



Gregorius21778:

20 Bookplate Spirits

for use in OSR fantasy games
inspired by Eric F. of the swordandstitchery.blogspot.de

Version 1.2; written by Kai Pütz

(c) 2016

Labyrinth Lord
Compatible Product



Legal & other stuff:

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My blog: www.gregorius21778.wordpress.com

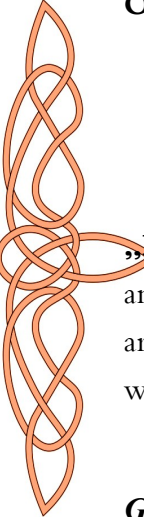
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Original idea /Inspired by: [Sword & Stitchery blog](#)

by Eric F.

this blog post [-here-](#)



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About this freebee:

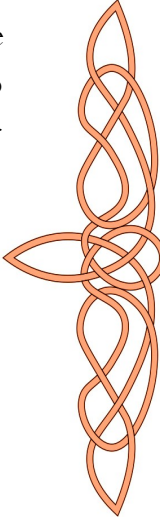
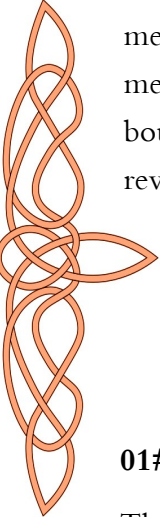
I have been following the [Sword & Stitchery Blog](#) of **Eric F.** for more than a year now. Every now and then Eric will post a list with random finds, encounters or other stuff for use with OSR games (Fantasy, SciFi, Post-Apocalyptic and others). A while ago, his blog featured an article about spirits bound into bookplates, including 20 inspirational examples. Immediately, my own creativity was ignited and I started to put down my own 20 bookplate spirits and now want to share them with all of you. And I take my hat off to Eric, this was a wonderful idea of him. **Please visit his blog.**





How to use this supplement:

This supplement provides 20 examples of how a book (most likely, a spell book) could be protected against unauthorized reading or theft in general. To invoke the protection, a matching spell must be learned and cast onto the book, the name of the spell and its level are indicated by the title of the entry. Every of these spells takes an hour to cast and consumes ritual materials worth 100 GP per level, not taking the book itself into account. After being cast successfully, the specified spirit is bound into the bookplate and the effect is permanent. If not noted otherwise, it takes at least a *Limited Wish* to permanently banish the bound spirit.



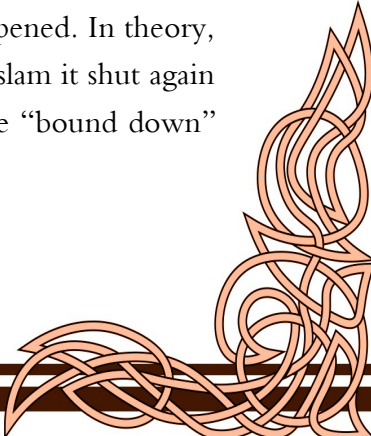
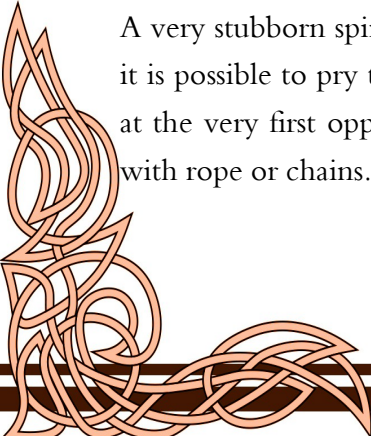
Bookplate spirits protect the book they are bound into in one of two ways: *Wards* that are meant to keep the book from being accessed by unauthorized people and *Curses* that are meant to harm or punish those who access the book unauthorized. The spell-caster who bound the spirit is never effected and he can declare a person to be “authorized” or revoke an authorization at whim.

* * * * *

01# The Guiding Spirit [Level 2] *First and only exception to the rule above!*

The spell summons a minor ancestral spirit or a spirit with a „keeper” concept which the owner of the book may summon once per day. It will tell the owner the direction in which the book can be found, together with an indicator to its distance (i. e. “a few steps behind you” or “two days travel in the east”). In theory, this allows the owner to track down the book.

02# Ward of Closing [Level 3]



A very stubborn spirit is bound into the book that keeps it from being opened. In theory, it is possible to pry the book open (forcing doors, +5) but the spirit will slam it shut again at the very first opportunity. Once opened, the book would need to be “bound down” with rope or chains.

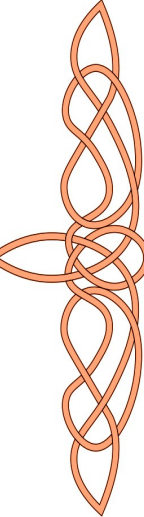
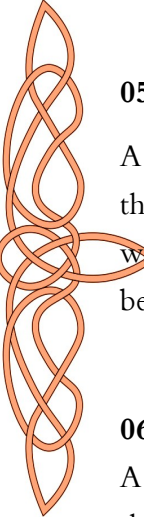


03# Ward of the Fleeting Memory [Level 3]

The book is guarded by a spirit that clouds the minds of those that try to read it. A character that tries to must pass a Saving Throw vs. Spells or will forget what just has been read in mere moments.

04# Curse of the Blocked Mind [Level 4]

A vengeful arcane spirit was bound into the book that curses the memory of the reader. Unless a Saving Throw vs. Spells is passed, the reader will only be able to memorize 1d4 less spells than usually (but will never “lose” more than half of the possible spells).



05# Curse of the Vengeful Flames [Level 5]

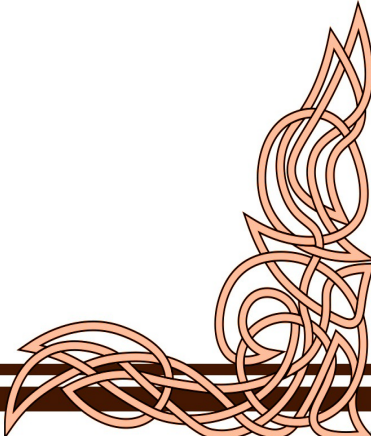
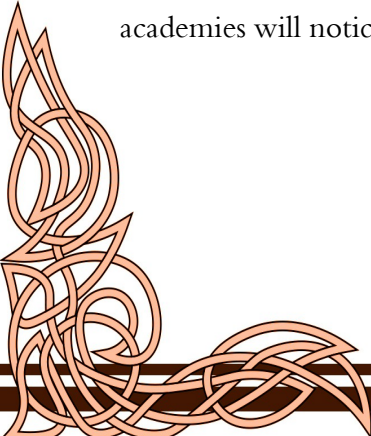
A malevolent fire elemental or demonic spirit inside the bookplate will set something in the vicinity of the book aflame once per day if it is removed from its masters library without allowance. The spirit will target other books first. If nothing else is there that can be set on fire, it will burn the book it is bound into.

06# Curse of Blinding [Level 5]

A vengeful spirit or demonic entity is bound into the book. Everybody who tries to read the book must pass a Saving Throw vs. Spells or will become blind as per the spell *Cause Blindness*.

07# Curse of the withered, inky finger [Level 1]

A minor astral entity is bound into the book that will have the index finger of an unauthorized reader wither and turn black-blue for 3d6 days unless a Saving Throw vs. Spells is passed. Every arcane scholar, most members of the clergy and the important academies will notice this as the tell-tale of a thief of arcane books.





08# Curse of Muteness [Level 5]

A spirit of silence will turn the reader mute for 2d6+3 days unless a Saving Throw vs. Spells is passed. The effect is treated like a curse caused by the *Bestow Curse* spell.

09# Ward of Invisibility [Level 3]

As soon as somebody opens the book, it turns invisible and stays that way for about a day. This repeats whenever somebody tries to read it. The effect is treated like the *Invisibility* spell and is wrought upon the book by a bound trickster spirit.



10# Curse of Nightmares [Level 2]

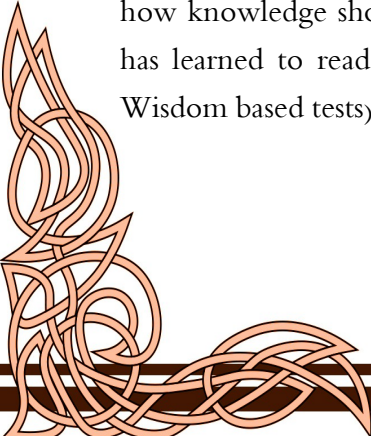
An impish spirit will plague those who read the book with nightmares. This will impose a (-1) penalty after a couple of days which will become a (-2) penalty after a couple of weeks. Only the last one to have read the book is affected.

11# Ward of Wrongness [Level 4]

An impish spirit will add mistakes to the book. Those are not mistakes of writing, but mistakes in the content. Every attempt to cast a spell learned from this book or to use an elixir recipe from it will fail in a spectacular fashion. It takes a successful Ability Test vs. Wisdom to note the error.

12# Curse of Lecturing [Level 4]

An ancestral spirit of a teacher or taskmaster is bound into the book and his voice will haunt those who read it. He will repeatedly state things like “this is wrong”, “you should bring the book back”, “you won’t be punished if you bring the book back”, “that is not how knowledge should be gained”, “you are a shame onto every man and woman who has learned to read and write”, etc. The lecturing is constant and annoying (-3 to all Wisdom based tests).





13# Curse of Weight [Level 2]

A spirit of earth lends weight to the book. Treat it as a 50 lbs item. This effect may be countered by *Dispel Magic* but will be renewed by the earth spirit after the moon has been up in the sky.

14# Ward of Darkness [Level 3]

A spirit of night will cast everything in 30 feet around the book into *Continual Darkness* as soon as the book is opened by the wrong hands. The effect may be ended by the righteous owner immediately, otherwise it will stay till countered (as per the Spell of the same name).



15# Curse of Lighting [Level 5]

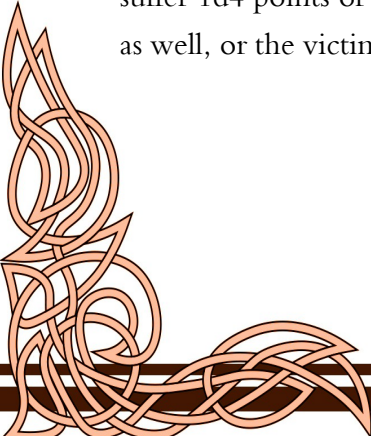
A spirit of thunder was bound into the book that can throw a lighting strike up to 1d4 times per day on those who read it, doing 4d8 dice of damage. The lighting strike will come out of the book itself and a successful Saving Throw vs. Spells will half the damage.

16# Ward of Command [Level 2]

An ancestral spirit of authority was bound into the book. Those who read it will be given the order to “stop!” as per the clerical spell *Word of Command*. The language is the same as the text of the book was written in.

17# Ward of the Biting Book [Level 6]

A mighty feral spirit will turn the book into a living jaw trap, creating sharp teeth around its edges within a second and snap it SHUT. The reader must check for Surprise or will suffer 1d4 points of damage. In case of damage, a Saving Throw vs. Death must be passed as well, or the victim will lose a finger for every point of damage as well.

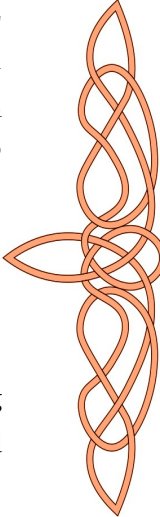
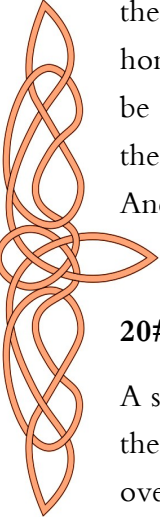




18# Curse of Age [Level 7]

The bookplate states that this book “robbed me of years of my life” and a spirit of time or age was bound into it that will bring poetic punishment upon a thief: those who read the book will age ungracefully by $3d6+3$ years, or half that many years if a Saving Throw vs. Spells is passed. Every five years are equal to the loss of one point of Constitution. The rightful owner may lift this *Curse*.

19# Curse of the Ancestors [Level 4]



An ancestral spirit is bound into the book... and it will try to talk to an ancestral spirit of the thief to have *that* spirit talk some sense into that character! If there is at least ONE honorable soul among those not more than five generations away from the reader, he will be haunted by this spirit who mourns about not being able to rest with this shame upon the bloodline. How long can a thief stand the lecturing of his own dead grandmother? And what form will the haunting take?

20# Curse of Obsession [Level 8]

A stern and unrelenting spirit bound into the bookplate makes sure that a person reading the book becomes obsessed with it. The reader will be forced to read it over and over and over again, unable to do anything else unless a Saving Throw vs. Spells is past. Even then, the reader has only about 24 hours till the obsession returns (and must be fought again by another Saving Throw after six hours). If somebody tries to pry the victim away from the book, the reader will become violent. “*If reading this book was worth taking it from me, you SHALL read it!*” is a sentence that must be part of the bookplate, but it can be written in an obscure language or so small that it is hard to read or find.

