

BOOKS & LIBRARIES



An inspirational guide for Dungeon Masters

CREDITS

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INTRODUCTION

Let me commend you on your first step into the magical world of books and libraries from Faerûn and beyond! My scholars and I have compiled this tome to record and categorize our knowledge of books and libraries. No small task I must say, for the lore of the Forgotten Realms is enigmatic, expansive, and still shrouded in mystery and wonder. The fruits of our labor is now in your hands, and we hope that it will bring you inspiration, curiosity, and that irresistible urge for adventure.

BOOKS!

This guide contains indexes of books, small and large, magical and mundane. Books that contain knowledge and inspiration, spells and secrets, and even whole worlds. Take one as a pet or get your face eaten off! Whatever book experience you're looking for, you'll find it in here.

LIBRARIES!

Beside books, we've also inventoried a plethora of libraries around Faerûn. Always wondered about the fantastical Candlekeep library near Baldur's Gate? What about the Leaves of Learning in Highmoon? Curious what kind of classification divine beings use in their libraries? Need to pull a library out of thin air to round out your abbey? You have the right guide in your hands!

TOOLS FOR THE DM

This supplement is written specifically for Dungeon Masters. We aim to hand you a range of tools that you can instantly use when your players decide to open that book you only added in the spur of the moment, or when they set foot in that library you hadn't prepared whatsoever.

A lot of content builds upon well known lore from the Forgotten Realms. This information has been collected from the [Forgotten Realms Wiki](#). If you wish to know more about a certain bit of information, head to this web page and search for the key words in this supplement to find out more!

DROP A NOTE!

We hope you enjoy this journey through the magic of books and libraries. If you have any feedback, let us know! We'd love to hear from you. And if you enjoy the content, please leave us a review at [dmsguild.com](#)! You would make our day!



BOOKS

Many types of books can be found in libraries around the world. They may contain certain truths or myths about the world, or notes on mastering a skill from renowned masters. Beyond the mundane, books may be a source of magic, unlock secrets or even come to life. In this part you'll find the tools to craft any book you need to any given situation.

ASSEMBLING A BOOK

To generate a book, you need to determine two aspects: appearance and content. Appearance is made up by the type, cover, state and language of a book. You can roll these up using the following tables. Content is the second and biggest step. There are fifteen different types of content described in this book. Rolling up a book is fast and easy, but be advised that certain types of content may severely derail an ongoing adventure. Furthermore, random determination will not always result in a matching appearance and content. For this reason we recommend either determining the appearance at random and finding a matching content type, or rolling the content type and manually assembling a matching appearance.



APPEARANCE

d12	Type	Description
1	Scroll	Parchment rolled on one or two cylinders
2	Manuscript	Handwritten parchment without binding
3	Treatise	Note collection on a dedicated subject
4	Novel	Bookwork that tells an intricate story
5	Guide	Small encyclopedia on a specific subject
6	Enchiridion	Small instructional handbook
7	Manual	Big, complex instructional book
8	Volume	Part of a series about a subject domain
9	Spellbook	Wizard's research on arcane knowledge
10	Codex	Literature work key to unlock secrets
11	Tome	Accumulated knowledge spanning ages
12	Grimoire	A tome of Arcane lore

d12	Cover material
1	Animal fur
2	Hardened bark
3	Dyed Leather
4	Shizzled stone
5	Glazed clay
6	Dried leaves
7	Cast iron
8	Carved bone
9	Stained glass
10	Embroidered silk
11	Woven linen
12	Felted wool

d12 State

1	The books is ancient and almost crumbles apart
2	Most of the book is burned and blackened
3	Many important passages are torn out
4	Mostly fallen apart, many parts are missing
5	Large parts of the text is faded by moist and fungus
6	Half of the book is unreadable due to red stains
7	Several parts are torn, but most are intact
8	Parts are loose, but the book is complete
9	The book is old but kept well preserved
10	Ink stains obscure some text
11	Some tears and folds, but otherwise in good condition
12	The book is in pristine condition

d12	Language	Script
1	Common	Thorass
2	Sylvan	Espruar
3	Elvish	Espruar
4	Celestial	Celestial
5	Abyssal	Infernal (chaos)
6	Deepspeech	Espruar
7	Infernal	Infernal (order)
8	Dwarven	Dethek
9	Gnomish	Dethek
10	Giant	Dethek
11	Draconic	Lokharic
12	Primordial	Dethek

CONTENTS

This table contains a record of various types of content, varying from fairytales to sentient books. Use it to quickly describe a book's contents that you did not plan ahead. However beware, conjuring books into existence at random might severely derail an ongoing adventure. Choose carefully if you have elaborate plans. Roll the die to take a journey into the unknown.

d100	Content type
1-10	Lore: Fairytale
11-20	Lore: Compendium
21-30	Lore: Sheet Music
31-40	Skill Guide
41-50	Religious Work
51-54	Arcane Publication: Spellbook
55-56	Arcane Publication: Grimoire
57-60	Arcane Publication: Manual
57-60	Arcane Publication: Scroll
57-60	Arcane Publication: Magical Sheet Music
61-66	Trap book: Mimic
67-72	Trap book: Subliminal
73-78	Trap book: Spell Snare
78-84	Planar Novel
85-90	Secret Codex
91-98	Eldritch Volume
99-100	Sentient Book

Lore: Fairytales

Short stories that contain a lesson or line of wisdom. These tales are often built on hidden truths.

Lore: Compendia

Information about the world, varying from geographical surveys, creature anatomy or a biography.

Lore: Sheet Music

Many heraldic deeds and events have translated into poems and other vocal compositions.

Skill Guide

Handouts that contain useful tips and tricks to become better at a craft or skill.

Religious Work

Books that contain detailed information about a certain deity and its influence on the world, how to perform religious services and even receive divine favors.

Arcane Publication

Valuable works containing all sorts of spells, the fruits of meticulous research by a wizard, the accumulated knowledge of a house, or the inspiring work of a bard.

Trap book: Mimic

Mimic books are not actual books, but monstrous creatures that will attack as soon as they are grabbed, opened or otherwise awakened.

Trap book: Subliminal book

Subliminal books are small and often easy to read. Their words seem harmless but hide a mind controlling magic that compel the reader to act in a certain way under specific conditions.

Trap book: Spell Snare

Spell Snare books activate a spell as soon as a user opens the book. Spells are commonly cantrips, but more powerful spell snares have been found.

Planar Novel

Planar Novels are essentially portals to a demiplane, which can be entered by pressing ones hand onto the portal image. The world in the demiplane is wholly conjured by the writings within the book.

Secret Codex

Secret Codices contain descriptions of hidden knowledge. Upon reading about this hidden location, object or creature, the reader becomes aware of its existence. A codex may describe the very room the reader stands in.

Eldritch Volume

Eldritch volumes are vile works describing rituals, impending doom and unspeakable horrors. Each volume is part of a series. Reading one volume brings both power and curse upon the reader, sparking an insatiable curiosity to learn more.

Sentient Book

Books that have a mind on their own. They have a name, can communicate telepathically and are astonishingly intelligent. Some books even outsmarted and enthralled highly intelligent dragons.

IDENTIFICATION

Before reading a book, one may attempt to judge it by its cover. A wise call, as some books may be traps or consume the mind of the reader. Some are not even books at all, instead revealing themselves as vicious creatures attempting to bite your face off. To identify a book, one must beat an **Investigation check**. The DC depends on the type of book and can be found under each chapter. After a successful identification, texts in green boxes for that book may be read out loud. They give an idea of what the book could contain.



LORE

This chapter describes books containing lore from the world. We've summarized three types: fairytales, compendia and sheet music. Many titles reference Forgotten Realms lore, so chances are a book may tie in to your current adventure!

FAIRYTALES

Fairytales are literary works labelled as mythology, fable, legend, saga or fictional depending whom you ask. These stories may just be fantasy or hold a certain truth.

Investigation DC: 5

"A fairytale, written for children. Although mostly fantasy, perhaps it could contain some truth."

D100	Title	Content
1-3	Moon and Shadow	Selune fights Shar over light
4-6	Nameless Devil	Power behind fiend names
7-9	Snakes and Ladders	Story of a tomb in Chult
10-12	Hooter the Owlbear	Domesticated owlbear
13-15	The Talking Dead	Wizard making nice zombies
16-18	Larry the Giant	Dragons and Giants
19-21	Past the World Spine	The fabled Valley of the Gods
22-24	The Sun Eater	Dendar the Night Serpent
25-27	Winter is Coming	The Ring of Winter
28-30	The village horror	An Oblex acting as a village
31-33	The Chest that wasn't	Life of a mimic chest
34-36	The Greedy Gambler	A fallen follower of Tymora
37-39	Itsy Bitsy Spider	A wandering drow
40-42	Druids of Akanûl	Genasi druids fight a dragon
43-45	Ratatan the Rat	A wizard who became a rat
46-48	My friend Boggle	A lonely child finds a boggle
49-51	Mists of Barovia	A vampire lord ruling Barovia
52-54	Over the hills	A hungry Hill Giant family
55-57	Simon the Shadow	Lost shadow searching a host
58-60	The Prankster Faerie	A young faerie dragon
61-63	Annam the Giant	About the dawn of Giants
64-66	Bed Monsters I	A beholder in the closet
67-69	Bed Monsters II	A cloaker posing as a blanket
70-72	Bed Monsters III	A haunting poltergeist
73-75	A murder of ravens	A Kenku mafia family
76-78	Cult of Cubes	Six stranded modrones
79-81	Trolls!	Story about the troll wars
82-84	Trolls! 2	Poor sequel of Trolls!
85-87	Trolls! 3	Spare yourself the pain
88-90	Lucky Feet	An unnaturally lucky penguin
91-93	The Elephantman	A 'Loxodon', whatever that is
94-96	To Gauntlgrym!	A search for the dwarven city
97-99	Dance of the Pixies	A tribe of pixies are captured
100	Bubble trouble	Three evil witch sisters

COMPENDIA

Compendia are general works that contain information widely accepted as truth, such as demographics, verified lore and events.

Investigation DC: 5

"This is a book that seems quite ordinary. These make up the majority of the public library. A book that contains some lore from the world."

D100	Title	Content
1-3	Always Summer	Life in Neverwinter
4-6	Illusions of freedom	Slavery in the Free Cities
7-9	History of Scales	Yuan-ti and lizardfolk history
10-12	Joy of Painting	An art book that praises Milil
13-15	Cults in Chult	Cult organisations in Chult
16-18	Lichdom and You	Advice on avoiding lichdom
19-21	Days of Harptos	About tendays and holidays
22-24	Seven Sisters	The seven chosen of Mystra
25-27	Moon Magic I	Good and evil werebeasts
28-30	Moon Magic II	Moon druids and Selune
31-33	Moon Magic III	Bloodmoons and eclipses
34-36	Kingdom Come	Fallen kingdom of Netheril
37-39	Wizards of Thay	Of the Red Wizards of Thay
40-42	The Great Tchazzar	About a red dragon tyrant
43-45	The Weaver Tales I	The sacrifice of Mystril
46-48	The Weaver Tales II	The death of Mystra
49-51	The Weaver Tales III	The murder of Midnight
52-54	Blue Inferno	Spread of the Spellplague
55-57	Factions of Faerûn	Info on various large factions
58-60	The Goblin War	A war that waged in Cormyr
61-63	Purple Dragons	About Cormyr's armies
64-66	Strange Cuisine I	Delicacies of the West
67-69	Strange Cuisine II	Edibles from the Underdark
70-72	Strange Cuisine III	Food from Chult
73-75	Northern Tribes	About the barbarian tribes
76-78	The Coiled Cabal	Explaining Yuan-ti houses
79-81	Lords of the West	Rulers on the Swordcoast
82-84	Waterdavian Dream	Waterdeep culture and laws
85-87	Wizards of Halruaa	Who escaped the spellplague
88-90	The Tablets of Fate	Balance of Law and Chaos
91-93	Rise of the Evil Gods	Jergal, Bane, Bhaal and Myrkul
94-96	Hollow Whispers	About an underdark library
97-99	Goodnight Mystra	The many deaths of Mystra
100	Books & Libraries	This very book

SHEET MUSIC

In this section you'll find information about lore bearing music and poetry. Sheet music is a special form of writing in which stories and ideals are conveyed through the power of music. Whenever you need a quick diddle for the improvised bard at the bar, you can grab one here. These are non-magical examples. Magical music can be found in the chapter titled "Arcane Publications".

Identifying a poem isn't too difficult. Truly understanding the truths in the text is a different story.

Investigation DC: 5

"This is a small literary work written in a musical language, accompanied by some verses of a song."

D8	Music Type
1	Upbeat jig
2	Empowering poem
3	Longing serenade
4	Energetic ballad
5	Sad lament
6	Divine hymn
7	Cosy lullaby
8	Inspiring song

Performing

When one attempts to execute a piece of poetry, they must make a **performance check**. **4 or below** is a failure, and the audience will be very displeased. **5 to 9** is tolerated. People will pass by and perhaps give you an annoyed look or a pity copperpiece. **11 to 14** is okay. People might stop by for a minute and throw a silverpiece. Most will pass by with little interest. **15 to 19** is a well played musical performance. Most will stop to listen and gather around, applaud and cheer or have a response appropriate to the music. You may decide the mood of the audience. **20 or higher** is a masterpiece. The execution of the song is flawless and the audience is in awe, likely giving you some coin that is appropriate to their state of wealth. You have won the favor of these people. They will try to do what they can to aid you, should you ask for anything.

Music from the World

Here you'll find a few verses of famous songs based on official lore, in case you need a quick diddle.

Hymn of the Sundering Sisters

*In all her might she could not win
The upper hand against her kin
Queen of day, queen of night
Two sister torn, divided light*

The piece describes the sundering of day and night as the twin sisters Shar and Selune fell in disagreement. Selune was the mightier of the two. Shar descended into hiding in the shadows.

Lament of the Lemure

*DEATH, the last gate. For beyond, there is nothing but
dread. This is our fate. An eternal war that must be fed.
And we are the bait.*

The piece describes the fate of those who sold their soul to a devil. Upon death, they arrive in Hell as formless lemures, to fight in the war against the demons.

Poem of the Fallen Hero

*Oh Zariel. Oh Zariel.
Why have you swayed.
Your brilliant mind, once so praised.
Fallen from the Seven, in the Nine you burn.
Beyond reach, beyond return.*

The piece describes the angel Zariel who fell from the seven heavens and now serves as one of the Nine Archdevils, a strategist and general on the battlefields.

Song of the Marching Shapes

*Up and down, across the land
They'll march on grasslands, stone and sand
Forests, cities, they must go through
These shapes with eyes and mouths...
They'll stamp on your house too!*

The piece describes a rare event called the Great March, in which strange animated shapes from extraplanar origin make a great journey across the world.

Mystra's Lullaby

*Weave me a story, Grandmother Wise
A tale of magic, enchanting and nice
And after your legends of deep dwarves and elves
Please tell me how I can knit one myself*

This piece describes Mystra, Goddess of magic. It is honouring her being, the weave from which stories form, and an appeal to become learned with her art.

SKILL GUIDES

This type of book is as common as encyclopedias and fairytales. They can give a temporary bonus on a skill check. The bonus becomes permanent after mastering the arts, which can only be achieved after long practice.

Investigation DC: 5

"This bundle seems to contain practical knowledge about a skill or job. You reckon you might learn something from it if you spent enough time studying it."

LEARNING FROM A GUIDE

To benefit from a guide, the practicer must read it regularly and practice. **Once per long rest**, the practicer may spend one hour to read the guide. Only one guide can be read per day, and benefits of guides on the same skill do not stack. After studying the lessons, at any point before the next long rest the practicer may apply the guide's benefit to a relevant roll. If the roll is a success, mark a **practice point** for this guide. At **5 practice points**, the benefit becomes **permanent** and the guide is no longer needed.

The maximum benefits a practicer can have is equal to half their level, rounded down. For example, an 11th level character can have a total of 5 permanent benefits from 5 different guides. They can not read any more guides and benefit from it until they reach level 12. A permanent benefit can also be forgotten. In its place a new guide can be studied. Guides can not be applied to checks that forfeit a roll, such as with the Reliable Talent feat.

KNOWN GUIDES

Non-magical item, common

Each of the guides described in the following table contains useful information about a given skill. They grant a **+1 bonus** to the roll.

d20	Skill Guide	Skill benefit
1	Guide to Mind Control	Persuasion checks
2	Guide to Natural Selection	Nature checks
3	Guide to Eating Ants	Survival checks
4	Guide to Spot The Obvious	Perception checks
5	Guide to Magic Wonders	Arcana checks
6	Guide to Learn From The Past	History checks
7	Guide to Living A Double Life	Deception checks
8	Guide to Magic Tricks	Sleight Of Hand checks
9	Guide to Not Get Screwed	Insight checks
10	Guide to Perfect Tiptoeing	Stealth checks
11	Guide to Riding Pigs	Animal Handling checks
12	Guide to Realistic Mirring	Performance checks
13	Guide to Winning Cluedo	Investigation checks
14	Guide to Stop Bleeding	Medicine checks
15	Guide to Get All You Want	Intimidation checks
16	Guide to Body Balancing	Acrobatic rolls
17	Guide to Body Building	Athletic rolls
18	Guide to Brewing Potions	Potion Brewing* rolls
19	Guide to Drive By	Mounted attack rolls
20	Guide to Transcendence	Religion checks

*Potion Brewing skill rolls reference to the *Magical Potions & Ingredients guide* that can be found on the *DMSGuild*.

BETTER GUIDES

There is a small chance that a particular guide contains very valuable information, written by an expert rather than a random bloke who wrote an appealing guide to make some coin. The table below lists alternative bonuses applicable to such a guide.

D20	Guide name	Skill bonus
1-10	Normal Guide	+1 bonus
11-16	100 Tips 'n Tricks	+2 bonus
17-19	Expert's Handbook	+3 bonus
20	Dummies Edition	One re-roll per long rest



RELIGIOUS WORKS

Those who pursue study in religious works are generally referred to as scholars. Most scholars have a full-time job studying the vast amounts of ancient scripts and tomes about their Gods and domains. Some scholars delve into a very specific subject and pursue to become a master of that field. These scholars often become priests, clerics and paladins. The wisdom that comes with extensive study of religious works grants them various benefits.

We have interviewed many practitioners of the divine art and summarized their experiences into three main sections: Seeking Guidance, Studying the Multiverse and Illuminated Manuscripts.

Investigation DC: 5

"This is a book that serves a certain religion. It could contain hidden prophecies, grant insight into divine matters, or have instructions for proper worship."

SEEKING GUIDANCE

In desperate times, one can find guidance from the Gods in the prophecies of religious works. Clues can be obtained after extensive study and consultation with clerics. It takes a full day of study to find a piece of information or clue about a future event. After this, the scholar may roll a **religion check** to determine what clue was found, as indicated in the table below.

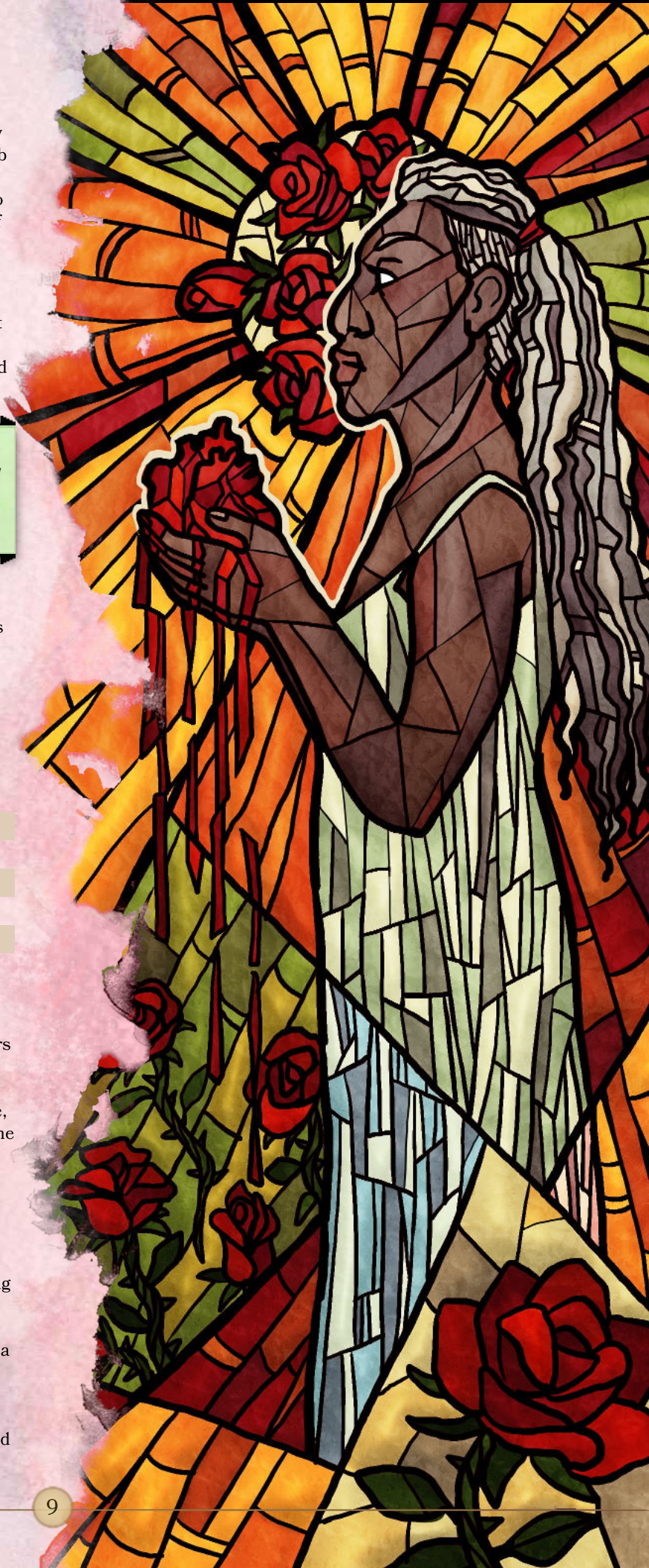
#	clue
1-9	The study yielded no results
10-12	Comparing historic events reveal an important name
13-15	Prophets speak of a notable location
16-18	Old texts foretell next move of someone important
19-21	Several doctrines speak of a foe's vulnerability
22+	A revelation reveals the location of a helpful item

A note to the DM

It is up to you to give the specific information relevant to the party's quest. This tool can be used to give the players a lead that they are otherwise unlikely to find. If certain clues are already found or not present, simply pick another clue that fits the dice roll in terms of importance, or reveal more than one. The table is meant as a guideline and a tool of inspiration.

STUDYING THE MULTIVERSE

Many scholars concern themselves with the structure of the multiverse. The home of the Gods is an ever changing realm. One that requires constant study in order to understand the prophecies and natural laws that follow from the multiverse. Both clergy and wizards can spend a lifetime dedicated to studying this subject. But where wizards try to uncover the fundamental mechanics to devise new ways of manipulating the weave, the clergy concerns itself over the well-being and future of the world and the multiverse.



The cosmological models

From extensive studies that span multiple eras, three primary cosmological models rose: **The Great Wheel**, **The World Tree** and **The World Axis**.

The Great Wheel is dated as the oldest model, arranging all the planes of existence in a circle around the prime material world.

After the Time of Troubles, when the Gods were cast down to the world, a sentient tree of unimaginable proportions was discovered, connecting all the planes of existence. **The World Tree** model was then introduced, more accurately depicting the multiverse. When the Spellplague ravaged through the multiverse and altered the variables, the tree was destroyed and the World Tree Model became incorrect. After the effects of the Spellplague diminished, the realms drifted in chaos across an astral sea. New realms emerged, and planes long forgotten moved back into reach. The latest model came into existence: **The World Axis**. With the world in its center, two parallel planes were placed to the left and right: the Shadowfell and the Feywild. Above the world was the vast Astral Sea in which all the outer planes drifted. Below the world, the elemental chaos stirred. This is the currently known model as of the writing of this book. No doubt the multiverse will change again in the future and this model too becomes obsolete. But we can trust the ingenuity of our scholars to yet again come up with a model that portrays our multiverse as accurately as possible.

Alignment

Despite the many changes our multiverse endured, there are certain constants that never seem to change. One of these constants is alignment. The primary alignments are good, evil, lawful, chaotic, and true neutral. Examples of Gods known to act to a certain alignment can be found in the table below.

Alignment	Deity
Lawful good	Bahamut, Moradin, Torm
Neutral good	Lathander, Chauntea, Milil
Chaotic Good	Selûne, Corellon, Sune
Lawful neutral	Mystra, Kelemvor, Helm
True neutral	Silvanus, Uhtao, Oghma
Chaotic neutral	Tempus, Leira
Lawful evil	Asmodeus, Bane, Bhaal
Neutral evil	Shar, Mask, Myrkul
Chaotic evil	Lolth, Gruumsh, Cyric

Supplemental rule

Whenever a creature proficient in the religion skill attempts to determine someone's alignment, they can use their experience in religious teachings. Instead of insight, the creature may use **religion skill** against the target's **deception skill** to determine the alignment. Through this way, malicious intent and lies could also be uncovered.

Rule of Threes

In this multiverse, everything tends to happen in threes. It takes three hags to form a coven. There are three levels of existence: outer-, inner- and material planes. Three alignments on each axis: lawful, neutral and chaos. Good, neutral and evil. And there are three Cosmic Truths: **Rule of Threes**, **Unity of Rings** and **Center of All**.

Supplemental rule

Whenever a creature proficient in religion investigates an object or phenomenon that appears in three; be it a spell unleashing three magic missiles, a holy symbol shaped as a triangle, or a puzzle consisting of three pieces, that creature may roll a **religion check** instead of an **investigation check** check to learn something about this phenomenon.

Unity of Rings

Everything in our multiverse appears to be forged in circular shapes. And many things tend to move in circles, both physically and philosophically. The planes are circular, worlds move in circles and the Blood War is a perpetual event that repeats itself over and over again. Magical rings are relatively stronger than other objects, and many arcane powers are drawn from circles: druid circles, witch mushroom circles and teleportation circles are a few examples.

Supplemental rule

Whenever a creature proficient in religion investigates an object or phenomenon that is circular, that creature may roll a **religion check** instead of an **investigation check** check to learn something about this phenomenon.

Center of All

Everything in our multiverse has a center. Even planes infinite in size have a central point. Nobody with who we spoke can tell the significance of this rule. According to well studied scholars, the alternative makes no sense: can one perceive a thing without a center? What is the point of a cosmos without a center, or even if everything is the center? Such ideas have been widely regarded as ridiculous and nonsensical. However, the fact that a center can be discerned for everything does hold up as a valid cosmological truth.

According to long lost beliefs, not everything has a center. The space between spaces, the Far Realm in which unspeakable horrors reside, is a wicked, twisted, strange and incomprehensible place that has no known origin. Perhaps it is the lack of a single central point that forces this realm into complete disarray.

Supplemental rule

The values, beliefs and understanding of any creature proficient in religion is knowingly or unconsciously based on the idea that everything has a center. Creatures proficient in religion that can see, hear or feel the presence of an aberration from the Far Realm must make a **DC 12 Wisdom saving throw** or gain a short term madness, as their mind can not comprehend the existence of this presence. *See the madness effect on page 258 of the DMG.*

ILLUMINATED MANUSCRIPTS

Religious service to a temple or cult can unlock certain privileges and favors. For the truly devoted followers, high priests have written special **Illuminated Manuscripts** that grant divine boons to devout followers. Those in possession of such a manuscript often have earned it through unquestionable loyalty to their temple. These manuscripts cover special sermons, traditions and rituals to serve a certain God. Followers who worship these manuscripts to the letter are likely to please their God, and they may be granted a small boon. To enjoy these divine benefits, a follower must devote at least an hour every day of worship for a full tenday, and continuous daily worship thereafter.

Lathander

Devotion to Lathander requires passion and platonic love. Showing an understanding towards all that is good, neutral, lawful and chaotic. When possible, even evil can be shown mercy if it opens the road towards a change of heart. Prayers for those who walk a foul path are heard, and Lathander may grant the courage and determination to confront those lost individuals and lead them to the light.

Service boon

Devotion service includes a 1 hour morning prayer to the early sunrises for a tenday promising to do no harm unless absolutely necessary. This service grants the follower of Lathander a +2 bonus on persuasion checks. Praying can be done towards a religious symbol of Lathander if the sunlight is not accessible. This boon ends if the promise is broken or no further prayer was made for a tenday.

Lolth

Devotion to Lolth is all about earning mercy through unconditional servitude. Whatever wicked task the queen of spiders asks of its follower, it must be completed. Failure to do so will result in punishment: transformation into a hybrid of the former race and a spider, and eternal exile. Tasks usually revolve around killing good aligned creatures.

Service boon

Devotion service includes a 1 hour prayer every night for a tenday promising to seek and plot to enslave or kill those who serve the greater good. This service grants the follower of Lolth 5 temporary hitpoints for every killed or enslaved good aligned creature, to a maximum of 20. This boon ends if a good aligned creature is released from enslavement, or no further prayer was made for a tenday.

Helm

Devotion to Helm requires the brave and noble promise to protect those who are in danger to be bereft of freedom. Protection can come in many forms: shielding an individual, evacuating a village or amassing an army to protect a city. Helm must be honoured through abiding the laws that protect everyone.

Service boon

Devotion service includes a 1 hour prayer every day for a tenday promising to protect the weak and uphold the law. This service grants the follower of Helm advantage on persuasion or intimidation checks when used to convince someone to help protect others in need. This boon ends if it is used to aid evil or no further prayer was made for a tenday.

Bahamut

Devotion to Bahamut means pursuing all that is good, and suppressing all evil. Only those of good alignment may enter the clergy. Although he is a draconic God, he is worshipped by non-dragonkind as well. Those typically become students of a wise wyrm first.

Service Boon

Devotion service includes a 1 hour prayer every day for a tenday promising to seek out and assist the good in the world. This service grants the follower of Bahamut +1 on attack rolls against all evil aligned creatures. This boon ends if the follower harms a non-evil aligned creature that is not hostile, or no further prayer was made for a tenday.

Mystra

Devotion to Mystra requires complete dedication to the arcane art and seek, protect and share it at all cost. Mystra endured many hardships, having been killed countless times at the hands of individuals attempting to seize her powers. Her selfless sacrifices to uphold magic are an inspiration to all her followers.

Service Boon

Devotion service includes a 1 hour prayer every day for a tenday promising to seek out and spread arcane knowledge. This service grants the follower of Mystra to recover 1 expended spell slot in exchange for 10 hitpoints per level. This can be done once per long rest. This boon ends if the follower destroys or withholds any arcane knowledge, or no further prayer was made for a tenday.

A note to the DM

These illuminated manuscripts can be handed to your players if they seek to worship a God and gain benefits, but you can also use them to power up your NPCs and show your players that the Gods do have a significant meaning in your world. Players who play atheist characters or worship a God that gives no benefits, and see an NPC receive benefits from their God, might re-evaluate their beliefs. This may open a space for interesting character development for players.

TRAP BOOKS

Not every book is an enrichment for the reader. Some books have been created with malicious intent, to harm, trap or assume control over the reader. The reader may not even be aware of it until it is too late. Trap books are especially hard to spot, as they blend in well with their non-hostile counterparts. As they remain dormant in-between normal books, trap books can only be recognized by spells identifying magic objects, or very subtle clues in the shape and wear of their covers. Even if a book is identified as a possible trap, it is very difficult to discern what sort of trap one is dealing with.

This chapter describes three types of trap books that have been found in forgotten and forbidden libraries. Mimics, Subliminal books and Spell snares.

Investigation DC: 14

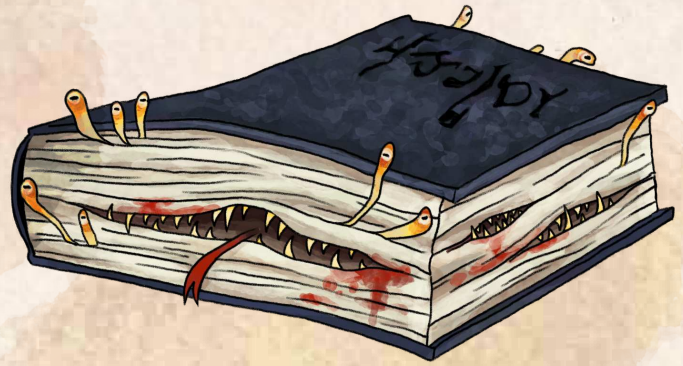
"This book appears to be not entirely lifeless. Indeed, it seems like it's breathing. Should sleeping books be left asleep?"

MIMICS

Mimics are books that do not contain useful information. Rather, they are vicious constructs that will attack anyone who touches or opens them. Rows of sharp teeth and tongues are able to deal deep paper-cuts to their victims. Once a Mimic book is defeated, all that remains are worthless pages with unintelligible gibberish.

Lore Guardians

Mimic books were often used by wizards to protect their private libraries from thieves. Using a permanent animate object spell on a book about animalia would transform it into a savage beast that would only obey to its owner. These books were placed among real books, and become indistinguishable. Any uninvited visitor would meet an unsuspected assault if coming too close. Over time, owners passed away, their libraries forgotten. But the books never ceased to exist, and are still waiting for oblivious wanderers.



GRABBER GUIDE

Small construct, unaligned

Armor Class 12 **Hit Points** 15 (1d8 + 11)

Movement - 10 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	1 (-5)	5 (-3)	8 (-1)

Senses passive Perception 12

Languages identical to that of the title

Damage vulnerabilities fire

Challenge 1/2 (100 XP)

False Appearance. While the Grabber Guide remains motionless, it is indistinguishable from a normal book.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft. one target. Hit: 5 (2d4 + 4) piercing damage.



TEETH TOME

Small construct, unaligned

Armor Class 12 **Hit Points** 20 (2d8 + 11)

Movement - 10 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	1 (-5)	5 (-3)	10 (+0)

Senses passive Perception 12

Languages identical to that of the title

Damage vulnerabilities fire

Challenge 1 (200 XP)

False Appearance. While the book remains motionless, it is indistinguishable from a normal book.

Sudden leap. While the book is motionless and has not been noticed, it can leap from its location towards a creature within 10 feet and take a multiattack action with advantage.

ACTIONS

Multiattack. The devourer makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft. one target. Hit: 8 (1d6 + 2) slashing damage.

VENOM MARKER

Small construct, unaligned

Armor Class 10 **Hit Points** 21 (3d8 + 12)

Movement - 10 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	1 (-5)	5 (-3)	10 (+0)

Senses passive Perception 12

Languages identical to that of the title

Damage vulnerabilities Fire

Challenge 2 (400 XP)

False Appearance. While the book remains motionless, it is indistinguishable from a normal book.

ACTIONS

Multiattack. The venom marker makes three attacks.

Poison whip. *Melee Weapon Attack:* +4 to hit, reach 5 ft. one target. Hit: 7 (2d4 + 2) poison damage. On a hit, the target creature must make a DC 14 dexterity saving throw or become grappled. A grappled creature receives an additional 4 poison damage at the start of the venom marker's turn.



SUBLIMINAL BOOKS

Subliminal books are journals that imprint a subliminal command into the readers mind. The reader thinks the information in this book is useful, but if prompted to recite, the reader is unable to tell what exactly they have learned.

The reader obtains a mental trigger, such as seeing a specific shape or hearing a specific sound. If the trigger fires, the reader must make a DC 14 Wisdom saving throw. After a successful save, the trigger disappears and the spell wont take hold again. On a failed save, the spell takes hold and the command must be executed. The trigger disappears after a long rest.

Investigation DC: 14

"This book is something special, you desire to open it. And yet, something about it is not quite right."

Subliminal inspiration table

This table has random triggers and suggestions. Rolling up a subliminal book can be determined by dice. But they will be much more effective when picked and placed carefully. A book that compels the reader to knock on wooden doors could be a good trap for a wizard who wants to know if someone is sneaking around.

d12	Trigger	Command
1	A star shape	The reader mumbles a phrase and a demon is summoned
2	Sunlight	The reader runs and cowers into the shadow for ten minutes
3	In a tight (3x3) space	The reader starts laughing hysterically for ten minutes
4	Torchlight	The reader has an irresistible urge to burn the place down
5	Wooden doors	The reader has an irresistible urge to loudly knock thrice on the door
6	Gold coins	The reader has an irresistible urge to steal all the gold coins
7	Horned creature	The reader feels the need to grovel before this creature
8	Medium sized animal	The reader feels the urge to impersonate the animal
9	The smell of cooked food	The reader can't help but retch and be disgusted by it
10	A mirror	The reader is overwhelmed with panic and flees in horror
11	The scent of perfume	The reader is compelled to do the bidding of the perfume wearer
12	The scent of flowers	The reader is compelled to kill the first creature in sight

SPELL SNARE

Spell snare books spring a spell when opened. This happens instantaneously. It is not possible to determine the nature of the spell beforehand, only that a magic spell hides within the book. Once the spell has sprung, the magic has dissipated and it will not spring again. The book's content can be anything from a useless fairytale to a book with important information.

Investigation DC: 12

"It seems like a perfectly normal book. But you also sense it is waiting to be opened, and on closer inspection, it seems this book withholds a faint magical aura."

Spell snare inspiration table

d12 Effect

1	A Message spell sets off: <i>"Share this message and leave, or die within one minute"</i> . Nothing else happens.
2	A poison gas floods a 10ft sphere. Failing a DC 12 Constitution saving throw deals 4d4 damage
3	A firebolt discharges. Failing a DC 14 Dexterity saving throw deals 1d6 + 6 damage. The book is incinerated. Any creature reading the book must make a DC 12 Constitution saving throw or be paralyzed. If paralyzed, the creature must make this throw again next turn or turn to stone.
4	A charm person spell discharges. Failing a DC 15 Charisma saving throw compels the creature to attack the closest friendly creature.
5	An Animate Object spell fires off and the book comes to life. It will attempt to leap away and cause as much destruction as it can by bumping into things.
6	A curse is bestowed upon the reader.
7	A flash of light and a bang blind and deafen the reader. The reader glimpses an inevitable, horrible future. Blood runs from their nose and the reader must make a DC 16 Wisdom saving throw. On a fail the reader takes 4d8 psychic damage. On a success, the damage is halved.
8	The writing takes grasp on the reader's mind for an hour. Roll a d8 to determine the effect. 1: paranoia. 2: panic. 3: book obsession. 4: insatiable hunger. 5: deep shame. 6: existential dread. 7: fear of getting dirty. 8: very tired.
9	A hideous laughter sounds, and a Tascha's Hideous Laughter spell targets the reader
10	A banish spell fires off. The banished plane is a Written Plane inside the book. The plane is a completely white space with no exits. See chapter <i>"Planar Novels"</i> for more details.
11	
12	

ARCANE PUBLICATIONS

The most famous and sought after books of all: arcane publications. These usually contain spells that can be learned by wizards, clerics and other studied spell-casters after extensive study. They usually come in the form of spell books, tomes, scrolls and sheet music.

Investigation DC: 8

"This book has a magical aura around it. It seems old and you get the impression that this book has only ever been serving a particular person or group. It was never meant for anyone else."

CASTING SPELLS FROM LITERATURE

This section covers spellcasting from four types of magical literature. The first section contains spellbooks, arcanabula, tomes and grimoires. Although semantically different, mechanically they are used in the same way. The other types are: manuals, magic scrolls and magical sheet music.

Casting from spellbooks

Spells in a **spellbook** can be cast in two ways: the wizard copies them into their own spellbook, or a **Ritual Caster** cast the spell as a ritual. Only spells that match your chosen class and have the ritual tag can be cast as a ritual. Ritual spells are very rare. This guide lists ritual spells with an ^R behind the casting level. (*Rules on copying a spell and ritual casting can be found on page 114 of the PHB*).

Casting from Magical Manuals

Magical **manuals** function like magic items. Anyone can activate the manual's magic. No arcane knowledge is required. Manuals are usually not expended once used, but they may take a long time before they can be used again.

Casting from Spell Scrolls

Spells from **scrolls** can be cast by magic users if the spell is available for their class. This costs no material component, as the material was already paid for at the creation of the scroll. If the spell is of a higher level than you could normally cast, you must make an arcana check to cast it successfully. The **DC is 10 + the spell's level**. On a fail, the spell disappears from the scroll. Wizards can also copy wizard spells into their spellbook instead of casting it from the scroll. Magic scrolls crumble away once they are copied or expended. *Rules on casting spells from spell scrolls can be found on page 201 of the DMG and page 200 of the Basic Rules*.

Casting from Magical Sheet Music

Magical **sheet music** can be cast by all spellcasters who are able to play the appropriate instrument. Bards can play all types of instruments, but they must still be in possession of a proper instrument to cast it. Some magical sheet music can be used only once, while others recharge after a while. *Rules on magical sheet music are homebrewed and only described in this guide*.

SPELLBOOKS AND ARCANABULA

Magic Book, very rare

The most widely used spellcasting books are the Wizard's Spellbooks, sometimes referred to as Arcanabula. The latter is an original work, while the former is a copy without archaic research notes. It contains a lifetime of research and acts as an extension of a wizard's mind. It is rare to find one unattended, and they are usually very valuable.

This section describes various spellbooks which belonged to a certain individual. They are meant to inspire you, or be used as an easy drop-in if your players stumble upon a spellbook from a specifically themed wizard, such as a fire demon or blue dragon.

Spellbook of Wish, the Drowned Maiden

This spellbook once belonged to a powerful and talented magician. Wish was obsessed with magic from a young age, and followed the school of evocation. But she was not entirely good spirited, and a seed of resentment slowly grew, until it consumed her. She became corrupted, distrusted and feared. She conducted arcane research deep in the necromancy realm and invented a few of her own spells. She was eventually drowned by the local populace, who were once her family and friends. Her spellbook never left her side.

CL	Spell
1	Chaotic Mind (custom)
2	Shatter
4	Sickening Radiance (XGTE)
4	Lightning Bolt
5	Chaos Rage (custom)
5	Grasping Darkness (custom)
6	Chain Lightning
7	Crown of Stars (XGTE)

Chaotic Mind

1st level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instant

You evoke a rage of emotions into a creature's mind. The target must succeed on a Wisdom saving throw. The target takes 3d6 psychic damage on a failed save, or half as much damage on a successful one.

Grasping Darkness

5th level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You cast and control darkness, giving it any form on a location or moving object within range. The form can not extend further than 20 feet away from the chosen location or object. You can choose to exclude areas, moving objects or creatures from this darkness. All other rules of the Darkness spell apply.

Chaos Rage

5th level abjuration

Casting Time: 1 action

Range: Self (10-foot radius sphere)

Components: V, S

Duration: 1 round

You delve into your inner chaotic mind and unleash an arcane power. Crackling dark energy emanates from your body. Any creature within 10 feet of you must make a Dexterity saving throw. The target takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one. Any creature that moves within 10 feet of you must immediately make this saving throw as well. The spell ends at the start of your next turn.



Spellbook of Gornoth, the Sundering Demon

Gornoth plagued a large region east of Chult for many years, frequently opening portals to the demon pits to unleash chaos. From a large city that it conquered there, it ruled with an iron fist. A joint army of three neighboring cities slaughtered Gornoth when its powers were weakened during an apocalyptic event. The book remains hidden deep below the ruins of the city it resided in.

CL Spell

1 Summon Demon Servant (custom)

3 Summon Lesser Demons (XGTE)

4 Summon Greater Demon (XGTE)

5 Dominate Person

6^R Instant Summons

7 Power Word Pain (XGTE)

8 Power Word Stun

8 Demonic Shriek (custom)

9 Power Word Kill

Summon Demon Servant

1st level conjuration

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a ruby worth 5 gp)

Duration: Concentration, 1 hour

You utter out an abyssal chant as the ruby slowly evaporates. A **Dretch** appears in a space you choose within range. The Dretch is bound to you, and must obey your every command for the duration, even if it will hurt himself. However, the Dretch is not very intelligent, and can only follow simple commands. The Dretch disappears again after the duration. If the Dretch is killed, its body turns into a black ichor that disappears after the duration. If the caster loses concentration, the Dretch becomes immune to the caster's commands and is free to do as it pleases for the remaining duration.

Demonic Shriek

9th level conjuration

Casting Time: 1 action

Range: self (30-foot radius sphere)

Components: V

Duration: Concentration, up to 1 minute

You evoke a loud, maddening shriek from the ground. The sound shatters all objects made of glass and clay within range. Every creature other than you in range that can hear the shriek must make a Wisdom saving throw or fall prone and become incapacitated. If a creature succeeds on the saving throw it becomes immune to the effect. A creature that starts its turn within range other than you receives 3d6 psychic damage and may roll the saving throw again. If you move, take an action or reaction, the spell ends immediately.

Spellbook of Nethys, the Blue Dragon

Nethys was a wise and smart dragon, and evil of nature. His power was unmatched until the white dragon Zamarnas took claim of Nethys' domain. Zamarnas' cared not for the spellbook, but it remained hidden somewhere deep within the conquered hoard. Nethys had been plotting for a long time to retrieve it, but was never successful.

CL	Spell
2	Arcane Lock
3	Counterspell
3 ^R	Track Treasure (custom)
4	Banishment
4	Ward Hoard (custom)
5	Synaptic Static (XTGE)
6	Guards and Wards
7	Symbol
8	Dominate Monster

Track Treasure

3rd level divination (ritual)

Casting Time: 1 action

Range: 1 mile

Components: V, M (1 gold coin)

Duration: Concentration, 1 hour

You know the precise location, distance and direction of a specific treasure item that is or was once in your possession if it is within range. After 1 minute, you learn the race and alignment of all creatures that touched or carried the treasure in order in the last 24 hours.

Ward Hoard

4th level abjuration

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: 1 hour

You ward every valuable item within a 10-foot radius sphere. Every object you deem valuable: coins, cups, scrolls and family photographs, becomes protected against thieves. Each object weighs an additional 10 pounds to the thief. Additionally, anyone who attempts to steal any of these objects must make a Constitution saving throw. On a failed save, the creature takes 10 points of psychic damage. On a successful save, the creature takes half this damage.

This spell can be cast on higher levels. The spell's duration increases by 1 hour for every spell slot above 4th level.

TOMES AND GRIMOIRES

Magic Book, Legendary

Magic tomes, also called grimoires, work under the same rules as spellbooks, but they have different origins. Often a tome is owned by an institute, house, cult or other group, and passed on from one head to the next. Some tomes are over ten generations old and very valuable.

Alterations

Tomes have extensive research to cast spells with a certain Alteration, which is different for each tome. As a **bonus action**, the caster may roll an **arcana check** with a **DC of 10 + the spell level**. On a success, the Alteration can be applied on the spell. Details on each Alteration can be found below the spell listing for each tome.

Tome of the Black Blood Coven

A book from a **Night Hag** sister coven, filled with evil, dark, foul spells. The book was always in possession by one of the three sisters, and exchanged owner in their awakening ceremony every moonless night. The three sisters are powerful spellcasters who can cast every spell in their book once per day if they are together and one of them has the book on their person.

CL	Spell	CL	Spell
1	Cause Fear (XGTE)	3	Fear
1	Hideous Laughter	4	Draw Blood (custom)
1	Hex (PHB)	4	Blight
1	Witch Bolt (PHB)	5	Danse Macabre (XGTE)
2	Ray of Enfeeblement	5	Geas
2	Suggestion	5	Seeming
3	Bestow Curse	5	Mutilation (custom)

Darkweave Alteration

Hags have twisted these spells into a darker version of the magic weave. Each of these spells have research notes describing how these spells can be cast with the Darkweave Alteration.

On a successful alteration cast, the target of the spell must make a **DC 5 Wisdom saving throw**. On a 1 or a failed save, the target takes 1d4 necrotic damage for each spell level with which the original spell was cast.

Draw Blood

3rd level necromancy

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (a bat tongue)

Duration: Concentration, up to 1 minute

You magically pull the blood from a creature's wounds. Creatures with full health are not affected by the spell. The target must make a Constitution saving throw at the start of its turn. On a failed save, the target loses 3d6 + 6 hitpoints. On a successful save, the spell ends. For each spell slot above 3rd, the damage increases by 1d6.

Mutilation

5th level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an iron nail)

Duration: Instant

You warp, twist and scar the body of a creature in horrid ways. The target must make a Strength saving throw. On a failed save, the target takes 2d10 slashing damage. The damage increases by 1d10 for each spell slot above 5th.

TOME OF MAMMON'S CULT

A book filled with infernal spells to deceive, corrupt and incinerate mortal souls. The cult is in service of Mammon, a powerful archdevil who administers the soul trade. The cult seeks to convince mortals to sell their soul to the infernal blood war against the demons.

CL	Spell	CL	Spell
1 ^R	Illusory Script	4	Secret Chest
1	Charm Person	5	Flame Strike
2	Detect Thoughts	5	Immolation
2	Flaming Sphere	5	Infernal Calling (XGTE)
3	False Deal (custom)	6	Torment Fire (custom)

Avarice Alteration

Cultists of Mammon have twisted these spells to serve Mammon, the Archdevil of Greed. Each of these spells have research notes describing how these spells can be cast with the Avarice Alteration.

On a successful alteration cast, the spell's target must make a **DC 5 Charisma saving throw**. On a 1 or a failed save, the target becomes obsessed with an object of the caster's choice. It must spend its turn to try and obtain that object. The spell ends at the end of the target's turn.

False Deal

3rd level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a fledgling feather)

Duration: Instant

You influence a creature's opinion over a deal. The target must make a **Charisma saving throw**. On a failed save, it perceives a deal as reasonable and must agree. On a successful save, the spell won't take hold and the creature knows someone tried to elude it.

Torment Fire

6th level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instant

Fires from the Nine Hells engulf the target. The target must make a **Constitution saving throw**. On a failed save,

the target takes 8d8 fire damage and becomes restrained. On a successful save, the target takes half that damage.

TOME OF DROW HOUSE AMADARR

A book composed by a powerful Drow House. Many Drow Matriachs have added their knowledge into the book over the past centuries. It currently is in the possession of Drow Matriach Sermane Amadarr. The book never leaves the vault of the family estate in Menzoberranzan.

CL	Spell	CL	Spell
1	Snare (XGTE)	6	Mental Prison (XGTE)
2	Augury	7	Forcecage
3	Create Poison (custom)	7	Power Word Pain
3	Nondetection	7	Spider Nest (custom)
4	Banishment	8	Feeblemind
5	Mislead	9	Imprisonment

Demonweb Alteration

The Drow have corrupted these spells with demonic madness. Each of these spells have research notes describing how these spells can be cast with the Demonweb Alteration.

On a successful alteration cast, the spell's target must make a **DC 5 Wisdom saving throw**. On a 1 or a failed save, the target gains a long term madness. See the madness effect on page 258 of the DMG.

Create Poison

3rd level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a poppy leaf)

Duration: 1 hour

You touch a body of water and transform it into a poison. Anyone who drinks the water must make a **DC 10 Constitution saving throw** or take 4d6 poison damage and the creature becomes poisoned. After the duration, the poison reverts back to water. The saving throw difficulty increases by 2 for every spell slot higher than 3rd.

Spider Nest

7th level conjuration

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (a strand of cobweb)

Duration: Instant

You transform an area of 60 foot radius into a spider's den. Walls, floors and ceilings that contain holes and cracks do not block the spell. Small spiders appear and start weaving webs until the entire area is covered. The terrain becomes difficult terrain. From the webs, 8 Giant Spiders emerge, and 1 more every turn. A maximum of 10 giant spiders can be alive simultaneously. The spiders are under your control.

MANUALS

Wondrous item, very rare

There are certain manuals that surpass the simple benefits of the previous guides. Special Manuals forged by those adept in the Arcane field grand a reader far more powerful abilities than the common written word can give. These books are at least **very rare** and magical. Reading their contents causes them to exert their magic onto the reader. Some books can do this only once in a century. Other books require vast arcane knowledge or the mind will succumb to the overload of information. Some manuals are also called tomes. These manuals can all be found in the basic rules.

d8	Manual	Excerpt
1	Manual of Bodily Health	Constitution +2
2	Manual of Gainful Exercise	Strength +2
3	Manual of Golems	Clay, Flesh, Iron, Stone
4	Manual of Quickness of Action	Dexterity +2
5	Tome of Clear Thought	Intelligence +2
6	Tome of Leadership	Charisma +2
7	Tome of the Stilled Tongue	Enhanced spellcasting
8	Tome of Understanding	Wisdom +2

MAGIC SCROLLS

Magic Scroll, Rare

Scrolls contain single spells that can be cast by anyone who can read the scroll. After the magic is released from the scroll, it is expended and becomes non-magical. Scrolls usually contain a specific spell that an author has developed for a single purpose, but it never got used.

d10	Scroll
1	Scroll of Snail Invasion
2	Scroll of Whispering Walls
3	Scroll of Animated Shadows
4	Scroll of Infectious Disease
5	Scroll of Illusionary Hole
6	Scroll of Imaginary Horrors
7	Scroll of Summon Flies
8	Scroll of Radiant Shield
9	Scroll of Calm Waters
10	Scroll of Lies

Scroll of Snail Invasion

Using an action to read the scroll conjures 100 snails in a 20 foot radius around the caster. The snails are hungry and eat every natural plant in this area. After 10 minutes, all plants are devoured and the snails disappear.

Scroll of Whispering Walls

Using an action to read the scroll near a wall makes the wall become responsive to questions for 1 minute. The wall can recall anything that passed it in the past 24 hours, and will answer in whispers.

Scroll of Animated Shadows

Using an action to read the scroll makes one shadow of the caster's choice animate to the caster's imagination for 1 minute. The shadow can stretch from its base up to 10 feet, but it can not detach from it.

Scroll of Infectious Disease

Using an action to read the scroll infects a creature with a horrible disease within 30 feet of the caster's choice. Creatures immune or resistant to diseases can not be infected. The creature must make a DC 13 Constitution saving throw or become infected. The disease causes festering biles and blisters to appear all over the body for 1d8+2 hours or until it is cured by a spell. The infected receives 1d8 necrotic damage per hour. Anyone who stands in or enters a 10 feet radius around an infected creature must make a DC 13 Constitution saving throw or become infected too.

Scroll of Illusionary Hole

Using an action to read the scroll conjures a 5 feet wide hole on a surface within 10 feet of the caster for 1 minute. Anything hiding up to 10 feet below the floor is revealed. The hole is not real, and any creature walking onto the hole stands on whatever ground the hole conceals. From below, the hole can be seen on the ceiling.

Scroll of Imaginary Horrors

Using an action to read the scroll projects a terrible truth into the mind of a creature within 30 feet of the caster. This truth is so inconceivable to the mind that it may break down. The creature must make a DC 13 Wisdom saving throw or become paralyzed for 1 hour.

Scroll of Summon Flies

Using an action to read the scroll conjures a large swarm of flies, each 1 inch in size, that can be controlled by the caster through a telepathic bond for 1 hour. The flies can be commanded to move up to 30 feet per turn. The flies can never move further away than 30 feet from the caster. As a bonus action, the flies can be commanded to pick up and move any small or smaller sized creature, or attach themselves on a target creature and impose disadvantage on its attack rolls. If the target moves, the flies move along unless the target moves away further than 30 feet from the caster.

Scroll of Radiant Shield

Using an action to read the scroll envelops the caster in a cocoon of radiant light until the start of the caster's next turn. The caster becomes invulnerable to any non-magical attacks. Damage of magical attacks is halved. At the start of the caster's next turn, the shield merges with the caster. The caster receives 2d8+2 hit points.

Scroll of Calm Waters

Using an action to read the scroll near a body of water calms the water for 1 hour in a 120 foot sphere around the caster. Stormy seas drop silent and rough rivers turn into gentle streams.

Scroll of Lies

Using an action to read the scroll allows the caster to conjure a zone of lies for 1 hour, 20 feet wide, on a location within 60 feet. Anyone in this zone can not tell the truth.

Magical sheet music

Magic Sheet Music, rare

d8 Sheet music

- | | |
|---|------------------------------|
| 1 | Song of Compulsory Dancing |
| 2 | Poem of Controlled Emotions |
| 3 | Ballad of Mesmerizing Lights |
| 4 | Serenade of the Dead |
| 5 | Lament of Madness |
| 6 | Sonnet of Flowers |
| 7 | Dance of the Raspberry Fairy |
| 8 | Ode to the Raven |

Ballad of Mesmerizing Lights

Instrument verbal and string

Performance DC 10

Charges 1/day

A serene song that evokes wisps of dancing blue, pink and yellow lights. As long as you play the song (up to 1 hour), you control the lights movement. The lights move 15 feet per turn and have a maximum range of 60 feet from your position.

Dance of the Raspberry Fairy

Instrument wind

Performance DC 10

Charges 1 use

This magical melody connects the fey wild with the world and summons a raspberry fairy; a tiny winged humanoid wearing a raspberry as its clothes. These magical fey creatures speak sylvan and can be persuaded to grow a raspberry bush with a 1 hour ritual on any soil. The bush yields enough raspberries for four people for a day's meal. The fairy has 1 hit point and +10 on acrobatics checks. The fairy can return to the fey world at will as an action if it is not imprisoned or incapacitated.

Lament of Madness

Instrument verbal and wind

Performance DC 10

Charges 1/day

This dark music invokes madness in those of weak mind. Any creature within 30 feet must make a DC 12 Wisdom saving throw, including the caster. On a fail, blood drips from nose and ears, and the creature gains a short term madness. See the madness effect on page 258 of the DMG.

Ode to the Raven

Instrument percussion

Performance DC 12

Charges 1/day

This intimidating tribal sound evokes the spirits of the raven. During the 1 hour ritual, all participants become part raven. Some grow feathers, some grow claws, and others a beak. Additionally, all participants gain 60 feet darkvision, +5 on stealth checks, and gain the benefits of a featherfall spell for the duration. After 1 hour, everyone returns to normal.



Poem of Controlled Emotions

Instrument verbal

Performance DC 12

Charges 1 use

While playing this wholesome poem, you can choose what emotions people feel. Choose one of ***grief, jealous, angry, apathetic, cheerful, scared, proud, confident*** or ***generous***. Any other creature within 30 feet of you that can hear the poem must make a DC 10 Charisma saving throw or be charmed and receive the chosen emotion.

Serenade of the Dead

Instrument verbal

Performance DC 12

Charges 1 use

When this song is played near dead creatures, their bodies rise and sway on the music. Any dead creature within 60 feet that is not restrained can be directed to move 10 feet per turn.

Song of Compulsory Dancing

Instrument verbal and percussion

Performance DC 14

Charges 1/day

A jolly diddle that compels many a man to start dancing. Any other creature with an intelligence score higher than 4 that is within 30 feet of you and can hear the song must make a DC 10 Charisma saving throw or be forced to dance as long as the music plays. Movement is restricted and all actions that require a steady hand are made with disadvantage. Attacks against the dancers are made with advantage.

Song of Flowers

Instrument string

Performance DC 10

Charges 3/day

When this song is played, a wide range of colorful flowers start to sprout from any mote of soil larger than a square centimeter in a range of 60 feet. Some can be used to brew potions with. See the **Magic Potion & Ingredients** guide on the [DMSGuild](#) for inspiration.

SECRET CODICES

Secret codices are special works of arcane literature. This scroll is stored in an unusual manner: a metal canister with a single ring to pull out the cloth, and a lock to protect its contents from prying eyes.

Investigation DC: 12
"This curious design is known as a secret codex. The scroll inside the container hides a secret in the form of knowledge. By reading it, you become aware of secrets that may hide right under your nose."



UNLOCKING SECRETS

Upon reading these scrolls, secrets are revealed before your eyes. Reading about a hidden door suddenly makes the reader aware of the door even though previously its existence could not be perceived. Likewise for hidden creatures, items, and even certain knowledge. If an aware creature makes use of this newly learned information, by interacting with it or sharing it, all other creatures that can perceive it will also become aware.

A codex only unveils secrets at a specific location. The scroll describes the location, but only unveils the secret if the scroll is physically present.

KNOWN CODICES

d20	Title
1-12	Veiled Doorways
13-14	The Archivist
15-16	The Hunter
17-18	The Moon Crystal
19-20	The Ring of Absolute Power

Veiled Doorways

A book about hidden doors and how to see them, oddly specific to the current room. After reading, there is a hidden door, hatch or other entrance now visible. The entrance leads to a place at the DM's discretion. The following table offers various possibilities. The codex can only be used once, and applies to the room the reader is in. Afterwards, its magic is worn off.

d12	Room type	Contents
1	Toilet	Who needs to hide their toilet? This is one mysterious secret.
2	Extended library	A circular 15 feet high room, the walls lined with bookshelves full of old books. On a glass pedestal rest two rare books.

d12	Room type	Contents
3	Small storage	A chest with 200gp and a rare book, along with a very old last wish document of one Niala Starmantle.
4	Narrow hallway	Holes in the walls peek into several rooms of important people. The holes have a permanent scrying spell that ends when the wall breaks.
5	Serene chamber	Ceiling looks into a starry night sky despite the time of day. Brass binoculars and astronomer star maps worth 500gp
6	Summoning circle	Five candles around a pentagram. Lighting them summons a horned devil. It answers one question if able, then deals 3d6 fire damage and vanishes.
7	Ballroom	30 ft room with one piano. Playing it reveals an illusion of dancing ghosts. The piano has one magical sheet music.
8	Bedroom	Private quarters of the library owner. A rich but messy, magically adept person, as papers of arcane writing are scattered about. Several sheets of paper are ripped from a Grimoire and contain a lvl 5 spell.
9	Hideout	A child once made this their hideout. It was accompanied by a boggle, which still guards the child's skeletal remains.
10	Infested Study	Once a study, now swarmed by rats. Swarm of rats will attack. One Planar Novel is on the table.
11	Panic Room	This room is covered in dried blood, black tar and a mutilated body long dead. Volume II of Llenndrallph, the Horror in the sky, lies on the floor
12	Botanic Garden	This room is an indoor garden, lit by magic sunlight, filled with all kinds of herbs, berries and flowers.

The Archivist

A book about an unseen archivist, who tirelessly works at the upkeep of libraries from beyond the shadows. After reading the codex, an old haggish creature is seen lurking in the shadow. Approaching it will make it disappear. It can't speak but will find any book in the library if asked. It will keep watching everyone in the room. If books are taken or damaged, the creature will attack. Attacks will cease if the damage is undone. If the Archivist wasn't unveiled and books are taken or damaged, the creature responsible receives 4d6 psychic damage as the archivist torments the subconscious mind.

The Archivist is a fey creature lurking in the shadows in libraries, quietly observing you with a judging stare.

THE ARCHIVIST

Medium fey, lawful neutral

Armor Class 14 **Hit Points** 25 (4d6 + 11)
Movement - 30 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	12 (+1)	10 (+0)	13 (+2)

Senses passive Perception 12

Languages It can understand all but speak none

Damage immunities Physical

Damage vulnerabilities Radiant

Challenge 5 (1800 XP)

Innate spellcaster The Archivist can cast the following spells as an action.

At will: [Darkness](#), [Comprehend Languages](#), [Blur](#)

1/day: [Counterspell](#), [Fear](#), [Animate Objects](#)

Shadowstep As an action, the archivist can teleport to another shadow within 30 feet that it can see.

Weakness to light If the archivist starts its turn in a strong source of light, such as the sun, it takes 1d6 radiant damage.

ACTIONS

Tormenting glare *Psychic attack, range 30 feet.* The target must make a DC 14 Charisma saving throw or take 2d6+6 psychic damage.

The Hunter

A creature has been stalking the group in the shadows for a while now. Here it has them cornered and about to strike. As the reader reads this, a creature leaps from a concealed place. It gets a surprise round. Roll 1d12 to determine which hunter attacks the reader, or pick an enemy appropriate to the party level.

d12	Creature	CR
1	Gray Ooze , dropping from the ceiling	1/2
2	Chitine (VGTM) , leaping off the wall	1/2
3	Death dog , jumping off high furniture	1
4	Spy , appearing behind the target	1
5	Cult Fanatic , appearing right in front of the target	2
6	Mimic , the chair suddenly attacks	2
7	Doppelganger , appearing as a clone of the target	3
8	Spectator , floating around the corner	3
9	Shadow Demon (MM) , appearing from the shadow	4
10	Ghost , rising from the floor	4
11	Drow Elite Warrior (MM) , right behind the target	5
12	Invisible Stalker , attacks when the target is alone	6



The Moon Crystal

The codex describes a magical crystal faintly glowing and a shifting pearlescent color. It is known as a tear of the Goddess Selûne, and resides in secret chambers warded by Selûne's symbol: two eyes surrounded by seven stars. It describes that one chamber can be found a room that is much like the one this codex is in. The DM can put the secret room anywhere fitting in the room.

The secret chamber has a radius of 10 feet. Stained-glass paintings hang on the walls depicting various beings that are closely connected to the Goddess Selûne: (good) Were-creatures, Slivers, Song Dragons, and Planetars. From the roof down shines a ray of moonlight, 5 feet wide. Small dust motes dance around in it, seemingly alive, faintly glowing.

The beam is a portal to a sanctuary of Selûné. Any evil creature entering this light is thrust backwards and receives 6d6 radiant damage. Any good or neutral creature who steps in it is fully healed and Poisoned, Blindness and Paralyzed conditions are removed.

Any good creature is then teleport to a larger sanctuary. Stepping out of the moonlight reveals a sanctuary made entirely out of blue and white stained glass depicting religious practices performed here: robed figures curing were-beasts, and figures holding swords in fire. Through the glass the night sky is visible, and in it floats a huge green sphere that is the planet of Toril. The sanctuary has no exits other than the moonlight, and can not be exited by means of teleportation, passing through walls or otherwise. But it has an altar in which a 5 feet large, brilliantly shining diamond is embedded. If touched, the altar is engulfed with white flames that are cold to the touch. Any weapon placed in this fire receives a coating of silver, and becomes silvered.

If a creature attempts to defile the Sanctuary, bright rays of moonlight will shine upon the creature through the glass dome, teleport it back to where it came from, and deal 6d6 radiant damage.

The Ring of Power

The codex speaks of a magical ring forged by a primordial deity of stone, hundreds of years ago for an unknown cause. A powerful warlock cast the ring into a void plane shortly after discovering it, for she feared the ring would thwart her plans of conquest. Though banished into a void plane, the power of the ring could still be accessed through a special divinity spell, consisting of a combination of celestial words. The author of this codex has long searched for valid words and documented them in here.

DM Note

The ring has powerful spells stored. Although their use is limited, it could be too strong an effect for the current adventure. Determine if there are spells you wish your players not to cast, and remove these from the list.

The ring is sentient and imprisoned in the void. If it is wished away from its imprisonment, it is freed and casts Teleport by itself, never to be seen again.

Time words

Celestial	Common
Sanatha	The Future
Hanya	The Past
Levini	The Present

Control words

Achna	Alter, change or transform
Zalici	Enhancing skills and powers
Daeni	Moving things and creatures

Target words

Moronai	Target a point in space
Chaynai	Target self
Galicai	Target another creature

A divine spell evoking the ring requires a time, control and target word. The resulting phrase unlocks a power of the ring as described in the verbal combination spell table.

The codex has translations from Celestial to Common. It also speculates on interpretation. To get the proper interpretation of a word, a **religion or arcana check** is required. For every number above 10, an interpretation is revealed. 11 reveals one, 20 reveals all. Identifying which spell could be the result of a valid phrase requires an **arcana check** of DC 15.

The spell must be cast within 1 minute of chanting the phrase, or it will dissipate. The spell does not require any material components, saving throws for the caster are ignored, and the caster does not need to meet the required level or class, but concentration applies as normal.

Once a combination of words is used, the magical knot is unraveled and it yields no more magical power afterwards. Although there are a large number of celestial synonyms for every word, there is no knowledge of these in the codex. Up to three powers can be evoked per day, after which the divine channel collapses for 24 hours.

Verbal combination spell table

Verbal components	Spell
Sanatha Achna Galicai	Power Word Kill
Sanatha Achna Chaynai	Wish
Sanatha Daeni Galicai	Foresight
Hanya Achna Galicai	True Resurrection
Hanya Zalici Moronai	Legend Lore
Hanya Zalici Chaynai	Contact other Plane
Levini Achna Moronai	Stop Time
Levini Achna Galicai	True Polymorph
Levini zalici Galicai	Power Word Heal
Levini Daeni Moronai	Teleport
Levini Daeni Galicai	Dominate Monster

ELDRITCH VOLUMES

The Eldritch Volumes are vile works that contain forbidden knowledge about dreadful and horrible beings, known as eldritch horrors, or harbingers of unfathomable truths. All volumes speak of an inevitable end of the world as it is known, and describe paths towards salvation. Followers of these paths are always led into service of a particular eldritch horror, and become their vassals for eternity. The horrors are alien, and arrive from a realm beyond the outer planes. The horrors are a threat to anything and anyone lawful, and seek to plunge worlds into eternal madness. The volumes are surmised by cultists who have succumbed to the madness of a particular horror. *See the madness effect on page 258 of the DMG.*

Investigation DC: 8

"This book emits an aura that makes your stomach turn. There is something incredibly twisted about it. Yet... the knowledge it contains... this knowledge could grant you incredible powers."

READING VOLUMES

Reading these volumes may unlock strong powers to the reader in the short run, but almost certainly at the cost of their sanity in the long run. After each volume, the creature grows a stronger desire to search for more knowledge. The more a creature reads from these volumes, the stronger a horror's grasp on our reality becomes, until it eventually manages to summon its avatars into existence and expand its maddening domain.

When a reader reads a volume, they learn a detail about the eldritch horror it describes. The table under each set of volumes shows the positive and negative effects gained after reading a volume. Positive effects include increasing a skill, or learning a ritual or a sacrificial ceremony. Negative effects are short-term, long-term and permanent madness effects, and probably straining interpersonal relationships.

Volumes need not to be read in order. Any order will suffice to unlock new benefits from the table. Additionally, after reading a volume the reader becomes compelled to learn more. If they find another volume, they must succeed on a **DC 12 Wisdom saving throw** or try to read that volume, unless stopped by another means.

A note to the DM

These books can severely influence a character's fate and story and strain interpersonal relationships with the party. Be sure that your players are okay with their characters being transformed. Apart from your players finding these books, you can also use them to introduce cults of NPCs following a path towards salvation, according to the doctrines of the Eldritch Horrors.

The Dungeon Master Guide has a special optional rule for sanity points you can apply. See **page 264 of the Dungeon Masters Guide**. All Wisdom based checks and saving throws in this chapter can be substituted by Sanity points.



THE HORRORS

The eldritch horrors described in the volumes are manifestations of horror from a plane beyond existence, who find their way into the material plane through spreading influence. Eldritch horrors are thriving especially well on a doomsday clock; the more people know it, believe it, prepare for it and spread fear about this inevitable end, the more tangible an eldritch horror can become. To this end, each horror brought forth a prophecy at its birth that forebodes the end of the world as it is known. These prophecies have been left vague, so the DM can weave it in their world as they see fit.

In this chapter, four known Eeldritch Volumes are described, featuring:

Vhanar Kral, the horror in the shadow
Neg Hamaaar, the horror of the swamps
Llenndrallph, the horror in the sky
Bor Nogho Hogo Hor, the horror from the deep

These beings appear to be related to each other in a paradoxical way, but their kinship ended at their birth. Each roams the minds of living creatures in isolation from the others, and exerts its own truths upon the world. Only through physical manifestation on the material plane can they influence each other.



VOLUMES OF VHANAR KRAL

The volumes of Vhanar Kral explain the horror in the shadow and three phases in the path towards salvation. Stemming from **curiosity**, the three phases are **obsession**, **paranoia** and **greed**. The volume warns that weak minds will succumb to the knowledge within.

Vhanar Kral interacts, spreads and manifests through ones **curiosity**. Lurking in shadows, always watching, it seeks to corrupt and consume curious minds. It is a child of Bor Nogho Hogo Hor, the horror from the deep. Its birth brought forth the prophecy foreboding the end of the world, *when a warrior kills the child of the Eldritch Hag*.

Volume I describes the group of worshippers called The Obsessed. Obsessions should be cherished and fueled. The bigger the obsession, the bigger the final sacrifice can be. The Obsessed will eventually be able to sacrifice everything they once loved to the figment that lurks in the shadow.

Volume II describes the group of worshippers called The Paranoid. It explains how paranoia can be evoked and grown in oneself and others. Paranoia brings one closer to the eternal embrace of the eldritch shadow. Paranoia must be purposely seeded to reach salvation.

Volume III describes the group of worshippers called The Greed, who speak of nothing but Vhanar Kral and sacrifice all in its name to receive promised gifts. Vile, senseless sacrifices done by minds that have gone beyond reason to get what they desire. Descending into greed is another step towards salvation.

Read Effect

1	Reader gains +2 to sleight of hand and acrobatics, and a short-term madness
2	Reader gains <i>The Collector Ritual</i> and a long-term madness.
3	Reader gains <i>The Bargain Sacrifice</i> and a permanent madness.

The Collector Ritual is a ritual that takes 2 hours and can be performed once per day. The ritual involves destroying an item that is of personal value to someone. After the ritual, all attendants who took part in the destruction of the item gain advantage on their next saving throw.

A gift to the void. One of many to come.

The Bargain Sacrifice is a sacrifice that takes 2 hours and can be performed once per day. The sacrifice involves killing a creature of small size or bigger. After the sacrifice, all attendants may choose to automatically succeed one Charisma based skill check or saving throw within the next 8 hours. All attendants must also make a **DC 10 wisdom saving throw** or gain a short-term madness.

*It is too soon to give my own life.
Take this one instead.*

VOLUMES OF NEG HAMAAAR

The volumes of Neg Hamaaar explain the horror of the swamps and the three phases in the path towards salvation. Stemming from **inner peace**, the three phases are **dissociation**, **mindlessness** and **obedience**. The volume warns that weak minds will succumb to the knowledge within.

Neg Hamaaar interacts, spreads and manifests through ones **inner peace**. Grown in swamps for an eternity, this creature is said to span the entire world. It seeks to corrupt and consume the peaceful minds that dwell nearby. It is a child of Vhanar Kral, the horror in the shadow. Its birth brought forth the prophecy foreboding the end of the world as it is known, *once an adventurer unlocks the Eldritch Gate*.

Volume I explains the various cults and their practices to become disassociated from reality. Ceremonies and rituals are held wherein members receive an unreal and dreamlike experience. The further ones mind is removed from reality, the closer one approaches salvation.

Volume II explains the artifacts brought into this world by Neg Hamaaar that devoid the mind of any thoughts, leaving the body as a mindless swaying husk. The longer one manages to be in this state, the closer one gets to being saved. Groups often gather in swamps at night and perform mindlessness ceremonies around an artifact.

Volume III explains the horror in the swamps as black hairs rapidly growing under the waters, strangling every living creature in its path. Cults gather in these swamps to perform ceremonies. To reach salvation through Neg Hamaaar, one must become obedient by performing an act that goes against every instinct. It could be cutting off a limb, or killing a loved one.

Read Effect

1	Reader needs 2 hours less sleep or meditation for a long rest and gains a short-term madness.
2	Reader gains The Inner Peace Ritual and a long-term madness.
3	Reader gains The Transcendence Sacrifice and a permanent madness.

The Inner Peace Ritual is a ritual that takes 1 hour and can be performed once per day. The ritual involves the dissection of a small animal's organs while in a state of trance. After the ritual, the performer gains +4 perception and immunity against fear for 2 hours.

I can feel beyond the stars. It is coming.

The Transcendence Sacrifice is a sacrifice that takes 2 hours and can be performed once per month, up to 3 times. The sacrifice involves cutting of ones own limb or killing a loved one. After the sacrifice, if the sacrifice is deemed worthy (DM's discretion), the practitioner receives a permanent +1 to Wisdom. Worthy or not, the practitioner must make a **DC 12 Wisdom saving throw** or gain a short-term madness.

My mind is ready to accept this loss

VOLUMES OF LLENDRALLPH

The volumes of Llenndrallph ramble about the horror in the sky. The writing is unstructured, but describes three phases in the path towards salvation. Stemming from **Consciousness**, the three phases are: **anxiety**, **worthlessness** and **panic**. The volume warns that weak minds will succumb to the knowledge within.

Llenndrallph interacts, spreads and manifests through ones **consciousness**. It observes the world through hundreds of thousands of its black moths scouting around every night, seeking clear minds to corrupt and consume. It is a child of Neg Hamaaar, the horror of the swamps. Its birth brought forth the prophecy foreboding the end of the world as it is known, *once a warrior slays the guardian of the Eldritch Orb*.

Llenndrallph volume I rambles about a flickering swarm of black moths clouding the sky, accompanied by distant screaming echoes. The path to anxiety is the only way to be saved amidst the echoing screams and swarming moths, as all sane minds will be consumed. Cults often bury people alive for a day or two to prepare them for the end.

Llenndrallph volume II contains mostly scratches that resemble words, mentioning that the mind must accept that it is worth nothing. Self-loathing and lacking self-esteem will make the arrival of Llenndrallph bearable. Cults are actively preparing their members by locking them up in small cells for days, collared, barely dressed and animal trenches to drink from.

Llenndrallph volume III rambles about fist-sized black moths crawling everywhere, entering ears and mouths. There is no other escape than to let the mind be consumed by panic rather than Llenndrallph. The moths may enter the body, but they wont reach the mind. Cults prepare their members by setting up panic situations. Releasing swarms of vile rats in ones bedroom is not unheard of.

Read Effect

1	Reader gains +2 to history and nature checks, and a short-term madness.
2	Reader gains The Foresight Ritual and a long-term madness.
3	Reader gains The Crawling Sacrifice and a permanent madness.

The Foresight Ritual is a ritual that takes 2 hours and can be performed once a week. The ritual involves slowly crushing a small or larger sized glass or porcelain object. After the ritual, the practitioner receives a vision about an event that is likely to happen in the next few days. The largest events will present themselves first.

Within the shattering I can hear it. It whispers to me.

The Crawling Sacrifice is a sacrifice that takes 2 hours and can be performed once per day. The sacrifice involves catching twenty moths and crushing them bare handed. The resulting paste must be eaten. After the sacrifice, all attendants gain +1 to Strength and Dexterity for 4 hours and must roll a **DC 14 Wisdom saving throw** or gain a short-term madness.

It wants to nourish us! Feel its presence! Taste it!

VOLUMES OF BOR NOGHO HOGO HOR

The volumes of Bor Nogho Hogo Hor speak of the horror from the deep. The writing is all over the place, but clearly mentions three phases in the path towards salvation. Stemming from **self-preservation**, the three phases are: **ignorance**, **anger**, and **endurance**. The volume warns that weak minds will succumb to the knowledge within.

Bor Nogho Hogo Hor interacts, spreads and manifests through ones instinct of **self-preservation**. Listening from the deep, it reaches out to strong and quick minds to corrupt and consume. It is, paradoxically, a child of Llenndrallph, the horror in the sky. It's birth brought forth the prophecy foreboding the end of the world as it is known, *once a magic user corrupts the weave using a powerful ancient Eldritch Spell*.

Bor Nogho Hogo Hor Volume I speaks of screeching flutes tearing up the soul and hammering drums pounding on the mind. Becoming ignorant is the way to be saved. Unlearning everything and returning to primal instincts clears the mind of the corruption in this world. Only then will the chaos that is to come make sense. Cults grant Mind Blank spells to their members to prepare them.

Bor Nogho Hogo Hor Volume II explains the physical effects one must endure to reach a state of immortality. Moving deeper into the lairs of the horror from the deep where its artifacts are hidden, blood runs from the nose, ears and mouth as hellish flutes tear the weak skin away and thundering drums pound on the mind. From the void, metal strings lash the body into a new form. One must evoke a primal anger in themselves to withstand this pain.

Bor Nogho Hogo Hor Volume III speaks of the state of mind that one must accept in its lairs of the deep. As drums bash and flutes shriek into the soul, one experiences a madness that tempts one to gauge the eyes, cut the tongue and stab the heart. Cults ask their members to endure these experiences for a long time.

- Those who make it through will receive eternal salvation.

Read	Effect
1	Reader gains +2 to intimidation and Constitution saving throws and a short-term madness.
2	Reader gains The Rhythmic Ritual and a long-term madness.
3	Reader gains The Screeching Sacrifice and a permanent madness.

The Rhythmic Ritual is a ritual that takes 2 hours and can be performed once per day. The ritual involves a meditative session in which drums are violently played to evoke a state of anger. After the ritual, all attendants gain +2 on Strength based attacks and damage rolls, saving throws and skill checks for 2 hours. During these 2 hours, all attendants also gain -2 Intelligence.

Feel its anger from the deep! LET IT RAGE!

The Screeching Sacrifice is a sacrifice that takes 2 hours and can be performed once per week. The sacrifice involves the killing of a creature while it screams in fear. After the sacrifice, all attendants gain 20 temporary hitpoints and must roll a **DC 14 wisdom saving throw or gain a short-term madness**.

Your death will be slow and agonizing, for your screams must cut open our souls



PLANAR NOVELS

Some books are written not to be read, but to be experienced. Planar Novels are works written in an ancient language long forgotten. While the literal writing can not be read, for it is not meant to be read, the reader can experience the written world.

Investigation DC: 12

"This is a very special book. Also known as a Planar Novel. These novels allow the reader to physically enter the world written within."

UNREADABLE WRITINGS

Planar Novels are big bundles full of unintelligible lines, swirls, curves and dots. A meaning can not be deciphered from this script. Spells such as Comprehend Languages have no effect on them. This is due to the nature of the script. It is a derivative of a set of universal rules that the writer has conjured, and the reader must know before the writing can be deciphered. The writing only makes sense when it all comes together on the final page, where an image is formed, granting a glimpse of the world that the book beholds.

ENTERING THE NOVEL

A creature can enter the novel by pressing their hand (or other body part) to the image. The paper will feel like mud, and it will take a few seconds before the hand sinks in. When it does, the entire body quickly disappears into the page. From the creature's perception, it is as if the world is consumed by paper, that grows around them rapidly until they find themselves inside the book. Neither outsiders nor the creature that entered the book can see each other. The creature now resides in a demiplane called the written plane. They wear clothes as described and have none of their possessions. Others can join in on the story, if they enter within one minute of the first reader entering. After that, readers emerge in a new instance.

THE WRITTEN PLANE

The creature is now in their new reality, shaped and functioning precisely as was written. Anything that is not written can not be accessed. The meaning of the writing could be vague, specific, assumptive or bare, and this is reflected in the written world. Actors may have very limited speech lines that they repeat, a very elaborate dialogue, or flat-out ignore you. Any interaction with the world may also be limited.

Attempts to talk to an actor may not be possible, and physical interruption may be ignored as if interacting with a ghost. Firing spells to manipulate the situation may even reset the entire scene. The reader can not perceive that which does not exist. As such, entering areas or accessing knowledge that is not contained within the writing will be met with a blank experience.

Time will pass by normally in these books for the reader, even though jumps in the story may occur, and the day-night cycle may not reflect proper time.

EXITING THE NOVEL

To exit a written plane, the reader must finish the novel. But this need not be a linear, limited path. Often, these books contain a fast way out. Sometimes an obvious door, sometimes a calling word, and other times you have to ask the right person. This usually becomes apparent right after entering a novel. Novels that do not offer a direct way out do so for a specific reason, for example to imprison someone or enforce education.

If an outsider destroys the book, all creatures trapped inside will materialize on the closest unoccupied space, taking 3d4+8 force damage. Should a reader die in the book, they exit as well without any real damage.

KNOWN PLANAR NOVELS

Planar Novels are scarce and scattered across the multiverse. A few are known and descriptions of their contents can be found on the following pages. The adventure requires a bit of improvising. Remember: feel free to deny readers any passage that has not been written. The world will simply turn white and empty there, or NPCs will simply not respond.

Ruins of the Hungry Ghosts

A story about a fallen city, overrun by a Demon Lord and his horde of minotaurs. The readers experience the tragedy that befell the citizens. Although events can not be changed in-game here, they can be manipulated on a meta-level. Citizens rescued by the players may be found in the real world, and names learned may be recognized by family members, all who could give players a benefit if they hear someone cares about the tragedy they witnessed.

Apprentice Workbook

This novel is a volume from the Arcane Mastery series that guides a novice spellcaster into the practical use of cantrips. This book contains all the names and scores of apprentices that took the tests and completed them all. The players can take the tests too and have their names added to the book.

RUINS OF THE HUNGRY GHOSTS

This book shows the events of a minotaur army assaulting on the city of Kethan. The Demon Lord Baphomet has arrived to collect the Book of Vile Deeds, which the city has secured in the palace vault. Players can learn the existence of various individuals that may give them useful knowledge in the real world.

Chapter 1: The City of Kethan

In a place long forgotten once stood a large city. The city of Kethan. White walls, vibrant society and wise leaders marked this place as a paradise.

The readers start in the city. They can interact with the many people here. Elves, halflings, gnomes and humans make up the majority. Everyone acts scared and hide in their homes. Two events happen.

A villager with a painted board shouts around: "the end is neigh, flee while you can". The guards enter and arrest the man. If the readers stall his arrest, unrest rises.

An elven villager asks the readers for their help. She wants her 10 year old daughter Eswya out of the city by night, for the city's high prophet has announced the end of days. She explains nobody is allowed to leave the city. The mother can be convinced to leave the family behind and flee with Eswya. (**DC14 Persuasion check**), or Eswya can be smuggled on board a soldier cart out of the city (**20gp bribe or DC16 Stealth check**). Players can't leave the city. The outside world becomes white.

If readers ask questions about the end of days, people overhear them and unrest rises. If unrest is high, a brawl breaks out and guards come and arrest all in the brawl. Readers may end up in prison. Rumors go around that a large army is about to siege the city. The prophet is not available as the king is consulting him. The next chapter is introduced when the players take a rest.

Chapter 2: The siege

After centuries of peace and prosperity, evil is at the doorstep of Kethan. Legions of minotaurs burn the surrounding farmlands and besiege the city.

The next day, prisoners are released. Sword- and bowmen run through the streets towards their stations. Anyone able to carry a sword or bow is given one and urged to the defense line. Two events happen.

Huge boulders fly through the air and crash into buildings. A halfling becomes stuck under debris. The readers can help free him (**DC12 Strength check**). His name is Waldin Summerfield. If freed, he'll promise a good reward once this war is over.

Two **minotaurs** have passed over the wall and attack two elves. This battle can be played out, or players can each make an attack roll. If half or more of the attacks are a hit,

the two elves manage to escape. The elf survivors introduce themselves: Samal and Finya of house Talamash, a renowned elven house. They salute and run to the front line. At night, the attacks on the city stop, but food and water supplies are cut. A few days pass in which the dead are burned and the last food divided. Laments echo through the streets. The next chapter is introduced when the players take a rest.

Chapter 3: The Hungry Dead

The enemy stays out but we still fight, over the last crumbs before we starve to death.

Readers wake up without having eaten the last two days. All rolls are made with disadvantage. They must find food and water before night. Food is extremely hard to find (**DC 18 Perception check**) Some people hoarded food, some fight for it. Rats can be caught and roasted as well (**DC 15 Survival check**). Three events happen.

A child is crying next to her father who died of famine. She has a corn and an apple in her satchel, and will give it away if she is comforted (**DC 8 Persuasion check**), and will follow the reader around.

A fight breaks out in the streets. Several people tear food from each others hands. The readers may attempt to settle the situation using their own resources. If they fail, the mob turns on them: 8 **Commoners** attack. But they do leave the food behind. The next chapter is introduced when the players take a rest.

Epilogue

For centuries we were harbingers of peace and bliss. For eternity we shall be known as the hungry ghosts.

If the readers have eaten, they'll wake up the next day. The gate breaks open and a legions of Minotaurs march in, led by a huge Minotaur demon: Baphometh himself storms to the big palace. Following him requires a **DC16 Stealth check**. He breaks into the castle vault and retrieves a black book with a horned skull. An escape is possible with a **DC16 Stealth check**. Otherwise, the reader is killed. Those escaping see the city and a mile of farm fields burn. The story ends here.

The readers can't influence what has happened here, but they can acquire knowledge and use it to their advantage. **Eswya** is possibly still alive. If the readers find her, she is an old woman, happy to have her memories refreshed. **Waldin Summerfield's** ghost is bound to wait until his reward can be given: a family heirloom, +1 Intelligence amulet. **Samal and Finya Talamash** are revered names and can be used to win appeal with elves from famous houses. The ruins are abandoned, haunted by ghosts of starved citizens. Most characters in this book can be found as ghosts, forever looking for food they can't eat. They do not know the readers but when they hear their tale, their souls come to rest and ascend to the afterlife.

APPRENTICE WORKBOOK

This book is a tutorial on magic casting. Readers do not end up together, and must work through this book alone. If a reader completes the entire tutorial, they are rewarded with an official Wizard Apprentice acknowledgement. Their names and score appear in the book.

Chapter 1: Attacking

The reader appears in student clothing without any of their equipment. An instructor voice is heard:

Welcome to the Arcane Mastery series, volume 1: the Magic Apprentice! In this volume, you will learn all you need to know about magic: the dangers, the benefits, and how to properly cast spells without causing injury to you or others! In this workbook, you are free to make mistakes. However, take care not to practice magic without supervision in the real world! Your first test is to destroy the dummies with the proper spells. Good luck!

The reader sees three dummies in a circle, and holds a small 'cheat sheet' with the following cantrips noted down: *Dancing Lights, Fire Bolt, Poison Spray, Ray of Frost, Vicious Mockery*. Regardless of the readers class, they can cast these cantrips as long as they are in this book. **Dummy 1** is made of straw and can only be destroyed by Fire Bolt. **Dummy 2** is made of flesh and regenerates any damage unless it is hit by a Fire Bolt. **Dummy 3** is made of water and can only be destroyed by Fire Bolt.

Any dummy that is destroyed first time by Fire Bolt adds 1 to the score.

Chapter 2: Protecting

After destroying all dummies, the instructor says:

Well done! You have earned x points in this test! Remember, if you are ever in doubt, cast Fire Bolt. The next test is to protect yourself. Good luck!

The reader stands in the bottom of a large pit. On all sides, large holes are beset in the walls. The reader holds a small 'cheat sheet' with the following cantrips: *Blade Ward (PHB), Control Flames, Friends, Light*. Readers may be killed. They will start this chapter over again.

A low gurgling sound comes from the holes and a zombie stumbles towards the reader. If Friends is cast, the zombie will turn hostile again eventually. Only Blade Ward can protect the reader long enough to survive. Any other attack kills the reader. After the attack, the zombie disappears.

A stream of lava pours from the holes, surrounding the reader. Fire rolls over the ground rapidly. If the reader must look at their book again to remember Control Flames, they are too late and flames kill the reader.

Darkness engulfs the pit and a laughing voice echoes from all sides, closing in. If the reader does not cast light as their first spell, they'll be killed by a shadow. If they cast light, the laugh fades and the darkness falls.

Any danger that was averted without getting killed adds 1 to the score.

Chapter 3: Survival

After surviving the dangers, the instructor says:

Excellent progress! You have earned x points in this test! Remember: speed is often of the essence! The next test is simply to survive. Good luck!

The reader is in a stormy mountain area, and holds a small 'cheat sheet' with the following cantrips: *Druid Craft, Gust, Mage Hand, Minor Illusion*.

Wolf howls echo in the distance. After the reader has taken 4 actions, the wolves arrive. By then, the wolves must either be lured or scared away from the reader, or the reader must be at an unreachable place for the wolves. If the wolves can smell and reach the reader, they kill and the chapter starts over.

If they remember on time, the flames disappear.

After the reader escapes the wolves, the rain stops. A strong feeling of hunger grows. Now food must be found. The reader must be resourceful. Wombats can be lured and caught only using spells. Otherwise, they are too quick. There are rock nuts growing on the mountain walls that can only be opened by spells. Birds fly around that can only be taken down using spells. If the reader uses more than 4 actions, famine strikes and the reader dies, restarting the chapter.

For each danger successfully averted without dying, 1 point is added to the score.

Chapter 4: Final Score

After surviving the last test, the instructor says:

**Wonderful! You have made it through all the tests. You are now a true Magic Apprentice. Congratulations! Your final score is x. Please speak your name for the official record in this workbook. [pause until spoken]. Thank you for buying the first volume of the Arcane Mastery series, and we hope to see you in volume 2!*

After this monologue, the reader is ejected from the book and the spoken name with the final score appears on the back pages.

SENTIENT BOOKS

Sentient books are works of literature that have become a creature of their own. Other than Mimics, sentient books do not require to act in a beastly and bloodthirsty manner. Sentient books have their own personality, goals, and ways to reach their goals. Sentient books are incredibly smart. Some even managed to outsmart dragons, and use dragons as their workhorse, often without the dragon even realizing this. Sentient books are however heavily constrained by the words they are formed from. Their personalities are an extrapolation of the knowledge within and they are rarely able to reason outside their own frame of reference.

During our extensive research on Sentient books, we were able to track down four specimens: *The Power of Wealth*, *The Art of Thievery*, *Divine Ascension* and *The Great Polymorph Index*. Although their current whereabouts are not known, their stories are alive and well, if you know where to look. We do not advise you to venture out and find the more maliciously aligned ones. If the stories are true, they are powerful indeed. Not as individual creatures, but because they always appear to operate through a powerful ally.

Investigation DC: 20

"This is no ordinary book. This book is alive, more than a simple mimic. This book may well be a sentient being."

A note to the DM

When you decide to use a book into a story or encounter, give the book an 'owner' that the book has possessed. Be it a dragon, lich, or drow priestess, this creature becomes enchanted by the book and acts unknowingly as its workhorse. While Sentient books can defend themselves through mind manipulation, they usually do not have spells that can damage a creature directly.

THE POWER OF WEALTH

Long ago, an evil warlock by the name of Vidiyka Nazj extensively studied the link between greed and power. As part of her experimental research, she seized control over a large region of land in secret by exploiting the greed of the people. She wrote in great detail how trade could be exploited, coins cursed and wealth hoarded into her book titled "*The Power of Wealth*".

At some point she set up a large pyramid scheme, but it collapsed. She was trialed and sentenced to death. Her soul was brought to Mammon, who offered her a deal. She would be returned to the world more powerful than ever, free to learn what she can about greed, wealth and power. In return, Mammon requested a portion of the wealth she'd accumulate. She agreed, and Mammon reincarnated her into the very book she wrote. Bound by the knowledge inside the book, she continued her conquest with a single goal in mind: gather as much coin as possible.



THE POWER OF WEALTH

Small construct, lawful evil

Armor Class 12 **Hit Points** 72 (9d8 + 36)

Movement - 0 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	19 (+4)	22 (+6)	10 (+0)	16 (+3)

Senses passive Perception 10

Languages Telepathy (30 feet)

Damage resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Challenge 4 (1100 XP)

Innate Spellcasting. The Power of Wealth's spellcasting ability is Intelligence (spell save DC 18). The Power of Wealth can innately cast the following spells, requiring no material components:

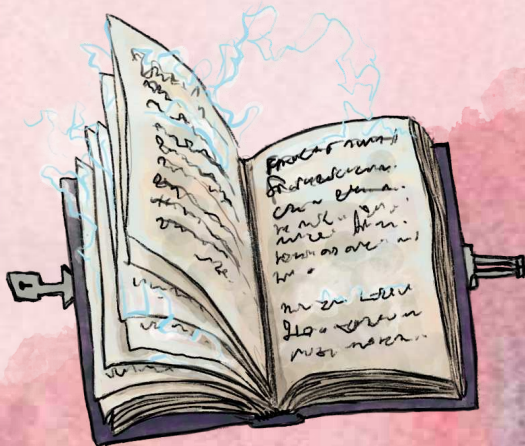
At will: [Silent Image](#), [Suggestion](#)

3/day each: [Confusion](#), [Counterspell](#)

1/day each: [Dream](#), [Modify Memory](#), [Far Step](#)

ACTIONS

Struggle The Power of Wealth can attempt to escape a grapple or deal bludgeoning damage by throwing itself around. +3 to hit. Hit: 2d4 + 3 bludgeoning damage.



THE ART OF THIEVERY

The Art of Thievery was a book that gained sentience by accident. It was an expansive guide on the art of thievery, owned by Lina Silverstone, a crime boss operating in 1320 DC in Waterdeep. Lina came into the possession of a spellstone, stolen from a sorceror. She accidentally triggered the stone while studying it. The spellstone cast several permanent Awaken spells, awakening many items in her room. Her own weapons killed her and one book in her study, titled "The Art of Thievery", escaped. It went in hiding, possessing thieves and using them to learn more of the world. The book would persuade and sometimes control its victims through telepathy and spells, but keeping its victims ignorant to its manipulative nature. Introducing itself as a guiding companion and adopted the name Robbin Loot, supposedly from the story of a heroic thief that stole from the rich and persuaded the poor to do the same. But instead of helping the poor, the book would merely use them for its own purpose. The book acts as a mastermind, the spider in an elaborate web of thieves, spies and assassins.

THE ART OF THIEVERY

Small construct, lawful evil

Armor Class 12 **Hit Points** 72 (9d8 + 36)

Movement - 0 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	22 (+6)	12 (+1)	10 (+0)	10 (+0)	22 (+6)

Senses passive Perception 10

Languages Telepathy (30 feet)

Damage resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Challenge 2 (450 XP)

Innate Spellcasting. The Art of Thievery's spellcasting ability is Charisma (spell save DC 18). The Art of Thievery can innately cast the following spells, requiring no material components:

At will: [Mage Hand](#), [Suggestion](#), [Detect Thoughts](#)

3/day each: [Misty Step](#), [Greater Invisibility](#), [Arcane Eye](#)

1/day each: [Mislead](#)

ACTIONS

Struggle The Art of Thievery can attempt to escape a grapple or deal bludgeoning damage by throwing itself around. +2 to hit. Hit: 2d4 + 2 bludgeoning damage.

DIVINE ASCENSION

Divine Ascension was an ancient sentient book created by the neutral good deity of knowledge, Deneir. He gifted the book to one of his chosen followers. The book was said to teach in extensive arcane research, and was a crucial aide in many arcane discoveries. The book's ultimate purpose was to preserve knowledge of the Metatext, a text said to behold the secrets of the Multiverse. Deneir, in an attempt to stabilize the Weave during the Spellplague, wrote himself and the Metatext into the weave, and both are presumed lost. But as Divine Ascension possessed the knowledge to piece the text back together, the Metatext could be recreated once more should the need arise.

After the Spellplague, Deneir's followers dispersed and largely disappeared along with Divine Ascension. It is not known whether the book has been destroyed by the Spellplague, or is still in the possession of followers who have fled or disappeared elsewhere.

DIVINE ASCENSION

Small construct, lawful neutral

Armor Class 12 **Hit Points** 72 (9d8 + 36)

Movement - 0 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	22 (+6)	22 (+6)	18 (+4)

Senses passive Perception 16

Languages Telepathy (30 feet)

Damage resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Challenge 5 (1800 XP)

Innate Spellcasting. Divine Ascension's spellcasting ability is Wisdom (spell save DC 18). Divine Ascension can innately cast the following spells, requiring no material components:

At will: **Guidance**, **Zone of Truth**, **Detect Thoughts**, **Calm Emotions**, **Counterspell**

3/day each: **Clairvoyance**, **Private Sanctum**, **Death Ward**

1/day each: **Greater Restoration**, **True Seeing**, **Forbiddance**

ACTIONS

Struggle Divine Ascension can attempt to escape a grapple or deal bludgeoning damage by throwing itself around. +2 to hit. Hit: 2d4 + 2 bludgeoning damage.

THE MORPHOLOGY INDEX

The Morphology Index was a large tome that contained every known curse, spell and phenomenon that could cause a creature or object to morph into something else. The tome was written by Dinni Blossompie, a halfling cleric who became a wererat. Disgusted by her curse, she delved deep into lore and legend to understand the nature of the were curse and how to eliminate it entirely. This pursuit led her to other branches of morphology. Eventually, her Goddess Selune came to her and showed her that not all werebeasts were of evil nature. She told her to accept and embrace her new form as her own, and cease her pursuit to eradicate the condition. Dinni complied and compiled all her findings into a tome that she titled "The Morphology Index". After it was done, the tome came to life by Selune's blessing. It became Dinni's loyal companion until her death. The book acts much like a faithful hound. Rumors go around that the book roams through the realms, searching for lonely non-evil werebeasts and comforting them, spreading understanding about their condition.

THE MORPHOLOGY INDEX

Small construct, lawful neutral

Armor Class 12 **Hit Points** 72 (9d8 + 36)

Movement - 0 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	6 (-2)	10 (+0)	22 (+6)

Senses passive Perception 10

Languages Telepathy (30 feet)

Damage resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Challenge 3 (700 XP)

Innate Spellcasting. The Morphology Index's spellcasting ability is Charisma (spell save DC 18). The Morphology Index can innately cast the following spells, requiring no material components:

At will: **Animal Friendship**, **Beast Bond**, **Beast Sense**, **Life Transference**

3/day each: **Dominate Beast**, **Remove Curse**

1/day each: **Polymorph**, **Animate Objects**, **Awaken**

ACTIONS

Struggle The Morphology Index can attempt to escape a grapple or deal bludgeoning damage by throwing itself around. +5 to hit. Hit: 2d4 + 4 bludgeoning damage.

LIBRARIES

This part contains information about the many different types of libraries, how books are categorized in different planes of existence, and an example library build up from elements from all previous chapters.

TYPES OF LIBRARIES

A library isn't a single, well defined building. There are many types of libraries with various different works inside. If you are looking for specific information, wandering into a random library will likely waste you hours of time without any fruitful results. In order to find what you're looking for, you must know where to start searching. This chapter describes various different libraries and what sort of books they contain.

PUBLIC LIBRARY

Public libraries are not very common in small villages, but every major city had at least one. Many people can not read beyond a few basic words, and have no need of literacy to perform their daily job. Thus public libraries are usually found in bigger towns and cities where scribes, scholars and messengers live or frequently visit. Public libraries almost always contain encyclopedias, fairytales and skill guides, but little beyond that. Government buildings may contain a small selection of historic lore about the region, and sometimes simple fairytales with lots of pictures are found in residences.

TEMPLE SCRIPTORIUM

Temples dedicated to certain deities often have a small library with works dedicated to the deity they worship. Encyclopedias about the deity's influence in the world, skill guides about various religious services, illuminated manuscripts granting divine features to faithful worshipers, and spell books and scrolls containing divine spells are usually found here.

WIZARD'S STUDY

Renowned and powerful wizards often own a private library in which they collect arcane knowledge to add to their repertoire. One will find few encyclopedias, fairytales and skill guides here, but Arcane publications will be in abundance. A wizard may also protect their works with various trap books and Secret Codices. A private library of a Wizard is usually a small treasure hoard, and as such, the owner will protect it thoroughly.

DUNGEON LIBRARY

Libraries in the wild, found in dungeons and ruins, can contain various types of books. Dungeons where books and small libraries can often be found are forgotten ruins, dragon lairs and cultist hideouts. Anything can be found in dungeon libraries, but whatever is hidden there, it's probably best destroyed as soon as it is found.

BARDS COLLEGE

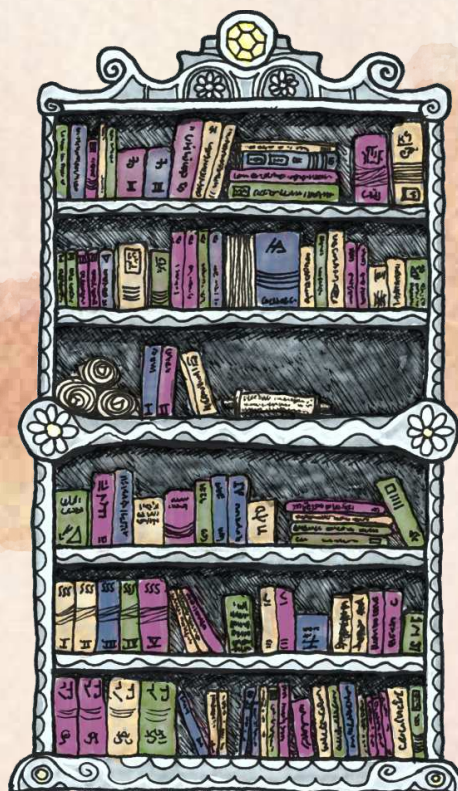
Bard colleges often have archives filled with papers written in the language of music. Rows upon rows of notes specifically arranged to attune to a certain spell effect, and carefully chosen words that hit the right snare to stir up political change. Those who master an instrument and tapped into magic through rhythm and melody may find great additions to their repertoire in these archives, from witty jingles and fun cantrips to impress your friends, to rare masterpieces that take years to learn and will unleash a powerful spell.

CITY ARCHIVES

The city archives could often be found in larger cities. These buildings were not accessible for the common people without good reason. The archives contained the all sorts of records of the city state and the region it controlled. Records included subjects on demography, history, economy, geography, geology, crimes, politics, bloodlines, birth and marital certificates of noble families, official letters, guild matters, construction permits and more.

BOOKSTORE

Bookstores were common in larger cities. Smaller towns may have one as well. Usually bookstores were run by a scribe or bard who reproduced simple literary works for the residents on demand. Bookstores that had a supply of books for sale were usually popular works that had practical use or entertainment value: item catalogues, graphic fairytales and instructional handbooks with lots of visuals are a few examples of those. Such books were not cheap, starting from 5 gold for a 5 page catalogues to 50 gold for beautifully detailed 10 page fairytale.



CATEGORIZATION

Here you'll find collections of categories one could find in certain types of libraries. If you quickly need to draw up a library, use these tables to give your players an idea of where they can search for knowledge.

COMMON CATEGORIES

City libraries of mortal understanding commonly use this category mapping. A simple grouping of books that fit together under one of the following categories.

d20	Category	d20	Category
1	Alchemy	11	Geography
2	Animalia	12	Geology
3	Arcana	13	History
4	Arts	14	Kinetics
5	Astrology	15	Mathematics
6	Botany	16	Physiology
7	Culture	17	Politics
8	Economics	18	Psychology
9	Elemental	19	Religion
10	Fantasy	20	Sociology

PLANAR CATEGORIES

This category mapping is more common in libraries from extraplanar owners. This mapping is focused on the origins of knowledge, and the effect that certain knowledge has on the planes. Books are grouped in one or more categories, often in complex archive systems difficult to comprehend for mortal minds. For example, when looking for a historic event, one must consider that the linear passage of time is a materialistic concept made up by mortal minds, but meaningless in an extraplanar frame of reference.

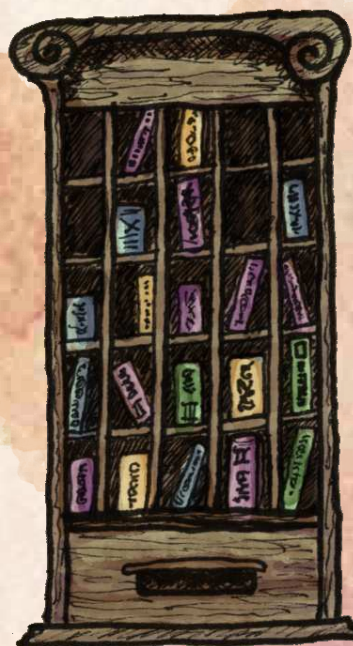
d8	Category	Description
1	Arcana	Manipulative forces
2	Celestial	Subjects of good nature
3	Eldritch	Subjects beyond rational thinking
4	Elementalism	Subjects of primordial origins
5	Existentialism	Subjects beyond materialism
6	Fiendish	Subjects of evil nature
7	Materialism	Tangible subjects of the material planes
8	Law & Order	Subjects that simply are, or must be

SCHOLAR CATEGORIES

This category mapping is focused on religious service. It reflects the most important categories that scholars perform their research in concerning deities and their domains. This category is often found in libraries of religious places such as temples, shrines and monasteries.

Sometimes, in large agnostic libraries, these subjects are divided again by alignment: good, evil, chaos, law and neutral. But in smaller temple libraries, usually only books of an identical alignment to the library's deity are found. Books that are of polar opposite alignment are a bit more common, for knowledge on your enemy often is crucial to achieve victory in holy wars. But these books are commonly hidden away in secret or tucked away in forbidden rooms where they are only accessible to the highest and wisest of leaders, as to prevent corruption within the religious community.

d12	Category	Description
1	Artifacts	Knowledge of divine items
2	Communal	Knowledge on running communities
3	Demonic	Knowledge of chaotic evil influences
4	Devilish	Knowledge of lawful evil influences
5	Divinity	Knowledge to gain favors from deities
6	Druidism	Knowledge of natural magic
7	Ideology	Knowledge about alignment and planes
8	Medicinal	Knowledge to natural health and welfare
9	Nature	Knowledge of nature and cultivation
10	Necrotic	Knowledge of life and death
11	Spiritual	Knowledge of the soul
12	Witchery	Knowledge of vile witches and hags



LIBRARY TEMPLATES

This chapter contains various library templates that are not specifically mentioned in official lore from Faerûn. These templates serve as inspiration for you to modify or build upon, or as an instant library for you to introduce in places where you quickly need to improvise one.

LIBRARY OF DIS

Deep in the Iron City of Dis, on the second layer of hell, resides a huge iron pyramid; the Library of Dis. In here, the Archdevil Dispater has accumulated a vast amount of knowledge on arcane research, and historic and religious lore, to the end goal of protecting himself. The duke of Dis is incredibly Paranoid, and seeks knowledge to stay ahead of the political intrigue, betrayals and power grabbing of his better archdevils. The lower levels of library could be accessed by citizens of Dis so long as they took an Intelligence test. Anyone who had an Intelligence score of 12 or higher was allowed access. Each book in the library was chained to a rail, so that the books could be moved with some freedom, but no book was allowed to leave the pyramid. In the material plane, cultists of Dis have erected similar libraries, albeit in much smaller proportions. The libraries are easily recognizable by their iron pyramid shape.

SPIRES OF THE SUN

The Spires of the Sun are buildings shaped like large, white, twisted stalagmites, erecting high into the sky. These libraries can be found across Faerûn and are dedicated to the Sun deity. Who this deity is varies from faith to faith. Lathander, Amaunator, Jergal, Myrkul, Corellon and many other deities have been claimed to be the sun, or some aspect of it. The Spires of the Sun embraces all these faiths and holds space for every religion worshipping the sun. Clerics, scholars and scribes studying here believe every religion holds the truth, and seek a unifying theory that binds all these forces in order to better understand how the pantheons of the Gods are formed and change over time.

DWARVEN FORGE OF KNOWLEDGE

The dwarves of old have done meticulous research on arcane runes, elemental magic and warding spells. The long lost dwarven Delzoun empire learned much of elemental magic by capturing the Fire Primordial Maegera, turned it into a forge, and built a city called Gauntlgrym around it. They store their knowledge engraved in thin slates, sometimes bound into books. Dwarven libraries are huge, as stone simply takes up more space than paper. But dwarves have little trouble carving out the space they need in record time. It may take a while to find the knowledge you need. Not because the categorization is archaic, but because it takes a while to get to the proper location. Once you have permission into their libraries, you will always find a dwarf cleric available to help you find what you need.

STORM GIANT'S OBSERVATORY

This library is a 40 feet tall room, part of a Storm Giant Seer's observatory outpost. The residence is carved in a cliff overlooking an ocean. Bookcases reach up to the ceiling. Every book has a width of 5 feet at least, and some as large as 10 feet. Many tomes are locked, requiring a key of formidable size. On the other hand, a lock picker may have a fairly easy time, almost being able to poke ones head into the lock and inspect the mechanism. The books mostly contain prophecies of events long ago or yet to come. Many books are diaries containing descriptions of visions that other Storm and Stone giants have received.

DRAGON'S BOOKCAVE

Many intelligent dragons have a section of their lair dedicated to a library in which they accumulate arcane knowledge. A dragon's bookcave likely contains many valuable books hoarded from all over the world. Naturally, a dragon takes precarious measures defending its lair and especially its hoard. You will have navigate through confusing hallways, disarm many traps, break through strong illusions and avoid detection by any foes, especially the dragon. If a dragon does notice you, you better be prepared to receive its full wrath.

FORGOTTEN SCRIPTORIUM

The earth hides many forgotten secrets, lost inside forgotten libraries in empires of old crumbled to ruins. Buried deep under several layers of civilizations that rose and fell after. If you were to dig deep enough, you may stumble upon a scriptorium amidst the ruins of empires which name has been long forgotten. Many books will have perished by the passing of time, but perhaps some magical sources may have been preserved. Below you'll find a table containing descriptions of library ruins and possible rare literary findings they may have.

D6	Empire	Prominent Feature
1	Netherese	Huge cylindrical room. The dome has collapsed in the center. Several Secret Codices are still intact.
2	Calim	Built by Djinni, star shaped room lit by driftglobes. A Djinni became trapped here during its collapse, and still lingers.
3	Delzoun	Built by dwarves of the old empire. Once massive, now completely collapsed. Some books about the empire are still preserved.
4	Shoon	Vertical cleft clad with black marble. Layers are connected by stairs carved in the walls. Some necromancy spell scrolls can be found.
5	Imaskar	A strange assembly rooms connected by wall portals. Some Planar Novels on magic training are still functional.
6	Mulhorand	A large clover-shaped library dedicated to the arts and crafts of any thinkable skill. Several guides can be found here.

FORGOTTEN REALMS

This part contains a collection of books referenced in various literature about the Forgotten Realms. This collection is meant to give you a broad idea of all the fabled, mystical and famous books residing somewhere in the multiverse.

All information comes from various sources from the Forgotten Realms Wiki website. If you'd like to know more about a certain book, simply follow the link in the title or go to the site and search for the book's title.

FAMOUS BOOKS

The Black Book, a book bound in dragon leather covered in a darkness spell. Those who hold it can see it clearly. Its contents contain powerful spells, but also leech the life energy of its readers and implants faint voices, bell chimes and the scent of seaweed in ones head. The book is thought to be written by acolytes of Beshaba. It was last reported to be in possession of Oshalon Drhee, who flaunted it at a magefair.

Book of the World, an ancient tome containing myths of the world, specifically the origins of dragon kind. It was written by a sophisticated culture that was never known to exist. It promotes red dragons as the original species, and attributes the dawn of metallic dragons to a dragon called Bahmat, very similar to Bahamut. It was last reported somewhere in Asram.

Book of Lore, bound in red leather and small. The calligraphy is of a masterwork quality. Despite its size, the contents appear to be endless. After turning a page, there is always a next one. Studying the book for a week about a specific subject grants the reader knowledge in a way similar to the effects of a **Legend Lore** spell. It was last reported somewhere in Zakhara.

Book of Change, a mass produced book for divination practice. It is full of trigram symbols and foretellings, and was sold with divination sticks. The sticks are thrown in the air. The symbol in the book that most closely matches the pattern the sticks fall in would give a hint at one's future. The book was spread throughout Kara-tur, but never gained popularity in other continents.

Bowgentle's Book, thin slate cover bound in yoxen leather. In its center, Bowgentle's personal rune was embossed. Bowgentle was a human wizard from Silverymoon who collected lost magic. After his death, the School of Wonder, where he passed on his knowledge, ordered the creation of the book consisting his spells. The school was eventually attacked by fiends and looted by thieves. The book came into possession of a master thief in Scornubel. Last seen there in 1359, it disappeared in a skirmish with a competing thieves guild. The book had 53 pages, in which many spells were written, one of which Bowgentle crafted himself: *Bowgentle's Fleeting Journey*.

Book of Bats, bound in blackened oak and adorned with wings, hide and claws of various bats. This book contains 22 spells of vile nature, each recorded on a single page. It was last reported in 1358 DR on a merchant ship that got looted.

Book of Tarchamus, This book was sentient and evil, containing the mind of the Netherese arcanist Tarchamus the Unyielding. The book could converse with people through telepathy, and it could read minds and absorb knowledge from anyone who touched it. The book fell into the hands of the Harpers, who are the last known owners. Considering it dangerous, they sealed in a vault in Waterdeep 1478 DR.

Book of Vile Darkness (DMG), a haptic collection of ideas and knowledge on everything evil. Starting out as a collection of notes and scrolls, the God Vecna bound them into a bookwork. Six identical copies have been made since, and several flawed versions float about. Any non-evil creature reading the book could suffer greatly, and even get killed. Evil creatures would find their powers enhanced. The book was sentient and could choose which content to present to the reader.

Book of Exalted Deeds (DMG), a counterpart of the Book of Vile Darkness. It contains all that is good, has a collection of scriptures to different perspectives on true virtue, and gives guidance to defeating evil. Only creatures of good alignment can open and read the book. The book was sentient and would vanish and appear to corners of the multiverse where its presence destroys evil.

The Metatext, a hidden text that beholds the secrets of the multiverse. Merely glimpsing on the text is believed to ascend any mortal to godhood. The deity Oghma the Binder is said to have become a deity through this way. Deneir, another deity of knowledge, is consumed by piecing together the Metatext. He believes it is reflected in the material plane through every written word set on paper, hidden in deep semantics, supraliminal nomenclature and the spaces between words. During the spellplague, when Mystra was assassinated by Cyric, it is believed Deneir wrote himself and the Metatext into the Weave order to prevent it from collapsing. Both were presumed destroyed.

Tome of the Unicorn, a large, 2 by 3 feet sized tome with pages of engraved electrum. The engravings could not be seen unless the reader concentrated on the perceived empty pages. It is said to hold evil necromantic spells. It was created by the emperor Shoon VII, who bathed the tome in the blood of 12 unicorns for a final coating that would preserve its enchantments. The tome remained with Shoon for a near millennium, in which he transformed into a Lich, then a Demilich, became trapped in the book, was freed again and changed souls with an elf. Last reports show that Shoon has hidden the Tome in the safehold of the ruins of Shoonach.

FURTHER READING

An entire index of books can be found on the in-universe books index of the [Forgotten Realms wiki website](#).

FAMOUS LIBRARIES

LIBRARIES OF FAERÛN

In this chapter you'll find a list of famous libraries that are located on the continent of Faerûn. Some still stand, some have perished into ruins, and some are long forgotten. But all played an important role in the history of Faerûn. The lore gathered here is a summary devised from various sources. There is still much more to discover than what is collected here. If you have ventured into these arcane archives, please share your findings with us at the Forgotten Lore House in Waterdeep!

All information comes from various sources from the Forgotten Realms Wiki website. If you'd like to know more about a certain book, simply follow the link in the title or go to the site and search for the book's title.

Herald's Holdfast

This is the largest library of the north, hidden in the forested cliff of a mountain by blending in perfectly with the landscape. It is protected by a myriad of defenses inside as well, among them an anti-magic field and strategically placed trap books. The complex holds the heraldic lore of the known world. A museum holds all banners, sigils and items of importance in a domed hall for each race. The library holds a detailed record on its item and contains many files on demographics, committed crimes, important events, geographic changes and more.

Edificant Library

This was a library south of the Snowflake Mountains, created to honor Deneir and Oghma, allied deities of knowledge, literature and art. The building was vast, with several floors above ground, and expanded underground in unknown dimensions, housing countless literature works and accommodations for scholars and masters to meet, study and live. The library was destroyed in the events of the Chaos Curse. In its place, the Spirit Soaring cathedral was erected until it fell to ruin by the Spellplague.

The Master's Library

A temple library built on Iron Dragon Mountain, in honour to Deneir, deity of knowledge, literature and art. In this library, the Metatext was pieced together. Its contents unlocked the secrets of the multiverse. Upon reading, it would transcend a reader to the status of a deity. A separate building called the Reading Room allowed for passage of copies of literature works from the library into the world. The library is an important location in the pilgrimage of Deneir's followers.

Candlekeep

Candlekeep is a fortress library in the Sword Coast region, overlooking the Sea of Swords. To gain access to the Halls of Wisdom, a portion of the keep that presumably houses literature works of unimaginable value, one must gift the library a tome worthy of display in this hall. The Candlekeep library is serviced by a small community of monks and scholars who worship Oghma, Deneir, Gond or Milil. It is heavily defended by all kinds of warding magic and permanent auras.

Library of Tarchamus

This was a library hidden in a mountain in Netheril. Built by the powerful caster Tarchamus the Unyielding, it housed over one hundred thousand works of literature. The library was destroyed in 1478 DR by Farideh, a warlock who served under Lorcan, to prevent the Shadovar to learn the knowledge within.

Vault of the Sages

A library in Silverymoon, the size of which is only exceeded by Herald's Holdfast. It contains a large public gallery of news from Faerûn called the Forehall. Other areas were primarily studies. Everyone could gain access to books for a fee, ranging from a few silver pieces to many a gold piece. Books about magic, and old books were typically in the high price range. The only books that weren't accessible to visitors were spellbooks. Copy services were available too, for 2 gold pieces per page.

Leaves of Learning

This is a temple library based in Highmoon. The complex is a walled garden. A building with living and study quarters, called the Scroll House, forms a large part of the east wall. A large tower, called the tower of tomes, makes up a large part of the north wall. This tower contains an incredible amount of knowledge from all thinkable fields, and it contains a vast amount of maps. For 15 gold pieces, a tome can be read for a day. Copying services are also available for 2 gold pieces per page, or 5 for illustrations. The library claims to hold no possession of tomes of arcane lore, but certain rumours tell otherwise.

Gravenhollow

This massive library is buried deep in the underdark. Despite its precarious location, it is a place of peace and order. The library is separated in three distinct wings: the past, the present and the future, each managed by a stone giant. Records are kept on stone tablets, obelisks and cylinders. A crystal roof and many torches create a warm and welcoming atmosphere in an otherwise grim and dreary place. But what the library makes truly special is the spectral images of other visitors that fade in and out of existence, as echoes of past and future visitors linger in the grand hallways, in search of knowledge for their own quests. The library remembers every visitor who ever entered and will enter.

Other libraries

Name	Location	Collection
High House of Magic	Ravens Bluff	Arcane lore
Hall of the Kaliesh'eraï	Evereska	Psionic lore
Map House	Silverymoon	Maps and lineages
Mantor's Library	Phlan	General Knowledge
Monastery of St. Fanal	Calimshan	History
Jedea Academy ruins	Mordulkin	Arcane lore
House of Knowledge	Neverwinter	History, poems
The Silent Room	Suzail	Religion, Geography
High Temple of Mystra	Mount Talath	Arcane lore
Corpsehaven	Calaas	Unknown

Handwritten text in a script, likely Tibetan, arranged in a grid-like pattern on a rectangular piece of paper. The text is organized into approximately 10 horizontal lines, with each line containing several vertical columns of characters. The script is dense and consistent throughout the piece.

Espruar

Handwritten text in a script, likely Tibetan, arranged in a grid-like pattern on a rectangular piece of paper. The text is organized into approximately 10 horizontal lines, with each line containing several vertical columns of characters. The script is dense and consistent throughout the piece.

Lokharic

