which means that a creature falling 400 feet before landing on a 10th-level Wizard's cushion still suffers only 20d6 points of damage. However, individuals who fall from heights of 300 feet or greater must pass a saving throw vs. Death Magic, with a -1 penalty for every 100 feet above that, or miss the cushion altogether and suffer falling damage as usual. The spell can be ended with a successful casting of *Dispel Magic*, a similar spell or effect, or by the caster's silent act of will. The material components of *Cloud Cushion* are a fist-sized ball of cotton and a handful of fine sand, both of which are consumed in the casting.

Notes: *Cloud Cushion* is a rare spell for Air Elementalists; it is otherwise very rare.

Source/Origins: *Cloud Cushion*: Robert S. Mullin, *Arcane Lore. Spells of Elemental Air*, in: *Dragon 244* (TSR, 1998)

Part Vapors (Alteration)

Level: Wiz 3
Range: 0
Area of Effect: One path 10 ft wide, 10 ft high, and 10 yds/level long
Duration: 1 rd/level
Casting Time: 3
Components: V S M
Saving Throw: None

Part Vapors enables the caster to affect the vaporous content of the air in a narrow, stationary path that is 10 feet wide by 10 feet tall and extends away from him to a distance of 10 yards for each of his levels, in the direction he is facing when the spell is cast. This generates three major effects.

1) Banish Non-Magical Vapors: While the spell lasts, non-magical vapors, mist, fog, and smoke cannot enter the path, thus eliminating any visibility impairments within the area of effect.

2) Affect Magical Vapor-Based Effects: The spell sunders mist-, fog-, smoke-, and vapor-producing spells and spell-like effects of 3rd level or less. When used against more powerful vapors (e.g., *Cloudkill*, *Death Fog*, green dragon breath), it grants creatures within the area of effect a +2 bonus to any applicable saving throws, or -1 point per damage die if no saving throw is allowed.

3) Harm Vaporous Creatures: To vaporous creatures (e.g., smoke para-elementals, vampiric mist, creatures in *gaseous form*) that are in, or enter, the area of effect, the spell inflicts two points of damage per level of the caster for each round they are within the area. Note that there is no saving throw against this effect.

The spell can be ended with a successful casting of *Dispel Magic*, a similar spell or effect, or by the caster's silent act of will. The material component of *Part Vapors* is a stoppered glass tube of any length containing clean, clear air.

Notes: *Part Vapors* is a rare spell for Air Elementalists; it is otherwise very rare.

Source/Origins: *Part Vapors*: Robert S. Mullin, *Arcane Lore. Spells of Elemental Air*, in: *Dragon 244* (TSR, 1998)

Research: The covers are elephant skin stretched over sheets of beech.

Although the book has been known as the *Cumulonomicon of Sirrus* ever since it was found, it remains unclear who or what 'Sirrus' is, with theories ranging from the word referring to a mythical domain high in the sky to it being an ancient name for a forgotten god sometimes called the Lord of Air and Storm.

The oil paintings might be of some value to art collectors.

Author: The author was a human mage who ruled the village of Zothay at the mouth of the Mageven River in Altanis before he traveled to the Cloudwall Mountains later in life, where he remained until his death.

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

¹⁾ Altanian is the language that is spoken in barbarian Altanis, the equivalent of the common tongue of that region.

²⁾ In this case, the DM may allow a reader using the book to forecast the weather by observing the clouds (if any). Have the reader roll 1d10 on Table 1, with the result determining what clouds are present (if any) and thus the current weather and likelihood that it will change. There is always a 30% chance that two separate types of clouds are present at once (roll 1d10 twice), which may make a weather forecast difficult. In case the DM has already determined the weather for the coming days using his preferred weather-generation system (e.g., v. **WSG**, p. 107-118: "Appendix: The World of Weather"), he may want to roll the dice himself until he gets a result that conforms to the current weather.

Table 1. Cloud Formation Types

Weather	Clouds (1d10)				
	1	2-3	4-5	6-7	8-10
Sunny, no change	<i>Altostratus</i>	<i>Cirrus</i>	—	—	<i>Altostratus</i>
Sunny, will change	—	<i>Altostratus</i>	—	—	<i>Altostratus</i>
Cloudy, clearing	<i>Altostratus</i>	<i>Altostratus</i>	<i>Cumulus</i>	<i>Cirrus</i>	<i>Altostratus</i>
Cloudy, no change	<i>Cumulus</i>	<i>Cirrus</i>	<i>Altostratus</i>	<i>Altostratus</i>	<i>Stratocumulus</i>
Cloudy, will rain	<i>Cirrus</i>	<i>Altostratus</i>	<i>Altostratus</i>	<i>Stratocumulus</i>	<i>Nimbostratus</i>

Rain, rain continues	<i>Cumulus</i>	<i>Altostratus</i>	<i>Altostratus</i>	<i>Stratocumulus</i>	<i>Nimbostratus</i>
Rain, clearing	<i>Cumulus</i>	<i>Altostratus</i>	<i>Altostratus</i>	<i>Nimbostratus</i>	<i>Stratocumulus</i>
Rapid change	<i>Cirrus</i>	<i>Altostratus</i>	<i>Stratocumulus</i>	<i>Cumulus</i>	<i>Cumulus</i>

- ³⁾ Creatures not used to negotiating such clouds move at half their normal MV rate and suffer a -1 penalty to hit and a +1 AC penalty.
- ⁴⁾ Creatures not used to negotiating such clouds move at one-quarter of their normal MV rate and suffer a -2 penalty to hit and a +2 AC penalty.
- ⁵⁾ At the DM's discretion, the effects of certain types of spells may be compromised when cast in a cloud. For example, gas-based spells may have their effects reduced, while the gases may take twice as long to dissipate (e.g., *Stinking Cloud*); magical fire-based attacks inflict -1 point of damage per damage die; there is a 20% chance that any electricity-based spell is negated by the wet air).
- ⁶⁾ A flying creature changing direction in a cloud has a 70% chance to become lost and proceed in a random direction. Creatures in clouds suffer -2 penalty to their hit rolls for missile attacks. In *nimbostratus* clouds, accurate missile fire is virtually impossible.
- ⁷⁾ Exposed items get wet and parchments, papers, scrolls, and books must pass a special item saving throw of "5" for each turn of exposure or become warped and smeared beyond use. In *nimbostratus* clouds, any item that can be affected by water must pass an item saving throw vs. Acid to avoid becoming wet, even if it is wrapped – only careful waterproofing can prevent this (v. **DMG**, p. 58: "Item Saving Throws").
- ⁸⁾ If the DM would allow this, it is suggested that an individual hold the item himself while in the cloud, with the object having a 10% chance per round of being struck by lightning, resulting in that individual suffering 4d6 points of damage (save vs. Death Magic for half damage). In this case, anyone casting an electricity-based spell while in a *cumulus* cloud would have the same chance of attracting a lightning strike and suffer a similar amount of damage. Note that this contradicts the notion that flying creatures generally remain unaffected if struck by lightning while in the air.

Source/Origins: Tomes about aviation: Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991); Thomas McCloud, *Under the Storm Giant's Castle* (Judges Guild, 1979); Thomas Kane, *Flying the Friendly (?) Skies*, in: *Dragon 124* (TSR, 1987); *Cloud Cushion, Part Vapors*: Robert S. Mullin, *Arcane Lore. Spells of Elemental Air*, in: *Dragon 244* (TSR, 1998)

Cyclopedium of the Languages of Ansalon

Cyclopedium of the Languages of Ansalon. The Draconic Languages; Cyclopedium of the Languages of Ansalon. The Ogre Languages; Cyclopedium of the Languages of Ansalon. The Istarian Languages

Setting: Krynn (Ardha)

Requirements: NWP Reading/Writing (Common)

Author: His Puissant Opulence the Demiurge Kriyhuuth the Incomparable, Destroyer of Thon-K'aa.

Size: Each volume 58 cm tall, 40 cm wide, 13 cm thick; 650 pages each.

Description (See below): A collection of three large books of exactly the same size and in immaculate condition, the first with covers of a splendidly scaled, red leather; the second with covers of a deep, sea-green, parchment-like material; and the third with splendidly scaled, blue leather covers. All front covers feature various ornaments and texts inlaid with gleaming gold, with the latter perhaps being the titles of the books. Also on each front cover is a single blemish, an irregularly-shaped hole with blackened edges, proudly displayed and revealing the underlying, bone-white to yellow material. On each occasion the visible material features a symbol inlaid with a metal with a distinct sheen: green for the first volume, violet for the second, and blue for the third.

Within are pages of a soft, vellum-like material, of its own rather striking hue in each volume, and all featuring manuscripts in rich inks of many colors, most notably silver and electric blue.

Lore: Three volumes of a legendary collection of studies of some of the older languages of Krynn.

DM: Original. Unique. Incomplete. Immaculate condition. Title and subtitle on the front covers.

Reading the titles and manuscripts requires the NWP *Reading/Writing (Common)*.

Magic: The books and its pages radiate "Faint" auras of Alteration magic, which is due to the *exploding runes* on the front covers and the baneful nature and magical coloration of the pages.

Touching the Books: The symbols on the front covers behave much like as if they were *permanent explosive runes*, cast at 18th level of experience and causing an explosion each time a book is perused by any creature native to Krynn, inflicting 6d4+6 points of damage upon the offender (no saving throw) and each creature within a 10-foot blast radius (save vs. Spell for half damage). The symbols are permanent in nature, which means that they will continue to cause explosions until they are somehow destroyed or (temporarily) *dispelled*.

The symbols cannot be recognized for what they are by non-magical means and then only by a knowledgeable individual. A Wizard using any magical means to divine their nature has his chances of success halved (e.g., 5% chance per level when using *Identify*), while a Bard only ever has a flat 5% chance. However, spells and effects that detect traps (e.g., *Find Traps*, *wand of secret door & trap location*) will register the symbols as being traps.

Touching the Pages: The pages will harm any creature native to Krynn that touches them, instantly inflicting 2d6 points of acid damage (save vs. Poison at -4 for half damage).

NWPs: The books can be of considerable use to individuals who would want to acquire or improve one or more of the many NWPs associated with the languages studied in the book (e.g., NWPs *Modern Languages (Draconian)*, *Sage Knowledge (Languages)*, *Sage Knowledge (Kothian)*). Note that acquiring and/or improving an NWP requires the necessary number of free character points or NWP slots.

Resistant: The books cannot be harmed by acid, heat, electricity, or fire, whether magical or mundane in nature, and they otherwise make their item saving throws as "Metal", with a +3 bonus, and with an additional +2 bonus when saving against Disintegration (v. **DMG**, p. 58: "Item Saving Throws").

Contents: These three volumes of *Cyclopedium of the Languages of Ansalon* comprise extensive studies of some of the older languages of Krynn.

Cyclopedium of the Languages of Ansalon. The Draconic Languages

This volume is a study of the Draconic Languages of Krynn, most notably Dragonspeak, Draconian, and the languages of the bakali and the jarak-sinn, all of which are descended from a very ancient and obscure tongue that existed in the Age of Starbirth but is long forgotten now.

Draconian and the languages of the jarak-sinn and bakali are both distantly related to this ancient draconic tongue, but are either an artificial language containing elements of the goblin, Nerakese, and infernal languages (Draconian), or a primitive language that bears only basic similarities to the root tongue (jarak-sinn, bakali).

Of the Draconic Languages, only Dragonspeak and Draconian have a written form, using the Draconic alphabet. However, texts in Draconic are only rarely found – dragons have an oral rather than a written culture, and lesser creatures are rarely literate.

When it is found, it will be in arcane works and, sometimes, in the works of some ancient bronze and gold dragon philosophers. It would be quite rare and unusual for a mortal to have had the opportunity to learn the Draconic script.

Research: The book and its pages radiate “Faint” auras of magic (Alteration).

The covers are made of the skin of a red dragon of Krynn stretched over sheets of polished ivory with a slight tinge ranging from dark yellow to brown. The symbol on the front cover has a distinct, greenish hue. Within are splendid, violet vellum pages with a pearlescent sheen and featuring a manuscript in superbly rich inks of many colors, most notably silver and electric blue.

The symbol on the front cover was made from a single piece of magically colored *darksteel*¹⁾. The pages are magically colored vellum.

Cyclopedium of the Languages of Ansalon. The Ogre Languages

This volume is a study of the Ogre Languages of Krynn.

Ogre Languages are spoken by ogres of Krynn, goblins, hobgoblins, sligs, hags, ogre magi, giants, and thanoi. They are simple languages descended from Ancient Ogre, which have evolved or degenerated so much over 5,000 years that only the most dedicated scholars could point out the similarities. They have a written form, which employs the Ogre Script, a crude collection of letters and pictographs. This script is very distantly related to those of Ancient Ogre and Kothian, the language of the minotaurs of Krynn. The Kothian Script is a subtle and complex alphabet that nearly died out during the Istarian persecution of minotaurs in the late Age of Might, but was restored by the minotaurs early in the Age of Despair as a symbol of their pride.

Research: The book and its pages radiate “Faint” auras of magic (Alteration).

The covers are made of Irda skin, deep sea-green in hue and stretched over sheets of polished, bright white ivory. The symbol on the front cover has a distinct, violet hue. Within are splendid, bright lemon vellum pages with a pearlescent sheen and featuring a manuscript in superbly rich inks of many colors, most notably silver and electric blue.

The symbol on the front cover is made from a single piece of magically colored *darksteel*¹⁾. The pages are magically colored vellum.

Cyclopedium of the Languages of Ansalon. The Istarian Languages

This volume is a study of Istarian Languages of Krynn, among which Kalinese, Khur, Nerakese, and Nordmaarian. All are descended from Istartian.

Istartian was the language spoken in Istar before the Cataclysm. It is no longer spoken in Ansalon and its closest modern equivalent is Kalinese. It had an intricate and beautiful script that was widely recognized in the Age of Might. Today, only those regions once under the direct rule of Istar preserve scraps of the alphabet. Kalinese is spoken by the humans in the ports on the shores of the Blood Sea. Khur is spoken by the Khur desert nomads. Nerakese is spoken by the Taman Busuk humans and the dragon armies. Nordmaarian is spoken by the humans of Nordmaar as well as by bakali and jarak-sinn.

Research: The book and its pages radiate “Faint” auras of magic (Alteration).

The covers are made of the skin of a blue dragon of Krynn, stretched over sheets of polished ivory with a slight lemon tinge. The symbol on the front cover has a distinct, blue hue. Within are splendid, bright light green vellum pages with a pearlescent sheen and featuring a manuscript in superbly rich polychrome inks, most notably silver and electric blue in color.

The symbol on the front cover is made from a single piece of magically colored *darksteel*¹⁾. The pages are magically colored vellum.

Research: These are three volumes of *Cyclopedium of the Languages of Ansalon*, a legendary series of books said to study all languages of Ansalon. It is unknown how many volumes the complete *Cyclopedium* would comprise, although it would surely be monumental.

It has been suggested that the books were made as a statement rather than to be consulted. Indeed, Nysphaunt (*Phaësisphaean Sources*) argues that this could explain the damage the books can do to natives of Krynn.

Few people have ever seen the underlying books or any of the others and information on their origins and nature will be scarce. Learning anything about them will require the casting of powerful divination spells (e.g., *Commune* and *Legend Lore*).

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

¹⁾ *Darksteel* is an alloy of unknown origin and composition, silvery in hue unless exposed to air for prolonged periods of time, upon which it will take on a deep, gleaming purple luster. It is known for its exceptional resistance to many effects magical and mundane, as well as its ability to take and retain enchantments. The secret of making it is believed to have been known only to a single clan of dwarves of the past, of which no traces remain today. Hence, those few ingots that remain can only be found in scattered dwarven ruins far below the surface.

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

Index

ENTRIES IN SMALL CAPITALS (BOLDFACE) are titles of works described in this volume. Underlined entries are the names of their (*possible*) authors. ENTRIES IN SMALL CAPITALS are the colloquial names of works described or refer to works mentioned in the various entries, the latter not usually described in any detail. Entries in gray are original titles or names of books or some of their contents, provided where deemed relevant and/or where they have been changed. This index does not pretend to be complete.

A HISTORY (WG)	5
A LONG WAY DOWN (PSC, ELA)	5
A report by Phiraz (...) city of Scornubel	58
A special control book (...) rooms in Bard Keep	48
A TALE OF TWO CITIES (ANA, EARTH)	6
A THESIS ON THE PROPORTION OF ABSTRUSITY (ANY)	7
<u>Adriennedar Ironedge</u> (noble and scholar)	48
AEROGRAPHIA AERONAUTICA (ANA)	7
ÆTHERIUM (ANY, ANA, YXX, ETH)	10
<u>Agnes Lyrel</u> (noble and scholar)	52
<u>Ahasveer</u> (arch-mage)	13
AHASVEER. A TABULAR CLASSIFICATION OF PHYSICAL AND CHEMICAL LAWS (ESH)	13
<u>Ahodiari Menegrin</u> (philosopher)	65
AÏNLAGLANN FHÁIL AÍVALĚ (ARD, AIV, ARV)	13
<u>Almandine of Tamharei</u> (mage)	14
ALMANDINE'S SYLLOGOS OF BOOKS (YXX, ARD, FR)	14
<i>Alpha's Images of Ikonn</i> (Wizard spell)	36
<i>Alpha's Star Gaze</i> (Wizard spell)	36
ALTERATIONS OF TANGIBLES AND INTANGIBLES (WG)	15
ALTERATIONS OF THE INTRINSIC ABSOLUTES (CEL)	16
<u>Aluthandee</u> (mage)	46
<u>Ambaerill Frostborn</u> (scholar)	42
<i>Amulet of terror</i> (magic item)	27
AN INITIATE'S GUIDE TO INTER-DIMENSIONAL TRAVEL (ANY)	17
<i>Anagathic</i> (drug)	25
ANALOGON OF MULTICIPITAL ANATHEMA (ALD)	17
ANALYSIS ARCANE OF THE POWDER SYMPATHIA (YXX)	18
ANCRACH'S CONDUITE OF REVELATION (ARD)	19
ANIMATA MACHINATA CONSTRUCTA (ESH)	30
ANNOTATION OF THE DEEDS AND HOLY LIFE OF HIS MOST EXALTED EXCELLENCY THE HIGH SULTAN JESOUHD YE'ESIF, DIVINE STAR OF KIRALSH, AMIR OF YANDARK, BY THE GRACE OF GOD (ANY)	20
ANTHIANDRIA'IN NA'CH'THAR (ANA)	20
NANAIS N'AIS: ARNLITH'IN NA'NERLETH	20
NANAIS NA'DIL: ELLINTHALION ELLINTHILLIN'IN	20
NANAIS NA'NATH: AIFALLIN IN'THALION	20
<u>Antza the For</u> (unknown entity)	21
ANTZA'S SYMBOLICA MAGICA (ESH, ARD)	21
AQUASCOPA SYPHONIGRAPHIA AQUARUM (ANY, ELW)	22
ARCANE MANIPULATIONS OF THE ENTOURAGE (ANY, WG)	23
ARCANE RESISTANCE OF DWARVES AND HALFLINGS (WG)	23
ARCANUM ALCHEMIA (YXX, ZOM)	24
<i>Armor through the Ages</i>	27
ARMORIUM ARMATURA ANTIQUA (YXX)	26
ART OF NECROMANCY (INK)	27
ARTEFACTS OF THE DWARVISH LORDS (YXX, WG)	29
<u>Askarral Arwyld of Ilarion</u> (scholar)	10
<u>Assáracus the Mystagogue</u> (legendary arch-mage)	30

ASSÁRACUS' ANIMATA MACHINATA CONSTRUCTA (ESH)	30
Baron Stefan Krenin's Theory on Reanimation of Dead Tissue	39
BARYTIC, HELCITIC, HERACLITHIC, THLIBIC, AND PTOSIC QUALITIES OF ARCHYGEA (ANA, ELE)	32
BAUDOUIN'S BOOK OF THE WEB (ANY)	33
Behavior of Insects Vol. I	44
Behavior of Insects Vol. II	44
Behavior of Insects Vol. III	44
<u>Bentfren Akrisarnon</u> (scholar)	38
BENTFREN'S ARKANION (FAN)	38
<u>Beroaldus Bubelem</u> (alchemist)	18
BERYLLIUM (ANA)	39
BESTIARY OF BEASTS BEYOND THE FIRE (ANY, ELE)	39
<u>Bhryeer the Necrope</u> (mage)	41
BHRYEER'S GRANDE GRIMOIRE (ARD)	41
BICENTENARIUM (FR, ALD)	42
BICENTENARIUM OF KEEPERS (FR, ALD)	42
BIGBY'S BOOK OF WORMS (ANY, WG)	42
<u>Bombyx the Panoster</u> (mage)	43
BOMBYX'S TRIPARTITE THESIS ON THE ORDER OF INSECTA (YXX)	43
VOLUME I. LARVA	43
VOLUME II. PUPA	43
VOLUME III. IMAGO	43
BOOK OF BEASTS (ANY)	44
BOOK OF DARKNESS AND LIGHT (ANY, WG)	45
BOOK OF LIES (PSC, TAR)	46
BOOK OF OGHMA THE BINDER (colloquial)	47
BOOK OF PLASMODIUMS (FR)	46
BOOK OF RUNES (FR)	47
BOOK OF THE BOW AND ARROW (FR)	48
BOOK OF THE TEL'QUESSIR (FR)	49
Bookkeeping	15
BUDHARDALUR VIK BRASVELLBREEN GEIRFUGLADRANGUR (ESH)	50
BYBLOS OF BYTOPIA (ARD, PSC, TWI)	51
CADENCE OF UNSTRUCTURED DISCORDANCE (ANY)	52
<i>Candle in the Window</i> (Pri 2)	55
<i>Candle of disruption</i> (magic item)	53
<i>Candle of divination</i> (magic item)	54
<i>Candle of invocation</i> (magic item)	54
<i>Candle of sanctuary</i> (magic item)	54
CANDLES OF CEREUS (YXX)	52
CARTOMANCY (YXX, ARD)	56
CATALOGUE OF CREATURES MALIGN: GULGUTHRA (FR)	57
CELATURES ON A SET OF LACQUERED HATCHLING TURTLE SHELLS (KW, RS)	58
<u>Chardim, Baron Nortil and Dimphos</u> (arch-mage)	59
CHARDIM'S LETTER (MIT)	59
<i>Chardim's Instant Message</i> (Wiz 7)	60
<i>Chardim's Measure</i> (Wiz 3)	59
<u>Charles Dickens</u> (writer)	6
Chronicles of the Ch'thar (translated title)	20
The First Songs: The Wars of Darkness (translated title)	20
The Second Songs: The Great Journey (translated title)	20
The Third Songs: The Last Forest (translated title)	20
CIRCE'S COOKBOOK (colloquial)	60
CIRCE'S GRIMOIRE (ARD, OLY, AOH)	60

<i>Circe's Suidae Sapiens</i> (Wiz 8)	62	<i>Kazerabet, Queen of Ysawis</i> (arch-mage)	27
CLASSIFICATION OF SOMATICS (ANY)	64	King's candle (herb)	53
<i>Cloud Cushion</i> (Wiz 1)	82	<i>Kritas of Zothay</i> (mage)	81
<i>Cloud Walk</i> (Wiz 4)	33	<i>Kriyhuuth the Incomparable</i> (demiurge)	84
CLOUDS AND FOG (WG)	64	Lecture notes of the mage and naturalist Jen-Ahb	71
CODEX OF EXALTED VISIONS (ARD, YXX)	65	<i>Life Candle</i> (Pri 2)	55
CODEX OF THE INFINITE PLANES (WG, YXX)	66	<i>Lumenfrid of Morn</i> (priest of Cereus)	52
CODEX OF THE POMARJ (WG, YXX)	67	<i>Merfyn ap Mathonwy</i> (mage)	16
CODEX OF THE PRIEST KINGS (ANY, YXX)	68	Mercenary and Guard Training	73
CODIUM OF COMPULSIVE QUALITIES OF CORUNDUM (YXX)	69	Metal Sculpture	31
<i>Coerlan Attlander</i> (scholar)	5	<i>Moybianos</i> (seer)	56
COLLOGIUM OF CHRONOSPECTRAL DIMENSIOGRAPHY (YXX, ARD, INN)	70	MOYBIANOS' SECRET (colloquial)	56
COMMENTARII (ANY)	71	<i>Mystical Shield</i> (Wiz 2)	35
COMMONITORIUM SOMATICA MAGICA (YXX)	71	<i>Naerxas</i> (scholar)	15
VOLUME I. IDIOGRAPHIC SIGNATURES OF MAGIC	72	<i>Neerst of Leukish</i> (mage)	45
VOLUME IV. EQUIVALENT MAGICS	72	<i>Nehey-Laal</i> (priest king)	68
VOLUME VI-A. OF THE NATURE OF SYMMETRY	72	<i>Nemmar of Yrnubel</i> (scholar)	75
APPENDIX III. INDICES SOMATICA: SYMPATHIAE	72	<i>Nezmyr Malmello</i> (noble and scholar)	14
COMPENDIUM ARTIS MARTIALIS (YXX, ARD)	72	Notes of the Wizard Aluthandee	47
COMPENDIUM OF COMPONENTS (WIL)	73	<i>NWP Fortune Telling (Tarot Reading)</i>	57
COMPENDIUM OF PAN-DIMENSIONAL AND PLANETARY THAUMATURGY (ANY)	75	Orcish—Common	76
COMPENDIUM OF THE LANGUAGES OF ORCS (YXX)	75	<i>Ottarve Palplannaret</i> (mage)	75
COMPLETE FLORA EUPHENENSIS (YXX)	76	<i>Part Vapors</i> (Wiz 3)	82
COMPONENTS AND REACTIONS OF PHOSPHORUS (ANY, WG)	76	<i>Persistent Images</i> (Wiz 3)	35
CONVOLUTES OF LEGEND AND SONG (ANA)	76	<i>Phiraz of the Naturalists</i> (scholar)	57
COSMOGONY OF MAGNETIC FLUIDS (ANY, WG)	78	Rangers of the Realms	42
COSMOHYDROLOGY (FR)	79	<i>Rel Emandhun</i> (mage)	5
<i>Count</i> (Wizard spell)	80	<i>Riburian the Magnificent</i> (mage)	69
<i>Crom Macumail</i> (priest of Oghma)	37	Rise and Fall Of The Elven Empire, Vol. I (Rise)	14
CUMULONOMICON (WIL)	49	Rise And Fall Of The Elven Empire, Vol. II (Years Of Glory)	14
CUMULONOMICON OF SIRRUS (WIL)	81	Rise And Fall Of The Elven Empire, Vol. III (Decline)	14
CYCLOPEDIUM OF THE LANGUAGES OF ANSALON (KRY, ARD)	81	<i>Royal College of Scribes at the Court of the High Sultan of Kiralsh</i> (scholarly society)	20
THE DRACONIC LANGUAGES	84	<i>Royal Guild of Latoners</i> (guild)	29
THE ISTARIAN LANGUAGES	85	<i>Sort</i> (Wizard spell)	36
THE OGRE LANGUAGES	85	<i>Spurius of Euphesis</i> (scholar)	76
<i>Dancing Fire Light</i> (Wiz 3)	34	<i>Star Gaze</i> (Wiz 5)	36
<i>Darklight's Mystical Shield</i> (Wizard spell)	35	Symbols, Sigils, and Signs	22
<i>Darkray's Enhanced Daggers</i> (Wizard spell)	38	<i>Targumel, Marquis Tosomer</i> (noble and scholar, marquis)	26
<i>Death Mask</i> (Wizard spell)	37	<i>Thanmar</i> (elven mage)	39
<i>Dellelo Fanchion</i> (pseudonym)	26	<i>Thanwarion</i> (elven scholar)	20
DELLELO'S ARMORIUM (colloquial)	26	The 33rd page (legendary page)	57
Diaries of the Emir of Yandark	20	THE ARMORIUM (colloquial)	26
<i>Disbaal "Eight-Eyes", Count Enom</i> (noble and scholar)	58	THE BOOK OF CLOUDS (colloquial)	81
<i>Duccolmamothas Scamomachtoldum</i> (mage)	7	THE CHRONOSPECTICUM (colloquial)	70
Dwarven Tempo and Improvisation	52	THE CONTROL BOOK (colloquial)	47
Dwarven Weapon Smithing	30	THE EMERALD GRIMOIRE (colloquial)	60
<i>Eberulf Belemmor</i> (master smith)	29	<i>The Excellent Extrication</i> (Wiz 1)	36
Elven Tempo and Improvisation	52	The Great Net Spellbook, 6th Edition	38
Elves, Elvenkind, and Evermeet	50	<i>The Mathematical Pandexation</i> (Wiz 1)	36
<i>Estve Arngax</i> (alchemist)	76	<i>The Planar Trade Consortium</i> (eds.; trading company)	51
Etchings on a set of lacquered hatchling tortle shells	59	<i>The Zoltrach</i> (priest of Ancrach)	19
<i>Eudaimonikos</i> (narcotic)	61	<i>Thiondar, King of the Ch'thar</i> (elven arch-mage)	7, 32, 78
<i>Fael paper</i> (alchemical paper)	25	<i>Udenser Neerst</i> (mage and shop owner)	24
<i>Fauble's Flexible Discomfort</i> (Wiz 4)	41	<i>Valdigarning Edowirzan</i> (mage)	64
<i>Glide</i> (Wiz 2)	9	<i>Veja, Count of Highport</i> (mage)	67
GRANDE GRIMOIRE (ARD)	41	<i>Vitriol's Putrid Visage</i> (Wiz 3)	37
<i>Grava Nahora</i> (arch-mage)	71	<i>Volley</i> (Wiz 7)	79
<i>Gyndaunt of Westgate</i> (scholar)	46	<i>Whisper's Darkstaff</i> (Wizard spell)	34
Halfling Tempo and Improvisation	52	<i>Windshear</i> (Wiz 4)	9
<i>Helver Nard</i> (scholar)	65	<i>Wizard parchment</i> (magic item)	15
<i>Honsarde the Ission</i> (scholar)	17	YAGRAX'S TOME (colloquial)	66
<i>Ignem of the Flame</i> (mage)	39	<i>Yarkard's Enhanced Daggers</i> (Wiz 3)	37
<i>Iranthe Val-Amoroncthan</i> (mage)	17	<i>Yerwas Jedubowin</i> (mage)	33
<i>Jen-Ahb</i> (mage)	71	<i>Zyl Mal of Anazarbus</i> (alchemist)	24
<i>Jethonnesar's Darkstaff</i> (Wiz 2)	34		

Bibliography

- Alexander Scott, *Maelstrom* (Puffin Books, 1984)
- Andrew Hamilton, *Cazimere's Philosophic Hydromancy*, in: *& 10* (& Publications, 2014)
- Anne Brown and Jon Pickens (eds.), *Arms and Equipment Guide* (DMGR3; TSR, 1991)
- Anthony Pryor, *Elves of Evermeet* (FOR5; TSR, 1994)
- Author unknown, *Cloud Walk*, in: *The Great Net Spellbook*, 6th Edition (www, 1995)
- Author unknown, *Count*, in: *The Great Net Spellbook*, 6th Edition (www, 1995)
- Author unknown, *Dancing Fire Light*, in: *The Great Net Spellbook*, 6th Edition (www, 1995)
- Author unknown, *Initial Guidelines Booklet I* (JG003; Judges Guild, 1976)
- Author unknown, *Sort*, in: *The Great Net Spellbook*, 6th Edition (www, 1995)
- Author unknown, *Treasure Chest – Words of Wonder*, in: *White Dwarf* 68 (GW, 1985)
- Barry A. A. Dillinger, *The Dimensional Wizard*, in: *Dragon 229* (TSR, 1996)
- Bill Mickelson, *The Ecology of the Displacer Beast*, in: *Dragon 109* (TSR, 1986)
- Bill Muhlhause, *The Witch*, in: *Dragon 114* (TSR, 1986)
- Bill Owen, *Treasury of Archaic Names Revised* (JQG96; Judges Guild, 2001)
- Bill Slavicsek and Michele Carter, *Planar Personalities*, in: *Dragon 213* (TSR, 1995)
- Blake Mobley, *The Complete Bard's Handbook* (PHBR7; TSR, 1992)
- Boudewijn Wayers (ed.), *The Great Net Spellbook*, 6th Edition (www, 1995)
- Bret Mikael O'Neal, *Death Mask*, in: *The Great Net Spellbook*, 6th Edition (www, 1995)
- Brian Blume, Q: WHAT DO YOU CALL A 25th LEVEL WIZARD?, in: *The Dragon 21* (TSR, 1978)
- Bruce A. Heard, *Spells between the Covers*, in: *Dragon 82* (TSR, 1984)
- Bruce A. Heard, *The Known World Grimoire*, in: *Dragon 192* (TSR, 1993)
- Bruce A. Heard, *The Known World Grimoire*, in: *Dragon 196* (TSR, 1993)
- Bruce R. Cordell, *A Guide to the Ethereal Plane* (PSP8; TSR, 1998)
- Charles Dickens, *A Tale of Two Cities* (Collins, 1860)
- Charles Olsen, *The Laws of Magic*, in: *Dragon 106* (TSR, 1986)
- Clyde Heaton, *Language Lessons: I. Even Orcish is Logical*, in: *Dragon 75* (TSR, 1983)
- Colin McComb, *The Complete Book of Elves* (PHBR8; TSR, 1992)
- Colleen Bishop, *Libraries. A sure cure for 'bookworm' players who must know everything*, in: *The Dragon 37* (TSR, 1980)
- Dale Henson et al., *Encyclopedia Magica Volume One* (TSR, 1994)
- Dale Henson et al., *Encyclopedia Magica Volume Two* (TSR, 1995)
- Dale Henson et al., *Encyclopedia Magica Volume Three* (SR, 1995)
- Dale Henson et al., *Encyclopedia Magica Volume Four* (TSR, 1995)
- Dave Arneson, *The First Fantasy Campaign* (JG37; Judges Guild, 1980)
- David Cook, *Book of Artifacts* (TSR, 1993)
- David Cook, *Vecna Lives!* (WGA4; TSR, 1990)
- David Cook et al., *Dungeon Master's Guide* (TSR, 1989)
- David Cook et al., *Player's Handbook* (TSR, 1989)
- David Cook et al., *Tome of Magic* (TSR, 1991)
- David Cook, John Pickens, and Steve Winter, *Player's Handbook* (TSR, 1995)
- David Cook, John Pickens, and Steve Winter, *Dungeon Master Guide* (TSR, 1995)
- David Howery, *Opening the Book of Beasts*, in: *Dragon 199* (TSR, 1993)
- David Pulver, *The Glory of Rome* (HR5; TSR, 1993)
- David Whiteland, *The Philosopher's Stone*, in: *White Dwarf 66* (GW, 1985)
- Dean Shomshak, *A Ghastly Grimoire*, in: *Dragon 126* (TSR, 1987)
- Dimitris Xanthakis, *Darkray's Enchanted Daggers*, in: *The Great Net Spellbook*, 6th Edition (www, 1995)
- Don Turnbull (ed.), *Fiend Folio* (TSR, 1981)
- Douglas Niles and David A. Donovan, *Players Option: Skills & Powers* (PHBOR2; TSR, 1995)
- Ed Greenwood, *Sailors on the Sea of Air*, in: *Dragon 124* (TSR, 1987)
- Ed Greenwood, *The Ecology of the Gulguthra*, in: *Dragon 96* (TSR, 1985)
- Ed Greenwood, *The Ecology of the Slithering Tracker*, in: *Dragon 86* (TSR, 1984)
- Ed Greenwood, *The Nine Hells. Part I*, in: *Dragon 75* (TSR, 1983)
- Ed Greenwood et al., *Volo's Guide to All Things Magical* (TSR, 1996)
- Ernest N. Rowland, Jr., *Bazaar of the Bizarre. Eidolon of Khalk'Ru*, in: *Dragon 45* (TSR, 1981)
- G. Arthur Rahman, *Historical Names Make for Better Games*, in: *Dragon 49* (TSR, 1981)
- Garry J. Sled, *The Vault of Time* (www, 1997)
- Gary Gyax, *D&D Volume 1: Men & Magic* (TSR, 1980)
- Gary Gyax, *Dungeon Masters Guide* (TSR, 1979)
- Gary Gyax, *Everything you never knew about spell books*, in: *Dragon 62* (TSR, 1982)
- Gary Gyax, *Monster Manual II* (TSR, 1983)
- Gary Gyax, *Players Handbook* (TSR, 1978)
- Gary Gyax, *The World of Greyhawk* (TSR, 1980)
- Gary Gyax, *Unearthed Arcana* (TSR, 1985)
- Gary Gyax and Brian Blume, *Dungeons & Dragons Supplement III. Eldritch Wizardry* (TSR, 1976)
- Graeme Davis, *Celts* (HR3; TSR, 1992)
- Gregg Chamberlain, *Magic by Candlelight*, in: *Dragon 179* (TSR, 1992)
- Harry O. Fisher, *The Finzer Family — A Tale of Modern Magic*, in: *The Dragon 8* (TSR, 1977)
- Ian Bailey, *Extracts from 'The Travels of Tralk True-Eye'*, in: *White Dwarf 47* (GW, 1983)
- Ian Slater, *Bissandrith's Wizard Parchment*, in: *& 9* (& Publishing Group, 2014)
- J. G. Frazer, *The Golden Bough — A Study in Magic and Religion* (2 Vols.; MacMillan & Co., 1890)
- J. R. R. Tolkien, *The Silmarillion* (George Allen & Unwin, 1977)
- Jack Vance, *Rhialto the Marvellous* (Brandywyne Books, 1984)
- James M. Ward with Robert J. Kuntz, *Deities & Demigods* (TSR, 1980)
- Jason Nelson, *Alpha's Images of Ikonn*, in: *The Great Net Spellbook*, 6th Edition (www, 1995)
- Jason Nelson, *Alpha's Star Gaze*, in: *The Great Net Spellbook*, 6th Edition (www, 1995)
- Jay Treat, *A new name? It's elementary!*, in: *Dragon 72* (TSR, 1983)
- Jeff Dancy, *Arcane Lore. Larcenous Legerdemain*, in: *Dragon 239* (TSR, 1997)
- Jeff Grubb, *Manual of the Planes* (TSR, 1987)
- Jeff Grubb and Ed Greenwood, *Forgotten Realms Adventures* (TSR, 1990)
- Jim Bambra, *The Complete Book of Dwarves* (PHBR6; TSR, 1991)
- John McKeown, *Magic, Monsters & Menageries*, in: *Imagine 21* (TSR, 1984)
- John Nephew, *The Ecology of the Pernicon*, in: *Dragon 108* (TSR, 1986)
- John Nephew, Carl Sargent, and, Douglas Niles, *The Complete Thief's Handbook* (PHBR2; TSR, 1993)
- Joseph Bloch, *See the Pomarj—and Die!*, in: *Dragon 167* (TSR, 1991)
- Katherine Brahin Kerr, *Giants in the Earth*, in: *Dragon 52* (TSR, 1981)
- Keith Francis Strohm, *Of Ships and the Sea* (DMGR9; TSR, 1997)
- Keith Taylor, *Darklight's Mystical Shield*, in: *The Great Net Spellbook*, 6th Edition (www, 1995)
- Ken Rolston, *Charlemagne's Paladins* (HR2; TSR, 1992)

Kevin J. Anderson, *Wounds and Weeds*, in: *Dragon 82* (TSR, 1984)

L. Gregory Smith, *On a Wing and a Prayer*, in: *Dragon 124* (TSR, 1987)

L. Sprague de Camp, *The Ancient Engineers* (Doubleday, 1963)

Lester Smith and Wolfgang Baur, *Chaos Adventures*, in: *Planes of Chaos* (TSR, 1995)

Lin Carter, *Sky Pirates of Callisto* (Dell Publishing Co., 1973)

Lin Carter, *The Black Star* (Dell Publishing Co., 1973)

Marcel Kramer, *Ye Olde Magick Shoppe*, in: *Gesputter 9* (SPUT, 1989)

Mark Middleton (comp.), *Priest's Spell Compendium. Volume One* (TSR, 1999)

Mark Middleton (comp.), *Priest's Spell Compendium. Volume Two* (TSR, 1999)

Mark Middleton (comp.), *Priest's Spell Compendium. Volume Three* (TSR, 2000)

Mark Middleton (comp.), *Wizard's Spell Compendium. Volume One* (TSR, 1996)

Mark Middleton (comp.), *Wizard's Spell Compendium. Volume Two* (TSR, 1997)

Mark Middleton (comp.), *Wizard's Spell Compendium. Volume Three* (TSR, 1998)

Mark Middleton (comp.), *Wizard's Spell Compendium. Volume Four* (TSR, 1998)

Martin Fowler and David Marsh, *Treasure Chest. Spells for Friends*, in: *White Dwarf 64* (GW, 1985)

Michael Dobson, *Living in a Material World*, in: *Dragon 81* (TSR, 1984)

Michael Jenkinson, *Beasts Beyond The Fire* (New York, 1980)

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

Monte Cook et al., *Monstrous Compendium Planescape Appendix III* (MC21; TSR, 1998)

N. Robin Crossby, *Hårnmaster Alchemy* (www, 1989)

Neal Healy, *Mighty Magic Miscellany*, in: *The Strategic Review. Vol. II. No. 2* (TSR, 1976)

Nicky Rea, *Age of Heroes* (HR6; TSR, 1994)

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

Richard Baker, *Players Option: Combat & Tactics* (PHBOR1; TSR, 1995)

Richard Baker, *Players Option: Spells & Magic* (PHBOR3; TSR, 1996)

Rick Swan, *The Complete Wizard's Handbook* (PHBR4; TSR, 1990)

Robert Johan Enters, *Whisper's Darkstaff*, in: *The Great Net Spellbook*, 6th Edition (www, 1995)

Robert S. Mullin, *Arcane Lore. Spells of Elemental Air*, in: *Dragon 244* (TSR, 1998)

Robert S. Mullin, *The Greyhawk Grimoires II*, in: *Dragon 241* (TSR, 1997)

Roger E. Moore, *Bazaar of the Bizarre. High Anvil of the Dwarves*, in: *Dragon 58* (TSR, 1982)

Shonn Everett, *Visitors from Above*, in: *Dungeon 28* (TSR, 1991)

Simon Gibbs, Francine Robert, and Rick Cross, *Metals Most Marvellous. Metals of the Forgotten Realms*, Edition 3.0 (www, 2000)

Skip Williams, *Axe of the Dwarvish Lords* (TOM3; TSR, 1999)

Skip Williams, *Dungeon Master Option: High-Level Campaigns* (DMGOR1; TSR, 1995)

Steven E. Schend and Kevin Melka, *Cormanthyr. Empire of Elves* (TSR, 1998)

Steven Kurtz, *The City of Lofty Pillars*, in: *Dragon 201* (TSR, 1994)

Steven Kurtz, *The Complete Book of Necromancers* (DMGR7; TSR, 1995)

Steven Kurtz, *The Crusades* (HR7; TSR, 1994)

Steven Kurtz, *Thiondar's Legacy*, in: *Dungeon 30* (TSR, 1991)

Tanith Lee, *Night's Master* (DAW Books, 1978)

Ted Zuvich and David Kooharian, *Mage on Deck! The Shipmage Kit for AD&D Campaigns*, in: *Dragon 235* (TSR, 1996)

Thomas A. McCloud, *Magic: Governed by Laws of Theory*, in: *The Dragon 18* (TSR, 1978)

Thomas A. McCloud, *Under the Storm Giant's Castle* (JG93; Judges Guild, 1979)

Thomas Kane, *Flying the Friendly (?) Skies*, in: *Dragon 124* (TSR, 1987)

Tim Beach, *Red Steel Campaign Book*, in: *Red Steel* (TSR, 1994)

Tom Armstrong, *Better Living through Alchemy*, in: *Dragon 130* (TSR, 1988)

Tom Moldvay, *The Seven Magical Planets*, in: *The Dragon 38* (TSR, 1980)

Tony Nixon, *Wizards of Dusk & Gloom*, in: *Dragon 261* (TSR, 1999)

Tracy Hickman and Margaret Weiss, *Dragonlance Adventures* (TSR, 1987)

University of Chicago (ed.), *Encyclopaedia Britannica. Volume VII* (Encyclopaedia Britannica, Inc., 1982; 15th Edition)

Vince Garcia, *Variety, The Spice of Magic*, in: *Dragon 147* (TSR, 1989)

The Incomplete Book of **Books & Tomes**

I

"If the players want their characters to read the books
and demand to know something of their contents, the
Dungeon Master's imagination may be stretched!"

—Dave J. Browne with Don Turnbull, *The Sinister Secret of Saltmarsh* (TSR, 1981)