

d20 Scriptorium
the
**Netbook
of Books**



Version 0.2 - Website: <http://www.dcrouzet.net/nbobooks>

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Version 1.0a

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Introduction

Welcome to the Fantasy Netbook Community Council Netbook of Books. This Netbook has been published as a community effort to help you give manuscripts descriptions to your players, when their adventurers encounters books. This Netbook was designed in support of the D20 System environment. As with any community project, there are several ideas, alternate rules, that would never be approved or sanctioned by the official design team. This entire book is of course considered optional.

The Community Council

This Netbook represents one of over thirty "Third Edition" netbooks that have been created by the non-profit Fantasy Netbook Community Council. Brad Bemis, the Council's Founder, authored and compiled the Netbook of Feats as the first netbook created for the third edition of the game. Unsatisfied with this early foray, which became wildly successful with over 800 fan-created submissions, Brad opted to seek out talented and like-minded role-playing gamers to work on a range of netbooks that would span the continuum of the game. Within a few short weeks, eighty-plus individuals had committed to join the newly founded community and contribute their time and talent to this worthwhile project. The membership consists largely of experienced gamers, many of whom have been playing since the earliest incarnations of the game.

Currently, the FanCC, which can be found at www.enworld.org/FanCC, has first printings of dozens of sanctioned netbooks. Each netbook deals with a specific aspect of the third edition game. More importantly, a project team of experienced gamers has created each netbook using submissions from the entire gaming community. In fact, most content within these netbooks falls under the Open Gaming License. As Open Gaming Content, this material is easy to use and adapt by other contributors for future submissions or reprint elsewhere. We highly recommend you come and take a look at our projects and services ... perhaps even join us on our foray into the future of gaming.

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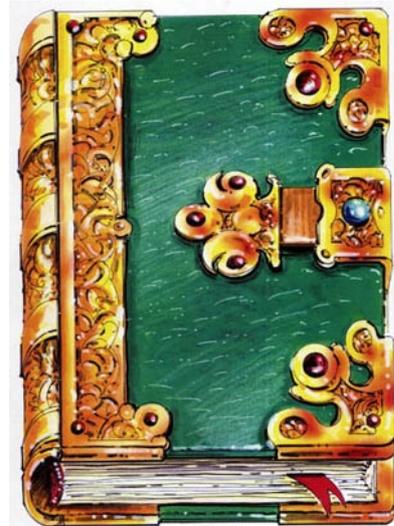
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Books & Libraries in your Game Setting

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

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

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- 025- Arcamagis
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- 027- Court Behavior & Etiquette
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- 036- Tragedy of Philius and Danaeda
- 037- How Tryanis Was Punished
- 038- Floralia Ecstasy
- 039- Life of Gadaldaad the Impetuous
- 040- Pact of Evil: a Quick Path to Power for the Clever

Manuscripts Descriptions

#001

Charter of Commerce of the City of Altesdorf

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

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#002

Altesdorf and the Duchy of Tuntz

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

BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).
NOTES: A guide with illustrations and maps, of the Duchy of Tuntz, which capital is Altesdorf.

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#003

Legendorum of Tuntz

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

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#004

Chronicle of the Dukes of Tuntz

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

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

NOTES: Details everything official pertaining to the nobility of the Duchy of Tuntz, and its history since the founding of the duchy.

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#005

Great Codex O'Magica

AUTHOR: Karzaad Vuhl

PUBLISHER: None (handwritten manuscript / only copy)

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

CONDITION: Excellent, as if new.

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

SUBJECT: Tutorial of magic (see below).

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

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

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

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

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

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

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

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

- Type: Heavy magical tome.
- INT: 12
- Ego: 30
- Alignment: NE
- Communication: Speech.
- Fly/levitation: continuous, speed: 6, maneuverability: B
- Armor class: AC=20 (hardcover). To hit a gem without damaging the book requires a called shot at -8.
- Hit-points : 50. Note that blunt weapons and freezing (etc.) spells do 1% of destruction to the book's content per point of damage. Slashing weapons, and burning-acid-etc. spells do 2% of destruction to the book's content

per point of damage. Once the book is "dead", check what remains readable from it, after having done that calculation.

- Attacks : by spells. The book has 9 different spells that it is able to cast (through the gems on the cover), and may cast 1d4+1 spells per round, chosen randomly from these 9. Note that these spells are determined by the GM, and should be 5th or higher level spells; and their formulas are found into the book. In addition the central biggest gem (a diamond worth 50 000 gp) can cast an *Anti-magic* ray once per round (area of effect: cone in front of the gem).
- Book's purpose: do not let anyone except its creator, take nor peruse it.

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#006

Halfling Book Recipes

AUTHOR: Duldibon the Cocky

PUBLISHER: None (handwritten manuscript / only copy)

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

CONDITION: Good, although a little worn.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Professional tutorial (Craft: cooking).

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

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

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

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

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

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

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#007

Lady Fafonia von Tanzel's Diary

AUTHOR: Lady Fafonia
PUBLISHER: None (handwritten manuscript / only copy)
TYPE/ASPECT: Mundane small-sized hardcover, handwritten book.
CONDITION: In bad condition, but still readable.
LANGUAGE: Common speech (Common alphabet).
SUBJECT: Diary (see special notes below)
ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.
CLARITY: Clear (Int check DC=5 to benefit from book's contents).
LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).
BENEFIT FROM STUDY: None, and the text is moderately interesting.
BOOK'S MONETARY VALUE: Could sell dozens (and maybe hundreds) of gold pieces to the right person.
NOTES: This a defunct noble woman's diary. In it, the author tells how she hated her husband and committed repeated adultery to avenge herself. As such, she names all the lovers she had while being married, and details all the debaucheries she had with them. In fact, this book has a potential for being much more than a simple pornographic text. It could well engender some blood feud if it were to fall in the wrong hands, as it contains the names of the lovers, as well as the name of the real father (a commoner) of the current ruler of the Tanzel family.

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#008

La Morte de Hastur

AUTHOR: unknown
PUBLISHER: None (handwritten manuscript / only copy remaining out of five)
TYPE/ASPECT: Luxurious medium-sized leather-bound book.
CONDITION: Excellent, as if new.
LANGUAGE: Infernus idiom (Infernal marks).
SUBJECT: Political protest veiled as humorous fiction.
ORIGINALITY: Not much original, yet brings some new ideas to the subject.
CLARITY: Clear (Int check DC=5 to benefit from book's contents).
LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).
BENEFIT FROM STUDY: None, yet the text is well written and entertaining.

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

NOTES: This book is a curios coming from the Nine Hells. It was in fact created as a device for a devious scheming. This is an insulting critic and sarcasm of a ruler of a great city of the Nine Hells. However, it also contains some paragraph which betray their authors. That is, their supposed authors, as in fact the book was written by the ruler criticized in the book. He then used the book as a proof of the so-called author's treachery, to have an excuse to put them under arrest. Incidentally, all those who did read one of the five books which were produced, were also executed, or at least heavily fined. Four of the books were thereafter destroyed, but one found its way to the material plane. The text is a summit of black humor, and also a good description of some habits of the lower planes' denizen. The hardcover is made of a blackened skin, and the binding and fasteners of sculpted bones, all of which being obviously of demonic provenance. The book could sold at enormous value to the right person; but such customer would be very hard to find.

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#009

Baradadur

AUTHOR: The Council of Baradadur Clan.
PUBLISHER: None (handwritten manuscript / only copy)
TYPE/ASPECT: Mundane medium-sized hardcover book.
CONDITION: Damaged and fragile, but still readable provided it is handled with care.
LANGUAGE: Dwarven language (Dwarven runes).
SUBJECT: Knowledge (Local: famous heroes, legends, laws, traditions, etc.).
ORIGINALITY: Rather conventional, but offers some occasional fresh point of view.
CLARITY: Clear (Int check DC=5 to benefit from book's contents).
LENGTH OF STUDY: 1d4 day (provided Intelligence check succeeded - see above).
BENEFIT FROM STUDY: Lesser tutorial to get up to 5 ranks in the Knowledge (Local: Baradadur clan) skill (requires normal expenditure of skill points).
BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces), but only a dwarf historian or descendant of the Baradadur clan would buy it.
NOTES: This unique book (only one copy exists) details the Clan Baradadur: its history, laws, custom, etc. This dwarven clan lasted for seven centuries, but thereafter disappeared for some unknown reason (all the pages where it was

explained are missing). The last council member of the clan brought this book with him when the last survivors fled their native mountain. The text doesn't tell about what these survivors did once out of the mountain.

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#010

Necrobion

AUTHOR: Azar Al'Kabir
PUBLISHER: None (handwritten manuscript / only copy)
TYPE/ASPECT: Richly decorated and sumptuous tome of great size with precious bindings.
CONDITION: Good, although a little worn.
LANGUAGE: Draconic (Draconic signs, symbols, and alphabet).
SUBJECT: Alchemy.
ORIGINALITY: Extremely original (that is: a first sight only -see below).
CLARITY: Incomprehensible (Int check DC=20 to benefit from book's contents).
LENGTH OF STUDY: 1 or 2 week (provided Intelligence check succeeded - see above).
BENEFIT FROM STUDY: None, plus the text is atrociously written and odiously boring.
BOOK'S MONETARY VALUE: Very expensive (from 100 to 1000 gold pieces).
NOTES: This book is absolutely sumptuous, with a black-leather cover engraved with alchemy symbols, and with silver bindings. Inside is a black gothic text augmented with handwritten notes of a brilliant violet ink, and illustrated with numerous drawings.
The main problem with this book however, is that it has no intrinsic value. It was done by a skillful scribe for a great charlatan who intended to use it for one of his scams. As such, the text superficially appears to hold many secrets, but is in fact a pure nonsense. The author only saw to make a text looking mysterious, yet promising. Anyway, it would make a great decoration into a sage's home.

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#011

Passional of St. Armandius

AUTHOR: Unknown
PUBLISHER: None (handwritten manuscript / only copy)
TYPE/ASPECT: Richly illuminated small-sized *Book of Hours*.
CONDITION: Excellent, as if new.

LANGUAGE: Church vernacular (Common alphabet).

SUBJECT: Religion.

ORIGINALITY: Extremely conformist and odiously doctrinal.

CLARITY: Very clear.

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

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

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

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

This book is in fact a magical/cursed book. If one reads only a few pages, she must make a Will save at DC=15. If she succeeds, she understands there is nothing to gain from the reading of this text, except maybe a headache. So, she is free to continue or not. However, if she fails the saving throw, she is compelled to read it entirely and much carefully, leaving aside any other occupation until she has finished. Then, once the reading is finished, she must succeed another Will save at DC=10 or feel compelled to seek the nearest church of that religion, and convert (which also means making an appropriate donation). There, she will have to make a last Will save at DC=5 or feel compelled to immediately become a priest of that religion (the character must multiclass). Note that the unfortunate character who fails all three saves and becomes a priest of that religion will often say "*Before I lived within the darkness of ignorance. But then, I read this book and saw the light...*"

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#012

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

AUTHOR: Damion the Halfling

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

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

CONDITION: Good, although a little worn.

LANGUAGE: Common speech (Common alphabet).

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

ORIGINALITY: Really original work that brings a

new perspective on the subject.

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

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

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

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

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

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

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#013

Sermon of the Heated Mind and Frozen Heart

AUTHOR: Archprelate Lurvanus

PUBLISHER: Ostoros (around 500 copies printed; easy to order book).

TYPE/ASPECT: Mundane small-sized hardcover book.

CONDITION: Good, although a little worn.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Religion.

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

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

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

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

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

NOTES: This religious writing is the complete text of a much lengthy sermon which the Archprelate Lurvanus made a few years ago during the great holy festival commemorating the "Birth of the Prophet". Well written but annoying, it preaches to "forget logic and be more faithful" about matters of religion. Anecdote has it (Knowledge -local- DC=15) that when Lurvanus finished his sermon,

one third of the audience was dozing, if not totally sleeping.

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#014

Tablets of Skelos

AUTHOR: Unknown

PUBLISHER: None (handwritten tablets / only copy)

TYPE/ASPECT: Set of 18 ivory tablets.

CONDITION: In bad condition, but still readable.

LANGUAGE: Hieroglyphic (pictograms and drawings).

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

ORIGINALITY: Incomplete and rather faulty plagiarism of a well known text.

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

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

BENEFIT FROM STUDY: Tutorial containing spell formulas (see special notes).

TABLETS' MONETARY VALUE: Invaluable (over 1000 gold-pieces).

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

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#015

The Book of Hate

AUTHOR: Trazarch the Cursed

PUBLISHER: None (handwritten manuscript / only copy)

TYPE/ASPECT: Great roll (rolled skin in a cylindrical metal container).

CONDITION: Good, although a little worn.

LANGUAGE: Orcish dialect (but in Dwarven runes).

SUBJECT: A kind of evil hagiography and prayerbook.

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

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

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

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

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

NOTES: Upon reading the text, two things quickly appear obvious: 1) it was written in some orcish tongue for a hateful half-orc megalomaniac (and evil) priest; 2) it was written using dwarven runes, and seems to contain a coded text. That is, anyone familiarized with Dwarven script will discern some strange signs at regular intervals (Spot check at DC=10) within the text. Studying them requires a Decipher Script check at DC=5, which reveals the following story:

Bordin Silverquill was a dwarven scribe who disappeared a few years ago. He was in fact captured by Trazarch the Cursed, a priest and leader of a great orc tribe of the mountains. However, once captured Bordin convinced Trazarch that he would be more useful to him alive than dead. Having understood that the orcs were illiterate, he convinced them of the importance of writing, and to have their deeds and ideals recorded as to remain "eternal". So, Trazarch dictated the "Book of Hate" to Bordin who wrote it. The text is thus a hagiography of Trazarch, and how he will crush and torture his enemies, and conquer the world, etc. It also describes some hateful prayers dedicated to his god. Nonetheless, what is really interesting is that in the meantime, the coded text gives several useful information on the weaknesses of the orcs, and how to reach inside their underground realm past guards and traps.

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#016

The Halfling & The Kobold

AUTHOR: Lady Varnian

PUBLISHER: Panturne & Cie.

TYPE/ASPECT: Mundane small-sized hardcover book.

CONDITION: In bad condition, but still readable.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Narrative fiction.

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

CLARITY: Clear.

LENGTH OF READING: 1d6 hour.

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

BOOK'S MONETARY VALUE: Cheap (1d4 copper pieces).

NOTES: None

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#017

Treatise on the Real Mycosus

AUTHOR: Brother Fado of the Abbey of Midrande

PUBLISHER: Abbey of Midrande

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

CONDITION: In bad condition, but still readable.

LANGUAGE: Church vernacular (Common alphabet).

SUBJECT: Unknown.

ORIGINALITY: Impossible to fathom.

CLARITY: Totally incomprehensible (Int check DC=25 to benefit from book's contents).

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

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

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

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

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#018

Untitled (set of clay tablets)

AUTHOR: Unknown

PUBLISHER: None (handwritten tablets / only copy)

TYPE/ASPECT: 24 clay tablets.

CONDITION: Rotten, crumbling, and almost unreadable, about one third of their contents are lost.

LANGUAGE: Hieroglyphic (pictograms and drawings).

SUBJECT: Knowledge (Arcana: ancient mysteries).

ORIGINALITY: Truly unoriginal ideas obviously copied from better works on this subject.

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

LENGTH OF STUDY: 3d4 months (provided Intelligence check succeeded - see above).
BENEFIT FROM STUDY: None, and the text is moderately interesting.
BOOK'S MONETARY VALUE: Cheap (from 1 to 10 silver pieces).
NOTES: These are extremely ancient, but totally useless tablets, are in fact filled with antique superstitions forgotten long ago. The main problem however, is that these tablets could well be mistaken for the fabled "Tablets of Skelos" said to hold great magical secrets. As such, with a Knowledge (arcana) check at DC=25, one will discern that these are not the tablets of Skelos. At DC=15 he would see them as being certainly these tablets, or at least a copy. Of course, once the tablets are deciphered, they appear as completely useless. They could be sold a few silver pieces to a scholar, as a curios.

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#019

Vandrulf Ad Madroka

AUTHOR: Yars Jod Althur
PUBLISHER: unknown if any (seems to be printed rather than hand-written)
TYPE/ASPECT: Great roll (rolled papyrus in a cylindrical metal container).
CONDITION: In bad condition, but still readable.
LANGUAGE: Forgotten language (requires the use of a *Comprehend languages* spell).
SUBJECT: Narrative fiction.
ORIGINALITY: Really original work that brings a new perspective on the subject.
CLARITY: Incomprehensible (Int check DC=20 to benefit from book's contents).
LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).
BENEFIT FROM STUDY: Informative about the existence of another plane (see below).
BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).
NOTES: This strange and foreign writing in fact comes from another plane. It details the life of a more or less humanoid race and its customs. A careful study of this text could enable the reader to get +1 rank in Knowledge (The planes) skill (requires normal expenditure of skill points). Other than this, the text is really weird to read. The plane and race of creatures it pertains to is left to the GM's discretion. However, it is meant to be something unknown to the players.

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#020

Insects, Transmutation, and Evolution

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

DESCRIPTION SUBMITTED BY:
Brendan J. Quinn

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

EXPEDITIOUS INSECT ABDUCTOR

© 2001: Dominique Crouzet

Conjuration (Summoning) [Teleportation]

Level: Drd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 full round

Range: Unlimited

Effect: 1d4 + 1/level insects/vermin

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell teleports insects/vermin into a nearby recipient that you designate. This recipient cannot be a living creature, but it may be a cell inside which is a living creature. You must touch the recipient in which the insects will be put (if it is a room, you must touch one of its outer walls). It teleports 1d4 + 1/level specific insects or vermin (such as: hornets, red spiders, or blue dragonflies of the Meliak marshes) of a normal sort (i.e.: natural insects with no more than 1 hit-point). These insects cannot be controlled in any way, and won't attack nearby creatures, as they are disoriented. Nonetheless, the effect may be much

displeasing. Note that the range of this spell is unlimited (yet is restricted to this plane), but nonetheless brings the insects from the nearest appropriate area. As such, it could be used to retrieve some insects from a place (provided it is the nearest one to contain such insects) to put them into the recipient. It could even be used to retrieve some vermin from a living creature, such as lice or rot-grubs.

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

#021

Dexter's Book of Flying

AUTHOR: Dexter Tonomon

PUBLISHER: Hans Grockman of Altesdorf (23 copies printed)

TYPE/ASPECT: Mundane medium-sized hardcover book.

CONDITION: Good, although a little worn.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Knowledge (Architecture and Engineering: buildings, bridges, etc.).

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

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

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

BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with the Knowledge:

Architecture and Engineering skill dealing with flying.

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

NOTES: This book explains plainly the ability to fly, how certain flying creatures do it, how their skeletal structures are built, internal bodily functions and useful information on what exactly would be needed to build a flying machine.

DESCRIPTION SUBMITTED BY:

Brendan J. Quinn

#022

Unthar's Treasure

AUTHOR: Tintina White Autumn

PUBLISHER: Panturne & Cie.

TYPE/ASPECT: Mundane small-sized hardcover book.

CONDITION: Excellent, as if new.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Children's tale, with bright pictures.

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

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

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

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

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

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

DESCRIPTION SUBMITTED BY:

Brendan J. Quinn

#023

Unthar's Bad Day

AUTHOR: Tintina White Autumn

PUBLISHER: Panturne & Cie.

TYPE/ASPECT: Mundane small-sized hardcover book.

CONDITION: Excellent, as if new.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Children's tale, with bright pictures.

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

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

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

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

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

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

DESCRIPTION SUBMITTED BY:

Brendan J. Quinn

#024

Galdkringry: Circles of Power

AUTHOR: Unknown
PUBLISHER: Unknown (in any case, the book was probably printed rather than hand-written).
TYPE/ASPECT: Exotic medium-sized hardcover book. The book's cover appears to be made of a kind of light metal, while all the pages are supple yet very resilient and impervious to water.
CONDITION: Excellent, as if new.
LANGUAGE: Forgotten language appearing as a set of geometrical symbols (requires the use of a *Comprehend languages* spell).
SUBJECT: Knowledge (Arcana: ancient mysteries, magic traditions, etc.).
ORIGINALITY: Completely new ideas.
CLARITY: Incomprehensible (Int check DC=20 to benefit from book's contents).
LENGTH OF STUDY: 1d6 years
BENEFIT FROM STUDY: Tutorial to learn specific metamagical feats (see special notes).
BOOK'S MONETARY VALUE: Invaluable (over 1000 gold-piece).
NOTES: Where does this book comes from cannot be determined; but seeing at the strange language used, and the unknown material it is made of, it must come from very far (in fact probably from an alternate dimension). Use of a *Comprehend languages* spell is required to understand the text. But even like that, the alien way its content is presented, makes the text very difficult to understand. The persevering reader who would understand it, will find a totally new and unique way of using magical figures to enhance magic-use. (This part is left to the discretion of the GM, in the improbable case where a PCs would succeed in understanding the book's contents.)

DESCRIPTION SUBMITTED BY: Duane Nutley

#025

Arcamagis

AUTHOR: The Desplorable Master
PUBLISHER: None (handwritten manuscript / only copy)
TYPE/ASPECT: Set of parchment pages in a case.
CONDITION: Good, although a little worn.
LANGUAGE: Draconic (Draconic signs, symbols, and alphabet).
SUBJECT: Tutorial of magic (see special note for more details).
ORIGINALITY: Really original work that brings a new perspective on the subject.
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).
LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: A method for wizards to record their spells more concisely and less costly.
BOOK'S MONETARY VALUE: Expensive (from 10 to 100 gold pieces).

NOTES: Despite being atrociously written and odiously boring (50% of the text's content is in fact a detestable and pretentious hagiography of the book's author – an obscure wizard), this book is invaluable. It is an efficient method explaining how to record spells in a spellbook more concisely. Any spell recorded with this method takes only 50% of the required space (i.e.: number of pages, as defined by the core-rules), and only 25% of the usual expenses (as defined by the core-rules).

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#026

The Small Herbalist's Compendium

AUTHOR: Uldan Vassir
PUBLISHER: Hans Grockman of Altesdorf (14 copies printed)
TYPE/ASPECT: Mundane medium-sized hardcover book.
CONDITION: Good, although a little worn.
LANGUAGE: Common speech (Common alphabet).
SUBJECT: Knowledge (Nature: plants, herbalism).
ORIGINALITY: Incomplete and rather faulty plagiarism of a well known text.
CLARITY: Unclear (Int check DC=10 to benefit from book's contents).
LENGTH OF STUDY: 1 month (provided Intelligence check succeeded - see above).
BENEFIT FROM STUDY: Lesser tutorial to get up to 5 ranks in Knowledge-nature skill (requires normal expenditure of skill points).
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).
NOTES: The contents of this book are in fact flawed, and may lead the reader to grievous mistakes. Fortunately, if one takes the time to study the difficult to decipher/read handwritten notes in the margin (corrections from an unknown reader), he will get the right information out of this faulty text.
It should be noted that very few copies of the book were produced, as when the publisher learned the book was defective, he ceased to print them (Hans Grockman only prints copies of a book on order).

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#027

Court Behavior & Etiquette

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

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#028

The Song of the Harpy

AUTHOR: Bradolio
PUBLISHER: Hans Grockman of Altesdorf (328 copies printed).
TYPE/ASPECT: Mundane medium-sized hardcover book.
CONDITION: Good, although a little worn.
LANGUAGE: Common speech (Common alphabet).
SUBJECT: Knowledge (Harpies -see special notes-).
ORIGINALITY: Not much originality, yet brings some new ideas to the subject.
CLARITY: Clear (Int check DC=5 to benefit from book's contents).
LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).
BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with the relevant knowledge skill.
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).

NOTES: In this well written and extremely entertaining book, the author tells how he was once persecuted by a group of harpies. The book not only contains the tale of this adventure, but also a dozen (excellent) songs which he wrote on this subject, plus a thorough description (including illustrations) of harpies, their strength and weaknesses, habits, etc. As such, use of this book may enable the reader to take 10 with any skill check pertaining to Knowledge: harpies. The book finishes on a humorous note: Bradolio explains that he survived from his tribulations with the harpies because "he was in fact already used to them". He says that he once married a beautiful looking girl which rapidly turned out to be "worse than a true harpy". He pretends that he rapidly had no other choice than flee his native city, and then forever wander around for fear his wife would eventually find him again if he dared to settle down.

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#029

Dwarven Runes & Elven Script

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

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#030

Psychology of the Orc

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

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#031

Second Crusade of Trolhell

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

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

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#032

Marvellorum de Felicitatis

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

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#033

When the Three Stars Will Align

AUTHOR: Bajaracus
PUBLISHER: Bajaracus
TYPE/ASPECT: Mundane small-sized hardcover book.
CONDITION: Excellent as if new.
LANGUAGE: Common speech (Common alphabet).
SUBJECT: Astrology.
ORIGINALITY: Really original work that brings a new perspective on the subject.
CLARITY: Confused (Int check DC=15 to benefit from book's contents).
LENGTH OF STUDY: 1 or 2 week (provided Intelligence check succeeded - see above).
BENEFIT FROM STUDY: None, plus the text is atrociously written and odiously boring.
BOOK'S MONETARY VALUE: Worthless (only good to make a fire).
NOTES: This book of astrology prophesies the end of the world in a near future. It first details the calculations by which the author came to discover that the end of the world is very close. It then clearly details how the alignments of three stars (due to happen in a near future) will coincide with a planar alignment that will weaken the boundaries between dimensions. This conjugated with other factors confusedly described, will provoke the opening of a dozen gates all over the world. The locations of where these gates will open is given, with only one being a gate to the heavens (just over a swamp infested with monsters), and all the others being gates to the lower planes from which will pour forth thousands of demons.
In fact the main problem with this book, is that it uses a totally new method of astrology calculation; and anyone competent in Astrology (at least 4 ranks), will notice it. In fact, the author once made a terrible nightmare which involved "three stars". He thus made some astronomical observations, and actually discovered that three stars were due to align, and that it remembered him an old legend about three demons. But thereafter, nothing in conventional astrology would indicate what such an alignment of stars could induce, except that indeed, it was not exceptionally auspicious. So, the author had to make his own researches and develop new astrology theories until they worked effectively to predict the end of the world. Once done, the author decided to alert the world, thus published hundreds of his book. In fact the author is not really a charlatan, but a stubborn character of mediocre talent who deceived himself with ridiculous pretentiousness.

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#034

Chronicle of Castle Treehaven

AUTHOR: Countess Chrisania of Treehaven
PUBLISHER: None (handwritten manuscript / only copy)
TYPE/ASPECT: Richly illuminated small-sized *Book of Hours*.
CONDITION: Good, although a little worn.
LANGUAGE: Common speech (Common alphabet).
SUBJECT: Knowledge (Local: Treehaven family and estates).
ORIGINALITY: Extremely conformist, when not doctrinal, to the detriment of the subject.
CLARITY: Clear (Int check DC=5 to benefit from book's contents).
LENGTH OF STUDY: 1d6 hour (provided Intelligence check succeeded - see above).
BENEFIT FROM STUDY: Encyclopedia enabling to take 10 with Knowledge-local when pertaining with the Treehaven family and estates.
BOOK'S MONETARY VALUE: Normal (from 1 to 10 gold pieces).
NOTES: Tells of the Treehaven noble family and their land and castle over the last two centuries. Hidden in the binding is a small document: a map with coded annotations, and a coded text on its back. If deciphered (Decipher script check at DC=15) it happens to be a "treasure map" leading to an underground crypt in which is hidden something very important to the Treehaven family. What this thing is, is not told, despite it is allegorically hinted at several times in the book (Int check at DC=10 to notice it).

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#035

Magic for Dummies

AUTHOR: Prof. Alanus Smith
PUBLISHER: IDG Manuscripts, Inc.
TYPE/ASPECT: Luxurious medium-sized leather-bound book.
CONDITION: Good, although a little worn.
LANGUAGE: Common speech (Common alphabet).
SUBJECT: Tutorial of magic (see special note for more details).
ORIGINALITY: Not much originality, yet brings some new ideas to the subject.
CLARITY: Clear (Int check DC=5 to benefit from book's contents).
LENGTH OF STUDY: 1d4 months (provided Intelligence check succeeded - see above).

BENEFIT FROM STUDY: Tutorial to learn specific feats (see special notes), plus cantrip spell-formulas.

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

NOTES: This book details how to become an arcane spellcaster quickly and easily. It contains several spell-formulas (*Ray of Frost, Light, Mage Hand, Mending, Detect magic, and Read magic*), plus a tutorial on the casting of cantrips. A non spellcaster studying it may learn the *Cantrip* feat, while a wizard would be able to learn the *Cantripification* feat (both from the Netbook of Feats; see thereafter).

In the case where the reader would want to use this book to become a first level wizard, it appears that he could use it only for a basic understanding of magic. Studying with a mentor, or from much more complex books is still required.

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

CANTRIP [General, Pseudo-Class]

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Allow anyone to use 0-level arcane spells

Prerequisite: Intel 13+, Knowledge (Arcana)

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

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

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

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

CANTRIPIFICATION [Special]

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

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

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

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

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

#036

Tragedy of Philius and Danaeda

AUTHOR: Dranice

PUBLISHER: Ostorio

TYPE/ASPECT: Mundane small-sized hardcover book.

CONDITION: Good, although a little worn.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Narrative fiction (tragedy).

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

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

LENGTH OF STUDY: 1d4 day (provided

Intelligence check succeeded - see above).

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

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

NOTES: None

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

#037

How Tryanis Was Punished

AUTHOR: Drashoon of Kandh

PUBLISHER: None (handwritten manuscript / only copy)

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

CONDITION: Excellent, as if new.

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

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

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

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

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

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

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

NOTES: This unique book contains the most powerful spell ever created:

DESCRIPTION SUBMITTED BY:
Dominique Crouzet

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

VENGEFUL METEORITE
© 2001: Dominique Crouzet

Conjuration (Summoning) [Fire]

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 night and 1 day

Range: 1 mile/ level.

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

Duration: Special (see spell description)

Saving Throw: Special (see spell description)

Spell Resistance: No

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

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

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

The spell is cast in two parts as follows:

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

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

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

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

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

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

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

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

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

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

#038

Floralia Ecstasy

AUTHOR: Shalann Esendil

PUBLISHER: Ostorio

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

CONDITION: Good, although a little worn.

LANGUAGE: Elven tongue (Elven calligraphy).

SUBJECT: Knowledge (Nature: plants, herbalism).

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

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

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

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

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

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

DESCRIPTION SUBMITTED BY:

Dominique Crouzet

#039

Life of Gadaldaad the Impetuous

AUTHOR: Unknown

PUBLISHER: Panturne & cie. (240 copies printed)

TYPE/ASPECT: Mundane small-sized hardcover book.

CONDITION: In bad condition, but still readable.

LANGUAGE: Common speech (Common alphabet).

SUBJECT: Narrative fiction.

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

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

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

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

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

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

DESCRIPTION SUBMITTED BY:

Dominique Crouzet

#040

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

AUTHOR: Adzorlau Ath'Gridhan

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

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

CONDITION: In bad condition, but still readable.

LANGUAGE: Abyssal slang (Infernal marks).

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

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

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

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

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

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

NOTES: This horrendous book describe the most powerful 1st level spell ever written, in fact an evil pact with the powers of the lower planes which will only bring doom to the one who would accept it.

The book contains a spell formula, and a complete description of the advantages of this method, and how its creator became a much powerful archmage, etc. Of course, the truth about the risks involved, and that the spell in fact relies entirely upon a demon lord is not explained.

DESCRIPTION SUBMITTED BY:

Dominique Crouzet

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

CURSE OF THE POWER-MONGER

© 2001: Dominique Crouzet

Summoning [Evil]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 hour

Range: Personal

Target, Effect or Area: You

Duration: 1 day

Saving Throw: Special (see spell description)

Spell Resistance: No

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

This spell is very special. It was created by a young 1st level mage who was so eager to become powerful, that he decided to create the mightiest first level spell ever known to have existed. The name he intended to give to his spell was "Glory of the Great". Such a foolish idea was doomed to fail however, and instead, he came up with this cursed spell. Then, the ambitious fellow killed himself while trying to impress people around, in showing them what such a great wizard he had become. The truth is, that no 1st level spell will ever have the power of doing such monstrous effects. In fact, this spell calls upon a demon lord, who in turn does the job. Without the terrible demon's intervention, the spell would do nothing. He does so to exact punishment on those who offended him, or often only to wreak evil and chaos.

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

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

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

(a wraith). Thereafter, only a wish spell will be able to reverse this consequence. If successful, the caster "only" dies normally (that is, he could be resurrected thereafter).

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

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

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