101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Introduction

All wizards possess spellbooks. Even the lowest of apprentices keep a spellbook in which they note not only the spells they have learned but also the lessons taught to them by their mentors. Some spellbooks detail the creation of life, the secrets of slaying dragons, and even greater knowledge. Others are cursed, or trapped, or harmful to the unsuspecting in some way or another.

Every book is unique.

This book is designed for the use of players and gamemasters. These pages present 101 different books for use in any d20 fantasy campaign as well as the spells, feats, and skills presented in some of the books. Like all d20 supplements it is the duty of the gamemaster to determine what material, if any, is permissible in his campaign. Player’s may argue for the inclusion of some (or all) of the material in this book into their current campaign but as always the GM is the final arbiter of the rules used in his games.

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The Books

The following books comprise the bulk of this book. These books are a mixture of spellbooks and books of knowledge. Gamemasters will use these books as treasure items, possessions of important NPCs, books available for sale in different shops, books to be found in libraries, or in any number of other ways. It is advised that the GM make a mark next to a book when he uses it in his campaign so that he does not accidentally introduce the same book twice.

Skill or spell names marked with an asterix (*) are described later in this book. Other new rules are presented in the “special features” section of each book when necessary.

1. The Dark Scrolls
   Appearance: The Dark Scrolls are a collection of 14 scrolls rolled tightly together and stored in a case constructed of platinum and inlaid with silver decorative patterns. The case is completely sealed on one end and a stopper on the opposite end allows access to the scrolls inside. Each scroll is long and narrow (approximately 40” x 10”) and several are worn and fraying around the edges though not to a point that information is lost. The scrolls themselves are parchment. The case, when stoppered, is completely sealed against the elements.
   Special Features: None.

2. Liber Arcanus
   Appearance: Liber Arcanus is a thick tome of over 100 parchment pages protected within covers built from heavy oak, silver fasteners, and thick leather straps that doubly secure it when closed. The pages are written in a shaky hand with a silver ink. The first 50 pages of the book are soaked through with blood and are unreadable. Of the remaining pages, only 20 are used – the other pages are completely blank (but see below).
   Spells: Alarm, Alter Self, Darkness, and Flame Arrow.
   Special Features: The blank pages of the book are, in fact, not blank at all. If the book is opened beneath a full moon all of the blank pages flash briefly with a magical radiance which fades seconds later, revealing notes on lichdom. The writing remains visible for 2d6 hours after the opened book has been exposed to a full moon. If the book is studied for at least 3 hours the reader must make a Knowledge (Arcana) or Knowledge (Necrology)* check (DC 25). If the check is successful the reader has a better understanding of liches and gains a permanent +2 bonus to weapon damage rolls when combating a lich. Only one reader may study the book at a time.

3. Magaria’s Enchantments
   Appearance: A square, slender tome 8” on a side. The book is bound in leather and secured with a thin piece of silk that is wrapped tightly around it. Inside are a dozen vellum pages.
   Spells: Confusion, Daze, Hideous Laughter*, and Lesser Geas, Sleep, Suggestion.
   Special Features: The blank pages of the book are, in fact, not blank at all. If the book is opened beneath a full moon all of the blank pages flash briefly with a magical radiance which fades seconds later, revealing notes on lichdom. The writing remains visible for 2d6 hours after the opened book has been exposed to a full moon. If the book is studied for at least 3 hours the reader must make a Knowledge (Arcana) or Knowledge (Necrology)* check (DC 25). If the check is successful the reader has a better understanding of liches and gains a permanent +2 bonus to weapon damage rolls when combating a lich. Only one reader may study the book at a time.

4. The Book of Dwarven Wisdom
   Appearance: A small book with a cover constructed of mithril and adorned with a dozen fine gems. The pages of the book are sheets of electrum with dwarven runes etched into them. The book is extremely heavy, weighing 60 pounds. It’s a valuable work of art that would fetch a high price from anyone interested in rare antiquities.
   Spells: None.
   Special Features: The book details the history and battle tactics of a long deceased dwarven warrior. Any dwarf studying the book for one week without interruption gains a bonus rank in Knowledge (Dwarf)*. If the dwarf does not already have that skill he gains it for free immediately after reading the book. Non-dwarves studying the book must do so for two weeks in order to gain the bonus (or, again, the skill if the character did not already possess it).

5. Hollow Threats
   Appearance: The book is presented in landscape format, bound along the narrower edge. It is over 30” wide when opened and difficult to use without a table or other means of support. The cover is simple cloth while the pages are nothing more than the cheapest of papers.
   Spells: Bone Armor*, Cause Fear, and Obscuring Fist.
   Special Features: None.
6. The Tome of Illusory Magick

**Appearance:** A small selection of pages kept safely inside a metallic folder polished to a mirrored surface. The pages are loose and, upon reading, anyone perusing the tome will determine that several are missing.

**Spells:** There are several fragments of spells but the only spells that are completely detailed in this tome are Illusory Script and Shadow Configuration.

**Special Features:** None.

7. Book of Thorns

**Appearance:** The Book of Thorns is a dark tome, the covers constructed of obsidian sheets that have been enchanted to strengthen them. The pages of the book are simple parchment and there are over 300 pages total in the book. Magically-fused to the covers are several bony spikes that make the book dangerous to the touch (Reflex save DC 15 to avoid suffering 1d4 damage if picking up the book without gloves or other protection).


**Special Features:** The Book of Thorns is a living, evil creature that sleeps for 100 years at a time. When sleeping, the book acts like any other spellbook but it does radiate evil if a check is made. When it does awaken, the book transforms, changing into a skeletal humanoid that is covered in hundreds of spiky protrusions and has the ability to cast any of the spells listed above, each one once per day.

8. Lanereal’s Songbook

**Appearance:** A small book that could be easily confused for an accountant’s ledger or a shopkeeper’s inventory listing, Lanereal’s Songbook is one of the plainest of spellbooks. There are approximately 50 paper pages inside and the book’s covers (constructed of stiff leather) are sewn directly to the front and back of the book, leaving it without a spine.

**Spells:** Detect Thoughts, Mage Armor, Mage Hand, Sleep, and Whispering Wind.

**Special Features:** Over half of the pages in Lanereal’s Songbook are devoted to careful study of the Bardic Music ability possessed by all bards. Any bard with access to Lanereal’s Songbook who studies it for a solid week without interruption (other than for sleeping and eating) gains the new bardic music ability, Mesmerize.

Mesmerize: This is a greater form of Fascinate that can only be used by a bard who has studied the contents of this book. It follows all of the rules of the Fascinate ability except that the modifier to Spot and Listen checks is at a -6 penalty.


**Appearance:** This emerald-studded book’s electrum cover is obviously worth a great deal but it’s the information inside that is most valuable to those with an interest in the art of poison. 30 parchment pages detail the recipes necessary to craft three different fantasy poisons. The Craft (Poison)* skill is necessary to create these foul poisons.

**Spells:** None.

**Special Features:** The Poisoner’s Handbook instructs someone with Craft (Poison) in the art of creating the following three poisons.

* Skull’s Breath: This poison in a whitish powder ground from the skull on an animated skeleton. The skull must be ground down within five minutes of the skeleton’s destruction. The resulting powder can then be used to coat the victim’s skin. On contact the skin of the victim begins to burn and itch but it is only after a minute of time has passed that the poison’s real damage comes into play. The victim’s skin begins to decompose at the area of contact, causing one point of damage per round to the victim for 1d6+6 rounds. Craft DC 15. Save DC 19. 1,200 gp.
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* Green Rot: Created from a mixture of toxic plants, green rot is a liquefied poison that must be ingested by the victim to be harmful. It’s a green, thick liquid with a natural odor much like that of a damp forest. Green rot eats away at the body of the victim, slowly killing him from the inside out. Green rot causes 2d6 Constitution loss on initial damage and an additional 2d6 Constitution damage one minute after ingestion. Craft DC 19. Save DC 20, 2,500 gp.

* Ninstill’s Curse: Named for the assassin who first created it some 500 years ago, Ninstill’s Curse was designed specifically to weaken clerics. The poison, once crafted, is kept in two parts until it is ready to be used. The first, a thin red liquid that looks like watered down blood, is mixed with the second part that is a thicker, sludge-like black concoction. Once mixed the poison is effective for two minutes after which it is rendered useless. The poison must be ingested by the target or delivered through injury (most often by coating a bladed weapon with it). When ingested the initial damage is 1d6 Wisdom loss and secondary damage is an additional 1d6 Wisdom loss. Injury damage isn’t as threatening, only 1d3 Wisdom loss for initial and secondary damage. Craft DC 18. Save DC 20 (ingested), 18 (injury). 500 gp.

10. Prayers and Healing

Appearance: This holy book is massive in size, weighing 50 pounds and measuring 30” x 40”. It is 12” thick and filled with 50 pages constructed from gold with silver writing inlaid into the pages. The entire book glows with a blue aura and, at night, is so bright that it gives as much light as a torch. The cover is embossed with the holy symbol of a god of healing.

Spells: None.

Special Features: Besides the previously mentioned glow, the book has the ability to levitate on command (the command word being the healing god’s name spoken in reverse) and will follow the one who uttered the command word as long as his alignment matches that of the healing god. The book will follow for a period of 24 hours, never straying more than 10 ft. from the character no matter how quickly he moves or where he moves as long as no magic is involved in the character’s transportation. As soon as the character moves using magical means the book drops to the ground.

Also, the book may be used to amplify the power of any healing spells cast by a cleric of the same alignment as the god of healing. The healing spell must be cast on the book at which point a wave of energy instantly blasts forth from the book, affecting any character or creature in a twenty foot radius. As long as the character or creature is of good alignment this wave of energy cures the target just as if the cleric had cast the spell directly on it. If a target in the radius is of evil alignment the wave of energy deals damage to the target.


Appearance: It’s hard to believe that such a beautiful tome could be so dangerous. The book was constructed with a plain wooden cover, bound along the spine with leather, that was then painted by a master artist centuries ago. The cover depicts a serene nature scene much like those most nobles have hanging in their homes. Opening the book, the pages are a dirty brown in color and the writing was done using human blood for ink. The smell of death surrounds the book and all animals are frightened when it is brought within 5 feet of them.

Spells: All monster summoning spells from the Player’s Handbook.

Special Features: If this book is used during any monster summoning the casting time is increased to five rounds but the spell functions as if it were one level higher than it actually is. (Example: Summon Monster III would be treated as Summon Monster IV.) One page of the book’s remaining pages is destroyed each time it is used in this way, the page bursting into flames as soon as the spell is completed. When found the book will have 2d10+10 pages.

12. Lexicon of Gnome Illusions

Appearance: The book is small in size and obviously created with one of the smaller humanoid races in mind. It’s leather-bound with the cover dyed blue and the pages inside edged in silver.


Special Features: None.

13. The Magestone Manifesto

Appearance: The copper hinges of this square book are a visual contrast to the bleached white bone-crafted cover. The cover is made from bones of all types and sizes that have been lashed together with the intestines of some - thing, the entire contraption then bleached and strengthened with a clear glue. The edges have all been sanded off to give the book perfectly smooth edges and a perfectly square shape. Vellum pages inside are written on in an average black ink.

Spells: All 0-level Sorcerer and Wizard spells, Acid Arrow*, Bull’s Strength, Contagion, Detect Secret Doors, Fabricate, Mount, Suggestion,Ventriloquism, and Wall of Ice.

Special Features: When held high overhead and the command word spoken the book grants the person holding it the ability to speak with dead once per day for 5 minutes. The command word is unknown.
14. Phantom Tales

**Appearance:** This book is 20" tall and 8" wide, making it one of the stranger-shaped books likely to be found in any collection. The book’s cover is made of leather, gray in color, and bound along the spine with another strip of blood red leather. The pages inside are loose, the stitching broken in many places. There is a 15% chance each time the book is opened that a random number (1d4) of pages will separate from the binding.

**Spells:** None.

**Special Features:** This book chronicles the tales of a “ghost hunter” who lived over 100 years ago. It appears to be the personal diary of the man and in fact there are several passages of text that do add to the knowledge of those who read it. Any character reading this tome for two solid weeks gains the skill Knowledge (Spirit Lore)* or, if he already has the skill, one free rank in the skill.

15. Secrets of the Spider

**Appearance:** A leather-bound tome about 12” x 9”, the cover adorned with hundreds of tiny diamond fragments arranged in the pattern of a spider’s web. The interior pages are neatly written and the pages bordered in an intricate web pattern that was hand illustrated over a period of years by the mad wizard who created the book. The book has 40 pages, 12 of which are blank.

**Spells:** Cause Fear, Deeper Darkness, Rot Flesh*, Spider Bite*, Spider Climb, and Web.

**Special Features:** None.

16. Magnificent Shadows

**Appearance:** The covers of this magical book is made of polished platinum that has been stained a deep black. The polished surface of the book reflects little light and anyone staring closely at it can see their reflection as a faint image. The pages inside are completely blank and resist any attempts to write on them.

**Spells:** None.

**Special Features:** The book is a trap created ages ago by an evil wizard. It was constructed as an exact duplicate of one of his spellbooks (long lost) and many have fallen victim to its power. Any character looking closely at the cover (one round or more) is the target of a hypnotic pattern spell as if cast by a 5th level spellcaster. A character who resists the effects of the spell will never fall victim to its effects and no longer has to check when staring at the book.

17. Elvish Writings

**Appearance:** Elvish Writings is a traveling spellbook, small and compact, without any elaborate materials used in its construction. All of the script on the pages is written in a flowing hand and alternates between elvish and detailed magical symbols and inscriptions. Both read magic and knowledge of elvish are required to decipher the spells in this book.

**Spells:** Change Self, Color Spray, Darkhood*, Dispel Magic, Focus of the Magical Mind*, Haste, Magic Missile, Read Magic, and Solid Fog.

**Special Features:** None.

18. A Treatise on Virtue

**Appearance:** This book of paladins is similar in appearance to a common holy book. It is compact with leather cover and parchment pages edged in gold. The cover of the book reads, in common, *A Treatise on Virtue*, and there are no other external markings to identify it from any number of other books.

**Spells:** None.

**Special Features:** While most of the book discusses the necessary code and conduct of paladins it is the section on mounts that is of most use to paladins. Any paladin who uses this book when calling his special mount is blessed with a mount of greater strength. The mount’s game statistics are modified as follows:

<table>
<thead>
<tr>
<th>Bonus HD</th>
<th>Str Adj.</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td>+1</td>
<td>Protection from Evil</td>
</tr>
</tbody>
</table>

**Protection from Evil:** The mount is continually under the effects of the spell, protection from evil. The effects of this spell do not transfer to others even when they are riding the mount.

**Appearance:** The dark elves of the underground are powerful spellcasters, knowledgeable in many different art forms. This book, written by a slave of the drow who managed to escape, is 4” x 5” in size and is nothing more than 100 parchment sheets sewn together along one edge – there is no cover. The book has been burned along one side, the first 50 pages are torn along the bottom edge, and the entire thing has been soaked in water ruining most of the pages. Those with the patience can, after great study, decipher bits of the text inside.

**Spells:** None.

**Special Features:** While most of the text inside has been ruined after years of abuse, anyone studying the book for two solid weeks has a chance of understanding and benefiting from the information inside. Anyone succeeding an Intelligence check (DC 22) at the end of this two week period gains an ability comparable of that of the ranger’s Favored Enemy only applied to drow. This bonus does not increase as the character gains levels but, if the character was already a ranger with drow selected as a Favored Enemy, the +1 bonus from successfully deciphering this book does stack with his ranger ability.

20. Eystein’s Book of Magics

**Appearance:** The red leather cover of this book is locked with a brass mechanism that is shaped like a ten-tacle. The key is missing. Anyone able to open the book (DC 25) reveals the 20 vellum pages within, each written on with basic black ink. The last page of the book is blank.

**Spells:** Blink, Cat’s Grace, Legend Lore, Ray of Frost, Remove Curse, and Tongues.

**Special Features:** None.

21. The Book of Vanechka Danyaski

**Appearance:** This slipcased volume is a thin leather-bound book of 30 pages. The slipcase, constructed of wood with the carving of a manticore on the front and no writing, offers the book some protection in traveling which is evident from the many scratches and abrasions on it. The book obviously held many more pages at one time – over 50 pages have been torn from the binding and are missing. All of the remaining pages inside are without any writing, each one filled with an elaborate illustration of a monstrous creature.

**Spells:** None.

**Special Features:** None.

22. Alfgeir’s Journal

**Appearance:** The merchant Alfgeir kept a journal of his travels, detailing his life at the end of each day for a decade. This journal, common though it may appear, is of value to bards, sages, and any who profit from the history and experience of the lands beyond their home.

**Spells:** None.

**Special Features:** Alfgeir was well traveled and encountered many odd creatures, characters, and situations all noted within this book. This book grants a +2 bonus to Bardic Knowledge, Knowledge (History), or any skill that relates to the history, lore, or geography of the lands Alfgeir traveled.

23. Book of Sight

**Appearance:** The most striking feature of this book is the large eye on the cover that blinks at random intervals. The book is not sentient but the organic eye grafted to the front cover transmits all it sees to a long-dead wizard. Though the wizard is no longer receiving the information the eye dutifully performs, always watching the activity around it. The eye can be destroyed (1 hp) but doing so destroys any value the book has as a magical antiquity.

**Spells:** None.

**Special Features:** Other then the previously mentioned eye, none.

24. Assassin’s Flame

**Appearance:** This book is nothing more than a stack of parchment sheets bound with copper rings along the top edge. Several pages are damaged and there is a 25% chance per spell that the spell is unusable.

**Spells:** Burning Hands, Fireball, Fire Shield, Flame Arrow, and Flame Strike.

**Special Features:** None.

25. The Dancing Wizard’s Workbook

**Appearance:** A human skull has been filed down and embedded in the wooden cover of this book. The skull is fractured along one side, and the wood is rotting in places. The pages inside, all cheap parchment, are covered in notes, sketches, and mage sigils.

**Spells:** None.

**Special Features:** A wizard who studies this book for three solid weeks gains a Spellcraft rank on a successful Spellcraft check (DC 28). If the check is failed the wizard is not permitted to retry.
26. The Manual of The Dragon

**Appearance:** The iron covers of this book are bound to the interior pages with a dozen iron rings, one of which is slowly breaking. A dragon is engraved in the cover and the eyes of the dragon are two small rubies. The 90 pages inside are all written in elvish.

**Spells:** None.

**Special Features:** Once a day the book can cast the illusion of a dragon that follows the rules of major image as if cast by a 20th level spellcaster. To cast the illusion the book must be opened to the title page and the command word spoken (the command word is the elvish word for dragon).

When dropped from any height the book levitates at a height of 3’ from the ground. It may never fall and must be purposely set down and, even then, if the book comes in contact with the ground it will levitate back to a height of 3’. The book radiates magic and glows a faint green.

27. Hafgrim’s Spellbook

**Appearance:** This book is a collection of parchment pages wrapped neatly in blue silk that is then secured with a gold silk cord knotted about it. Over the ages several pages have been lost, loaned, or just destroyed and all that remains are 42 pages, several of them containing partial information on spells.

**Spells:** The only complete spells in the book are Chain Lightning, Mislead, Scare, and Uncontrollable Weeping.

**Special Features:** The wizard Hafgrim constructed this spellbook near the end of his life 400 years ago. The book originally contained 300 pages and, in addition to his complete library of spells, Hafgrim noted the time he spent enslaved to a mind flayer colony. It is those pages regarding the mind flayers that are most valuable and, if they can be located, could help the reader gain an advantage when combating mind flayers.

Reading and carefully studying the pages detailing mind flayers for a period of one month grants the reader a +2 bonus to all damage rolls against mind flayers. In addition, on a successful Intelligence check (DC 30) gains a +2 bonus to Will saves against a mind flayer.

28. Book of Charms

**Appearance:** One of the smaller books ever created, the Book of Charms is a square book 3” on a side. The 100 pages between the leather covers house only a single spell (the name is misleading). It is unknown why this book was created.

**Spells:** Dominate Monster.

**Special Features:** None.

29. The Codex of Arnlaug

**Appearance:** This book has a wooden cover wrapped in leather with the image of a gauntlet stamped into the front. The interior pages are rough paper that has yellowed with age, the outer edges torn and showing light water damage. Each page of the book, when it is opened, exhibits further signs of water damage with the ink smeared in places and none of the pages lying flat.

**Spells:** Cloudkill, Dimensional Anchor, Pyrotechnics, and Scrying.

**Special Features:** Once per day, on command, this book shifts form and becomes a single metal gauntlet. The book remains in this shape for a period of five minutes and may be worn by any medium-sized humanoid (the gauntlet’s exact shape adjusts to fit that of the wearer). During this period the Strength of the wearer is increased by 2 and the wearer may cast burning hands once per minute as a full round action.
30. Of Traps and Their Disarming

**Appearance:** This tome of thieves is about 6” x 12” with a dull brown leather cover and yellowed parchment pages. The Pages contain detailed schematics and mechanical specifications on hundreds of mechanical traps.

**Spells:** None.

**Special Features:** A character with the Disable Device skill who takes five minutes to study the book before attempting a skill check gains a +2 bonus to the roll.

31. Encyclopedia of Aquatic Beasts

**Appearance:** The Encyclopedia of Aquatic Beasts is a massive tome, 24” x 36” with a cover constructed of silver, platinum, and steel. The interior pages have all been magically sealed against the effects of water so that the book can be completely submerged without the contents being destroyed.

**Spells:** None.

**Special Features:** There is a 90% chance that the book contains detailed information about any creature that makes its home in the water. It takes 1 minute to determine if the beast is discussed in the book.

If the book does contain information about a creature there is a 25% chance that the information is of such detail that on a successful Intelligence check (DC 30) the reader gains valuable insight into the creature and may apply a +2 bonus to the next skill check opposed by this creature. It takes 10 minutes of studying to gain this bonus. This is not a permanent bonus but must be checked for each time the bonus is desired. Additional checks after the first success are DC 20 and take only 5 minutes.

The gamemaster is advised to keep a careful list of the creatures this book details (and those it doesn’t) as it is used in his campaign.

32. Eindridi’s Essential Magery

**Appearance:** The covers of this book are fashioned from the scales of a dragon and reinforced with the mandibles of anumber hulk. The interior pages are woven plants that have been bleached and magically combined with bat wings. The book costs a fortune to create before anything was written on its pages. There are 40 blank pages inside.

**Spells:** Explosive Runes, Flame Bolt*, Haste, Keen Edge, and Nightmare.

**Special Features:** The book grants the holder the ability to case Eyebite once per day on speaking the command word. The spell is treated as if cast by a 20th level spellcaster.

33. The High Alchemy of Deogolsson

**Appearance:** This green book is average in appearance, made with a leather cover and 100 parchment pages. 22 of the pages are blank.

**Spells:** None.

**Special Features:** The notes within this book may be of assistance to alchemists. Any character with the Alchemy skill who studies the book for a single day and makes a successful Intelligence check (DC 25) gains a +2 bonus to all future Alchemy skill checks.

34. Advanced Necromantic Academics

**Appearance:** This evil tome is a collection of parchment pages held inside a case built of bone, obsidian, and steel. The chest’s lock was broken long ago and it is held closed by a short length of rope. The book is a legend among the necromantic community and bards have often told its tale with more than a little embellishment.

**Spells:** All sor/wiz necromancy spells from the *Player’s Handbook* plus Absorb Dead Flesh.*

Special Features: Any good-aligned character or creature touching the book suffers 1 hp of damage per round he is in contact with the book or carrying the book on his person (including a backpack). The book heals evil-aligned characters and creatures at a rate of 1 hp/minute though this healing requires that the character actually be touching the book and not just carrying it in a pack or satchel. The book resists all attempts to destroy it and anything short of a *wish* spell cannot do it any harm. The first use of *wish* on the book destroys 50% of the spells contained within and the second *wish* destroys the book completely.

35. Historical Inscriptions

**Appearance:** The covers of this book were constructed from the hollowed remains of a giant clam and the book is approximately 12” square. The pages inside are secured to the clamshell with steel rings. The entire shell has been reinforced with a wooden frame on the *inside* of the shell so that the outer appearance is not scarred. Markings engraved in the shell have worn away with time and are not decipherable.

**Spells:** None.

**Special Features:** The text inside this book details the history of one small island region far away from where the book is found. The book allows the reader to use Knowledge (Local) specific to the island detailed as long as the book is in actual use at the time the skill check is attempted. Without the book this check is not permissible.
36. Bertil’s Invisible Research

Appearance: Invisible Research is a smallish tome, 8” at its widest dimension. The covers are fashioned of thin marble slaps that have been fastened together with iron and leather. The back cover of the book is broken along the bottom edge and a small fragment is missing from it. The pages inside are stitched to the leather and are made of a high-quality paper. There are 40 pages in the book.

Spells: Ghost Sound, Invisibility, Invisibility Sphere, and Spirit Knife.*

Special Features: None.

37. Planar Writings

Appearance: Planar Writings is the size of a traveling spellbook but it is obvious from looking at it that it is something more. The covers are made of black leather and, stitched directly to the front and back, is a circle of gold that is decorated with gemstones. Between the covers, the pages of the book are sheets of parchment, each one stamped with a wax seal showing a crescent moon and three small stars orbiting it. The writing is done with a metallic ink that glows brightly in the dark. There are over 100 pages in the book, 33 of which are completely blank.

Spells: Gate, Phase Door, Plane Shift, Prolong Life*, Teleport, Teleportation Circle, Teleport Without Error, and Temporal Slam.*

Special Features: The notes within the book imbue the reader with the ability to cast gate once per day. A Spellcraft check (DC 35) is necessary. On a failed check the gate miss-fires and instead functions as Summon Monster VIII and brings in one creature for the 8th-level list. The creature is not controlled. On a successful check the gate spell allows planar travel and functions as if cast by a 20th level spellcaster.

This check must be made each time the ability is used and the book grants the ability only once per day. The book must be held in two hands to activate this ability.

There is a 5% chance each time this ability is used that the book will be completely destroyed. This destruction takes place 24 hours after the ability is used and, when it happens, all characters, creatures, and objects within 10 feet of the book take 1d6 points of damage.

38. Ivar Kolbeinson’s Spellbook

Appearance: A pyramid-shaped book, bound along one edge with brass rings. The 200 parchment pages inside contain spells, notes on a few different magic items, and a personal journal.


Special Features: None.


Appearance: This “book” is a collection of stone tablets, each weighing 20 pounds, that is carried in an ornate chest built of steel and coated in gold. When found, there are 1d4+1 tablets inside the chest, some in better repair than others. There is a 25% chance per tablet found that it is destroyed beyond use.

Spells: None.

Special Features: Any dwarven cleric who is left to study the tablets in peace for a period of one month is smiled upon by the dwarven gods and granted one bonus spell slot per day of a level equal to the number of usable tablets found in the chest.

The chest itself disintegrates once the final tablet is destroyed.
40. The Halfling’s Breakfast

**Appearance:** This children’s book is filled with numerous fascinating illustrations that accompany the text. The story is of a halfling and his breakfast and is a tale common throughout the land. The artist’s name has been obscured, as has some of the art and text, by minor water damage to the first few pages.

**Spells:** None.

**Special Features:** None.

41. Armod’s Spiritual Grievances

**Appearance:** An average book like those that can be purchased in any specialty shop. The book has 100 pages, 47 of which are blank. The 53 used pages of the book details the suffering of a man as he goes from sane to insane. In the book Armod chronicles his descent into madness and claims repeatedly that the gods drove him to save against psionics.

**Spells:** None.

**Special Features:** The last passage does, in fact, have meaning. Any character studying the book for one week gains not only an insight into madness but, on a successful Intelligence check (DC 30), also a +2 bonus to all Will saves against psionics.

42. Dungeon Mastery

**Appearance:** This very portable book measures 8” x 8” and is very common in appearance. The cover, a dull gray leather, is without any title or marking while the interior pages are an off-white color. The text in the book details common methods of dungeon construction and management including a section on the handling of prisoners. The book specifically addresses “real” dungeons and not the empty caverns, caves, and abandoned underground fortresses that adventurers classify as dungeons.

**Spells:** None.

**Special Features:** None.

43. The Grimoire of Silban

**Appearance:** Silban’s Grimoire is composed of hundreds of parchment pages, each carefully written with numerous sketches, symbols, and notes covering the margins. Some notes, in a blue ink, are by a completely different hand and appear to be expansions upon ideas and spells detailed in the more carefully crafted text. The book is stitched along one edge and bound to a leather spine that is all that remains of the cover.

**Spells:** All Divination spells in the *Player’s Handbook*, Keen Eyes of the Hunter*, and Summarize.

**Special Features:** One of the sections of the book describes ways in which to damage opponents, identifying the location of vital organs and how to overcome the protection of different armors. These abilities are represented by the following feat:

* Deep Wound (General): The character skilled at delivering deep thrusts with swords, brutally tearing at the vital organs of his opponents be they humanoid or beast.

**Prerequisite:** Character level 6+, Str 13+.

**Benefit:** When the character attacks an opponent he does +1 damage on a successful hit with any sword.

**Special:** This feat works with swords only. If used with a magic sword this feat adds +2 damage to a successful attack.

44. The Guide to Experimental Summoning

**Appearance:** The Guide to Experimental Summoning is battered, the cover worn, scarred, and destroyed in places. The pages inside are all soiled in some way with everything from mud to blood. Of the 100 pages inside, only 30 of them are intact. The rest of the pages are so damaged that they are unusable.

**Spells:** All Summon Monster spells from the *Player’s Handbook*, Call Undead*, and Summon Shadow Raven.*

**Special Features:** The notes within the book, if properly understood, make the reader’s summoning spells more powerful. After two weeks of studying, and on a successful Spellcraft check (DC 35), the reader, if already an arcane spellcaster, gains a +1 level bonus when determining the effects of any Conjuration ( Summoning) spell. If the check is failed the reader may not retry.

45. Anhaga’s Sorcerous Studies

**Appearance:** The tome is 7” x 12” in size with a wooden cover that has been blackened by fire. Only 43 of the 100 parchment pages inside are legible, the rest damaged by fire and water.

**Spells:** None.

**Special Features:** This book details the techniques with which Anhaga slaughtered sorcerers throughout his career as a slayer. Anhaga, who had always blamed the death of his father on a sorcerer, mastered the art of combating these arcane spellcasters and, near the time of his death, recorded his knowledge for others.

Anyone succeeding an Intelligence check (DC 30) at the end of a week of studying gains an ability comparable of that of the ranger’s Favoured Enemy only applied to sorcerers. This bonus does not increase as the character gains levels.
46. Cerdic’s Pages

**Appearance:** The covers of this book, constructed of pine boards and linked together and to the pages within by iron hoops, are reinforced with copper strips and corner cars. The 200 pages within, all gray parchment, are filled with the writings for a dozen different hands. There are twenty different languages used in the book, most of them variants on ancient elvish.

**Spells:** None.

**Special Features:** The text within this book holds many secrets and gives the reader a +2 bonus to all **Knowledge (Arcana)** checks.

47. The Conjurations of Hedeon

**Appearance:** This book is small in size, about 8” by 6” and very slender. The cover is made of black leather that has been horribly scuffed and torn and stained on one side by a dark liquid (that may very well have been blood). The 20 pages inside are gray paper that has been folded over and sewn to the cover. The writing is in blue ink and the words are difficult to read on the page without sufficient light (a torch or campfire would not be bright enough).

**Spells:** Grease, Mage Armor, and Summon Monster II.

**Special Features:** None.

48. Low-Energy Casting

**Appearance:** The covers of this book are made of a fine leather, dyed blue, and stamped in silver ink with a crescent moon on the front cover. The 300 pages inside are the finest of papers, so thin as to be semi-transparent. Not all pages are written on and most only contain three or four letters or symbols.

**Spells:** Read Magic

**Special Features:** The book contains secrets of spell-casting that, once deciphered, make the reader a more powerful arcane spellcaster. The writing on the semi-transparent pages must not be read a page at a time but instead in groups of 6 to 10 pages at a time, reading through the different pages at once. Any arcane spellcaster who succeeds at a **Spellcraft** check (DC 35) after one month of studying may memorize one school (selected before the period of studying begins) as if they were of one spell level lower than they actually are.

*Example:* An arcane spellcaster locks himself within his tower for one month, studying the Evocation information within the book. At the end of that time, if the **Spellcraft** check is successful, the spellcaster could now memorize magic *Missile* as if it were a 0-level spell, *delayed blast fireball* as if it were a 6th-level spell, and *meteor swarm* as if it were an 8th-level spell.

The book specifically addresses the schools of Divination, Evocation, and Illusion. The special feature of this book may be used multiple times, but only once for each school. If the **Spellcraft** check fails the spellcaster may never gain this special feature for the school of magic being studied when the check failed.

49. Jaizki’s Traveling Spellbook

**Appearance:** The edges of this spellbook are protected by iron strips that are joined at the corners through crude craftsmanship. The pages inside are also of poor quality. Overall, the book is of very low quality and has been though great stress evidenced by the missing pages, tattered back cover, and burn marks along the upper right corner of the front cover.

**Spells:** Desiccate*, Fog Cloud, Protection from Elements, Shield, and True Strike.

**Special Features:** None.

50. The Shield of Vladik

**Appearance:** This is a three foot by two foot book built of leather, steel, and wood, with 100 parchment pages between the two sturdy covers and with two leather straps on the back cover. The front cover has a silver shield symbol set into it, with a ring of twelve emeralds orbiting the shield design.

**Spells:** None.

**Special Features:** Upon speaking the command word this heavy book solidifies, the covers locking closed. The book cannot be opened again until the second command word is spoken.

The Shield of Vladik is a shield and, when used as one, is treated like a small steel shield.

51. The Tale of Halig Boneaxe

**Appearance:** A collection of mutilated parchment pages sewn to a leather cover and then folded over and wrapped in canvas, this book is a mythical story told by bards at taverns and inns across the lands. This is the common form of the story and was recorded 100 years ago by an unidentified scholar with questionable penmanship. It is valuable to libraries and collectors of antiquities but, to common folk, it has little to no value.

**Spells:** None.

**Special Features:** Any bard who reads the book to a group of 4 or more instantly casts Healing Circle as a 20th level bard on a successful Perform check (DC 25). This feature may be used only once per day.
52. Folio of Aberrations

Appearance: The covers of this book are lizardman hide stretched over a wooden frame with a brass locking mechanism. The key is stored in a secret compartment on the back cover. The front cover of the book features a grizzly skull that has been constructed from the bones of a dozen different beasts. The interior pages are all made from the skins of numerous creatures. There are 12 pages.

Spells: None.

Special Features: This book describes a dozen different aberrations. Anyone studying the book closely for three weeks who succeeds an Intelligence check (DC 25) is rewarded with superior and insight into these monstrosities. On a successful check there is a 15% chance (per aberration) that the reader gains an ability comparable of that of the ranger’s Favored Enemy only applied to each of the dozen aberrations. This bonus does not increase as the character gains levels and does not stack with any other abilities that affect the creature studied. Check for each monster separately.

The exact dozen aberrations detailed is the decision of the gamemaster.

53. Kolenka’s Volume of Magicks

Appearance: This book is made of twenty platinum plates, each 14” x 5”, fastened together with twenty gold rings. Each plate is polished and shines brightly in light. At night, under torchlight or candlelight, red writing forms on each plate. The writing disappears again if any light brighter than a torchlight or candlelight touches it.

Spells: Analyze Dweomer, Black Tentacles*, Mage Hand, Obscuring Mist, Spell Turning, and Sudden Grave.*

Special Features: None.

54. Compendium of Evil

Appearance: This book is bound in dull gray leather and has silver symbols along the spine. The 400 pages within are made of parchment bleached as white as bones and the writing drips and flows across the pages, seeming to move as the words are looked at. Characters of good alignment cannot even read the words since they shift and blur, refusing to remain in place on the page.

Spells: Burning Hands, Dead Man’s Eyes*, Dimension Door, Erase, Harvest Flesh*, Prying Eyes, Scare, and Shatter Bone.*

Special Features: Any evil-aligned character reading from this book who succeeds a Spellcraft check (DC 30) sends out waves of negative energy, attacking everyone in a 20’ radius causing 1d6 points of damage immediately (no attack roll required). If the target makes a Will save against DC 10 plus the reader’s highest caster level damage is reduced to 1 point. This ability may only be used once per day.

55. Codex of Prestidigitation

Appearance: The red leather covers of this spellbook, and its 100 gray pages, are in pristine condition—the book looks as if it was crafted less than a day ago. 20 of the pages within are written on in black ink, the other 80 are blank. Anyone attempting to write in the book finds that it is resistant to ink and it is impossible to add anything to the book, even on the blank pages.


Special Features: Besides the previously mentioned ability to resist new writing, the book is immune to the effects of fire, both natural and magical.

The Codex of Prestidigitation also has the ability to walk. On speaking the command word three bony legs grow from the spine of the book, each ending in a clawed foot. The book follows the person who spoke the command word and it has a base speed of 20 feet.
56. Thorgrim’s Opuscule

**Appearance:** This black leather book is hinged with gold and contains 20 parchment pages. The cover is protected with gold corner caps and a small mechanism consisting of two skeletal hands that keep the book closed when they are joined. The book does not lock. The first page features an illustration of an eye and a halo and this symbol is repeated at random intervals throughout the book. All of the writing is in black and red ink.

**Spells:** Read Magic.

**Special Features:** The book holds the knowledge necessary to create an *Infinite Quill.*

* *Infinite Quill:* This item is often given as a gift to particularly skilled and scholarly graduates of a magical school. It is a quill, usually of an exotic creature such as a pegasus, which writes without any need of ink. The user simply begins writing and ink appears from the pen. At a command, the ink can change to any color. The *infinite quill* writes so smoothly and so well that it grants a +2 competence bonus to any Craft (Scribe) or similar checks, including Spellcraft checks to successfully copy a spell.

_Caster Level:_ 3rd; _Prerequisites:_ Craft Wondrous Item, quill. _Market Price:_ 500 gp; _Weight:_ –.

57. The Book of Blades

**Appearance:** This 24” x 16” leather-bound book is filled with 100 pages, each filled with sketches, paintings, and some written information regarding several magical swords, knives, and daggers. The book describes everything from commonly encountered words to great artifacts.

**Spells:** None.

**Special Features:** Bards studying this book gain a +2 bonus to all Bardic Knowledge checks involving a magical blade.

58. Moonstone and Other Precious Gems

**Appearance:** This is a thick, lavishly illustrated manual of gemstones listing hundreds of gem types, possible flaws and imperfections, and values.

**Spells:** None.

**Special Features:** By spending three hours with this book and any gemstone, the user gains a +6 bonus to all Appraise checks.

59. Album of Misery

**Appearance:** The Album of Misery smells of fire. The “book” is only 8 pages of thin paper held in a leather folder that is held closed with silver clips on the three open edges.

**Spells:** Cause Fear, Fear, Horrific Aspect*, and Scare.

**Special Features:** Any character opening the book must succeed a Will save (DC 20) or immediately suffer the effects of *Finger of Death* as if cast by a 20th level spellcaster.

60. The Journal of Deniska

**Appearance:** The book is 8” x 10” and filled with 300 vellum pages. The covers, made of leather, are free of any writing or symbols and are protected by a wooden frame, brass plates sewn on the outside, and iron corner guards. The writing inside covers a span of 15 years and chronicles the adventures of a human fighter who lived 200 years ago. Some of the pages were used by his different companions over the years and it is those pages that contain the information in the book that can be considered valuable.

**Spells:** None.

**Special Features:** The Journal of Deniska, while at times rambling and tedious, does include some information of value. The book includes the instructions for these two magic items.

* _Ring of Psi-Sense:* This magical ring is made from the vertebra of a dead psion or psionic being. When its wearer approaches within 50 feet of any creature capable of manifesting psionic powers, the ring vibrates. The stronger the ring’s vibrations, the closer the psion. The ring also tugs slightly to the left or right (though not strongly enough to hamper the wearer’s actions in any way), indicating the approximate direction of the closest psionic individual within 50 feet.

_Caster Level:_ 3rd; _Prerequisites:_ Forge Ring, detect magic, mage hand; _Market Price:_ 2,000 gp; _Weight:_ –.

* _Ring of Rage:* This is a ring made of red gold with a ruby chip mounted into its face. When activated by a command word, the gem glows darkly and the ring causes all living creatures within a 15 foot radius to fight each other without noticing any danger they might be in, as in the spell *emotion (rage).* The enchanted creatures get a +2 morale bonus to Strength and Constitution scores, +1 morale bonus on Will saves, and a -1 penalty to AC. The ring does not affect the wearer. The effect lasts until a second command word is spoken, or the ring is removed from the wearer’s finger. A Will save DC 16 (not including the morale bonus) negates the effect. The ring can be used once per day.

_Caster Level:_ 7th; _Prerequisites:_ Forge Ring, emotion; _Market Price:_ 5,040 gp; _Weight:_ –.
61. Book of Alendawen

**Appearance:** This book is warm to the touch, unusually so. Its cover is crafted from the scales of an unknown beast that have been formed into plates about 14” x 8” in size. These have been pierced along one edge and four iron rings hold the covers together and secure them to the 40 parchment pages inside. In sharp contrast to the cover, the pages of the book feel cool when touched. The writing is in elvish.

**Spells:** Gust of Wind, Jump, Legend Lore, Open/Close, and Protection from Spells.

**Special Features:** While most of the writing in the book is spent on spell descriptions and casting instructions there is a small section near the end of the book that details a valuable feat.

* Improved Caster Level (General): The caster can compensate for a lack of focus in his magical development

**Prerequisite:** Multiclass spellcaster

**Benefit:** The caster’s level in one spellcasting class is increased by one, but no higher than his character level. This applies only to the effects of spell casting and not purposes of legal number of prepared spells, hit dice, or any special abilities of the spellcasting class.

**Special:** This feat can be learned several times and stacks with itself.

**Example:** Yushu is a fifth level sorcerer. She advances in character level to six, and decides to advance as a rogue. She also acquires a new feat, and picks this one. Her caster level as a sorcerer is now sixth, so her fireball has range of 640’ and does six dice of damage, but the number of spells she can cast and learn are still those of a fifth level sorcerer.

**Notes:** This means that a multiclass spellcaster can increase the power of his spells up to his character level. It does not allow him to learn, prepare, or cast more spells. The caster’s level as a Paladin or Ranger (or any other class whose caster level is half the class level) cannot be improved past half his character level.

62. Codex Chalemos

**Appearance:** This “book” is a 48” x 12” sheet of rolled white silk trimmed with black embroidered patterns of bats, teeth, skulls, and eyes. Black silk rope at each end of the sheet is tied together when the book is rolled to keep it closed. All of the writing on the silk sheet is embroidered with red silk thread.

**Spells:** Animate Rope, Bone Armor*, Dragon Skin*, Iron Body, Mage Armor, and Stoneskin.

**Special Features:** None.

63. Rushnak’s Grimoire of Dark Arts

**Appearance:** This book consists of 306 parchment sheets bound with cord and two heavy plates of stone. The sides of the stone plates that touch the parchment have been sanded down to a fine surface while the outer sides have been left rough and natural.

**Spells:** All necromancy spells from the *Player’s Handbook*.

**Special Features:** None.

64. Dweomercraft of Ziramond

**Appearance:** The covers of this book are maple boards that have been finished with a dark paint. The pages, plain white paper, can only be seen by elves or arcane spellcasters who cast read magic on the book.

**Spells:** Mind Blank, Moon Spray*, and Wish.

**Special Features:** Other than the previous requirements for reading the contents, none.
65. The Libram of Aldred

**Appearance:** Not so much a book as the remnants of one, The Libram of Aldred is a back cover constructed of oak, silver, and brass, and 18 tattered parchment pages sewn to what remains of the book’s spine. The name of the book is derived from the writing on the last page. How the book came to be in its current condition is unknown.

**Spells:** A few partial illusion spells and one complete spell, Chatterbox.*

**Special Features:** The remaining portions of the book are immune to harm. Anything short of a wish spell cannot harm the pages or back cover.

66. A Guide to Goblinoids

**Appearance:** This book, written 300 years ago, is made of goblin skin that has been treated and stretched across a finely crafted wooden frame. The 100 pages inside were cut from the skins of numerous goblinoids, allowed to cure in the sun, and then sewn together to create sheets. Each page is bleached white but the stitching still shows clearly allowing anyone who looks at the page to instantly notice the number of patches of skin used in the construction of each page.

**Spells:** None.

**Special Features:** The book is filled with information on the physiology, culture, religion, battle tactics, and other assorted facts about goblinoid races. Anyone succeeding an Intelligence check (DC 25) at the end of two weeks of studying gains an ability comparable to that of the ranger’s Favored Enemy only applied to one goblinoid race. This bonus does not increase as the character gains levels but, if the character was already a ranger with the goblinoid race selected as a Favored Enemy, the +1 bonus successfully deciphering this book does stack with his ranger ability.

This book contains enough information for this bonus to be gained in regard to 1d4+1 goblinoid races of the gamemaster’s determination. A character may study the book multiple times, declaring a different goblinoid race as the focus of study each time before starting the study period. If a character fails a roll to gain the bonus he may never again attempt to learn the books secrets regarding that race.

67. Sumarlidi’s Workbook

**Appearance:** The Workbook is constructed of cow hide nailed to a wooden frame. The spine of the book is a richer-quality leather secured to the two covers with nails and thick thread. The 200 pages inside the book are folded parchment that has been stitched along the center to join the spine. The binding is durable though the book has suffered slight disfigurement from the elements.

**Spells:** Fire Shield, Grease, Guards and Wards, Lightning Bolt, Locate Object, Mislead, Sumarlidi’s Uncontrollable Fire*, and Undetectable Aura.*

**Special Features:** None.

68. Unbound Psionics

**Appearance:** This “book” is a solid gold cube 3” on a side. The only marking on the cube is a brain symbol etched into one side.

**Spells:** None.

**Special Features:** As long as this cube is in direct contact with a psionic character or creature it grants two bonus power points per day to the holder. If the cube is ever not in direct contact these bonus power points are lost (subtract two from the power points currently remaining). If the cube is physically changed in any way this ability is lost.

The cube grants these power points only once per day and on immediate contact with the first psionic character or creature it touches in a day. Any psionic character or creature coming in contact with the cube after the after its power has been shared that day receives nothing.

69. Ingjald’s Notes

**Appearance:** This book is 24” x 18” and contains 130 vellum pages. It’s a fairly common book with cheap leather covers without any writing or symbols. The corner caps, made of bronze, are green with age and one of them is missing from the front cover. A lot of the text inside the book has faded with age.

**Spells:** Dozens of partial spells but only the following are usable: Acid Fog, False Vision, and Rainbow Pattern.

**Special Features:** None.

70. The Red Book

**Appearance:** This is a leather-bound book, dyed red, with 120 parchment pages inside, all of which are also dyed red. The writing, in black ink, is difficult to read and makes it difficult to copy spells. It takes two days and a Spellcraft check (DC 25 + spell’s level) to copy a spell from this book.

**Spells:** Arcane Mark, Contagion, Enervation, Globe of Invisibility, Horrid Wilting, Invisibility Sphere, Secret Chest*, and Tiny Hut.*

**Special Features:** This evil tome is a trap. Anyone opening it and reading from its page must make a Will save (DC 30) or lose 1d4 points of Intelligence for a 24 hour period. Only on a successful Will save can the reader attempt to copy spells or use this book in any other manner. This save must be made each time the book is read though checks after the first successful save are easier (DC 18).
71. Words From Aethelredsson

**Appearance:** A 17" x 12" tome composed of two heavy covers of wood and platinum construction secured to twelve electrum plates that are finely etched. Words from Aethelredsson is a book of essays. The book is over 300 years old and much of the information inside is considered common knowledge by most sophisticated folk.

**Spells:** None.

**Special Features:** There is one small bit of information hidden inside the book that isn’t considered common knowledge. Aethelredsson spent several years of his life battling a forgotten mind flayer community and he recorded the conflict in this book. Though there are no miraculous abilities or secrets about mind flayers contained within the information on mind flayers does make the book valuable to scholars, historians, and those with an interest in those vile creatures.

72. Humanoid Anatomical Studies

**Appearance:** This white leather book has a thick strap and lock that secures it when not in use. The key is long lost. The pages inside, bleached parchment, consist of a small selection of spells and a detailed study of the anatomy of dozens of humanoid races. Each study is complete with illustrations and written descriptions of the various parts of the body. An autopsy was performed on each race discussed and the results of those operations are recorded here.

**Spells:** Bleeding Wound*, Disrupt Undead, Gentle Repose, and Magic Jar.

**Special Features:** The notes in this book can be used in conjunction with the Heal skill, doubling the amount of time necessary to use the skill but granting the reader a +5 bonus.

73. The Book of Bows

**Appearance:** This is an encyclopedia of magical bows. It includes most commonly-found enchanted bows and a few unique weapons that are of greater power. The book is 12” x 8” in size and bound in leather. The pages inside include detailed sketches and paintings of several of the bows discussed.

**Spells:** None.

**Special Features:** The last five pages of the book are devoted to the instructions for the construction of five different magic arrows. All of these arrows are described below.

* **Arrow of Animate Dead:** This barbed +I arrow is constructed of the darkest wood available and then painted black. The arrowhead, painted red, is cast from silver. On contact with the target, if it is dead, a blast of magical energy surrounds the target as the animate dead spell within is released. The target is under the control of the firer. The arrow does 1 point of damage if it strikes a living target.

  **Caster Level:** 9th; **Prerequisites:** Craft Magic Arms and Armor, animate dead; **Market Price:** 2,307 gp; **Cost to Create:** 1,153 gp 5 sp + 92 XP.

  * **Arrow of Domination:** At first glance this arrow looks like any other but, on closer inspection, arcane writings and symbols can be seen etched along its length. This +I arrow causes no damage when it strikes its target but, instead, forces the target to suffer the effects of the arcane spell, dominate monster. The effects of this arrow follow that spell exactly as if it were cast by a 17th level spellcaster.

  **Caster Level:** 17th; **Prerequisites:** Craft Magic Arms and Armor, dominate monster; **Market Price:** 7,657 gp; **Cost to Create:** 3,828 gp 5 sp + 306 XP.

  * **Arrow of Multiple Strikes:** These +I arrows are manufactured of only the finest woods and are tipped with gold arrowheads. The shaft of the arrow has 5 arrow symbols engraved along its length that glow white. Upon firing, the arrow splits into 5 separate magical arrows that may target a single foe or any number of creatures up to 5 (i.e., one arrow per creature). The arrows strike their target unerringly like the spell magic missile and, like that spell, deal 1d4+1 points of damage each.

  **Caster Level:** 9th; **Prerequisites:** Craft Magic Arms and Armor, magic missile; **Market Price:** 457 gp; **Cost to Create:** 228 gp 5 sp + 18 XP.

  * **Explosive Arrow:** Gray arrows that appear to be nothing more than common arrows. These +I arrows explode when they strike their target, causing 6d6 points of damage to the target. All characters and creatures within 10 ft. that succeed a Reflex save (DC 15) suffer only half damage.

  **Caster Level:** 6th; **Prerequisites:** Craft Magic Arms and Armor, explosive rules; **Market Price:** 907 gp; **Cost to Create:** 453 gp 5 sp + 36 XP.

  * **Arrow of Internal Agony:** These arrows are slightly longer than normal arrows and tipped with red-painted arrowheads. When an arrow of internal agony strikes a target it explodes in a flash of magical energy, igniting a fire deep within the target’s body. This does 5 points of damage per round for three rounds and then the fire is extinguished.

  **Caster Level:** 5th; **Prerequisites:** Craft Magic Arms and Armor, boiling blood*; **Market Price:** 757 gp; **Cost to Create:** 378 gp 5 sp + 30 XP.
74. Zeroun’s Deconstructions

Appearance: This book is 16” x 7” with a cover of giant lizard scales nailed to a wooded backing. The spine is a thick leather to which 100 vellum pages have been sewn. There are no markings on the outside of the book though the front of the cover has been stained with blood on one corner.

Spells: Acidic Vapors*, Black Lightning*, Fireball, Obscuring Mist, Protection from Spells, and Reverse Gravity.

Special Features: None.

75. Tome of Amulets

Appearance: The cover of this tome is manufactured of enchanted glass that has been painted black. The enchantment keeps the cover from breaking under common circumstances but any direct attack with a weapon will destroy. The glass is connected to a metal frame. The 300 pages within are all of plain paper.

Spells: None.

Special Features: This book catalogs hundreds of amulets, magical and otherwise. A small section of the book presents sketches and notes regarding the construction of a few unique magical amulets.

* Amulet of Balance: This amulet is a diamond-shaped piece of iron that hangs from a silver chain. The amulet bears the image of a cat or acrobat and grants a Dexterity bonus to the wearer of +2.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, cat’s grace; Market Price: 4,000 gp; Cost to Create: 2,000 gp + 160 XP.

* Steinthor’s Tool: The amulet is constructed of a small rodent’s skull and hung about the wearer’s neck with a strip of leather. All characters or creatures of the wearer’s choosing within 10 ft. must succeed a Will save (DC 12) or suffer a -2 morale penalty.

Caster Level: 4th; Prerequisites: Craft Wondrous Item, cause fear; Market Price: 8,000 gp; Cost to Create: 4,000 gp + 320 XP.

76. Of Skulls and Night

Appearance: The leather-bound book is decorated with a series of dancing skeletons, flying sculls, and a crescent moon symbol all on the front cover. The spine bears a second crescent moon symbol and 8 stars while the back cover is completely blank. The pages inside are of varying degrees of quality ranging from poor paper to expensive vellum. The higher quality pages have been bound into the book after its initial constructed and the spine shows where it was cut and widened with a piece of calf skin.

Spells: Animate Dead, Ghost Sound, Ghoul Touch, and Grave Claws.*

Special Features: Besides the spells, this book also reveals the mysteries of a new feat.

* Grave Claws Strike: Improves the caster’s abilities when using grave claws.

Prerequisite: Must cast grave claws.

Benefit: When attacking with grave claws this character inflicts an extra 1d4 damage.

77. Book of Unlimited Power

Appearance: This is a slender book with an iron cover that it joined to the spine with magically-fused joints. The spine, a leather-wrapped metal frame, is marked with faded elvish writing that can no longer be read. Opening the book reveals approximately 200 blank parchment pages. At the beginning of the book a section of about 50 pages has been ripped from the binding. What these pages contained is unknown.

Spells: None.

Special Features: None.
78. The Key of Anavol

Appearance: This large, leather-bound tome contains 29 parchment sheets sewn to the spine and 4 loose sheets of a slightly different color. An image of a key has been stamped on the cover and the writings inside include a map and written directions to a tower. Unfortunately, the map does not show names or a compass point making it a near-impossibility to determine exactly where the tower is located. The map shows mountains, a wide river, and a small forest.

Spells: None.

Special Features: If the tower on the map can be located, when pressed to the front door, unlocks the tower. The door resists all efforts to bash it down, both physical and magical, and can only be opened with the book.

79. The Collected Teachings

Appearance: This is not only one book but a series of books crafted hundreds of years ago. Each one is a thick tome of about 300 blank pages. The iron and copper covers of the book are simply titled, The Collected Teachings.

Spells: None.

Special Features: The book can sense the weakest ability of the reader and anyone spending five solid days going over the book, studying each blank page, may gain an ability increase. Make an ability check using the character’s lowest ability score (gamemaster decides which ability in the case of ties) and on a successful check (DC 18) that ability score is increased by one point. The book crumbles to dust as soon as it has been studied, even if the check failed.

80. The Unbearable Grimoire

Appearance: This hideous-looking tome actually changes the imagery on the covers before the viewer’s eyes, twisting and distorting to show an endless number of different grotesque images and scenes. Opening the book reveals a dozen pages, each scribbled on so horribly that the pages are difficult to read. All the time the book is being held open the covers continue to change, never stopping and never showing the same image twice.

Spells: Crushing Hand* and Grasping Hand.*

Special Features: To open the book the reader must succeed a Will save (DC 25) or fall victim to a power much like hypnotism. The book’s only command to those who fall under the spell-like effect is to place the book down. For 2d4 rounds after succumbing to the hypnotism affect the victim will not want to look at the book or pick it up.

81. Tome of Stitches

Appearance: The covers of this book are fabricated from human skin that has been stitched together and then wrapped tightly over a wooden frame. Human lips have been stitched into the front cover and two ears have been sewn to the spine. All of the pieces of flesh involved in the cover’s construction come from different bodies. Inside the book are 100 parchment pages. The writing in the book is in human blood.


Special Features: None.

82. Benefit of Bells

Appearance: A single gold bell, about 2” high, attached to a silver chain, is connected to the spine of this leather-bound tome. The book, about 19” x 12”, has roughly 200 parchment pages between the two brass covers.

Spells: None.

Special Features: When a bell rings near this book, the bell connected to the spine also rings, even if held in a way that it should not ring. The bell will not ring at any other time, no matter how hard a person tries to ring it. When the bell rings a random spell-like effect is cast by the book. Roll 1d4 and consult the following:

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>All characters and creatures within 10 ft. receive the benefit of <em>cure light wounds</em> as if cast by a 5th level cleric.</td>
</tr>
<tr>
<td>2</td>
<td><em>Bless</em>, as if cast by a 10th level cleric, is cast on the person holding the book.</td>
</tr>
<tr>
<td>3</td>
<td>Everyone within 5 ft. of the book gains the ability to cast <em>discern lies</em> at will for ten rounds. Use the character’s level as caster level for the spell.</td>
</tr>
<tr>
<td>4</td>
<td><em>Protection from evil</em>, as if cast by a 10th level cleric, is cast on the person holding the book.</td>
</tr>
</tbody>
</table>

83. A Guide to Armor Manufacture

Appearance: This book is common throughout the lands and several copies are known to exist, each copied from another. The book includes numerous instructions on crafting different types of common armors.

Spells: None.

Special Features: If this book is used by a character with Craft (Armorsmithing) a +5 bonus is applied to all checks but the time is doubled.

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101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires
84. The Gray Tome

**Appearance:** The Gray Tome is thin, constructed of an iron frame wrapped in silk. The pages inside are all of the richest vellum, each bearing the symbol of an open eye in the center of the page. The text is written above and below the eye symbol on each page. There are no identifying marks on the cover, no title page, and nothing else that could help reveal the creator of the book.

**Spells:** None.

**Special Features:** The eye symbol on each page blinks slowly. The effect is disturbing to say the least.

85. The Spellbook of Vladiassim

**Appearance:** This small book is not in any way impressive to look at. About 9" x 7", this leather-bound tome is red with the symbol of a raven painted on the cover. The 100 pages inside, all parchment, include a selection of transmutation spells and general notes regarding magic, spellcasting, and all things arcane.

**Spells:** Claws of the Demon*, Greater Magic Weapon, Passwall, Plane Shift, Slow, Snake’s Speed*, and Teleport.

**Special Features:** Some of the passages in this text reveal the secrets of concealing some aspects of spell-crafting. The following feat details this ability.

*Concealed Spell (Metamagic):* The caster has learned to pass off manipulating the components of casting a spell as some other activity.

**Prerequisites:** Dex 15+

**Benefits:** Whenever the caster casts a concealed spell, it’s obvious he is doing something, but observers must make a Spot check opposed by his Perform check to realize he is casting a spell. Spells that have obvious effects (such as a fireball) are just as obvious once they have been cast. Characters who make Spellcraft checks to determine what spell he is casting suffer a -2 penalty to their roll.

A Concealed spell takes up a spell slot 0 levels higher (it uses the same spell slot as normal).

86. Writings of Despair

**Appearance:** This book is very tall and narrow, 36" x 10". The covers are made of long oak planks that are connected at the spine with a strip of leather that has been nailed to the planks, the nails bent over on the reverse side. The book is blackened and dented, some edges broken off leaving a jagged strip of wood that gives splinters to bare flesh. The 40 pages inside are similarly abused though the poetry they contain is still legible.

**Spells:** None.

**Special Features:** None.

87. Librer Praevalida

**Appearance:** A large, heavy book with wooden covers and 100 parchment pages that are laced together with thick leather along the narrower edge of the book. The book does not contain any spell information but it does contain numerous essays on knowledge and intelligence.

**Spells:** None.

**Special Features:** This book of knowledge may increase the Intelligence score of anyone who reads it for a temporary period. After one day of study the reader must succeed an Intelligence check (DC 15) and, on success, the reader’s Intelligence score is increased by 2 for 48 hours. The book may be used any number of times but, each time after the first, there is a 5% chance that use of the book will permanently reduce the Intelligence score of the reader by 2.

88. Majestic Magics

**Appearance:** This book is made of dragon-scale covers and pages fashioned from the leathery wings of dragons. The writing inside is done with silver ink that glows red under a full moon.

**Spells:** Dispel Magic, Light, Magic Circle Against Evil, Scrying, and Teleportation Circle.

**Special Features:** Majestic Magics contains, besides the previously listed spells, an explanation to arcane spellcasters on the functionality and use of wisdom as a basis for magic. The feat below details this information in game terms.

*Craft of the Wise (General):* The caster’s magic is rooted in his Wisdom and insight.

**Prerequisites:** Ability to cast arcane spells without preparation, Wisdom 13+.

**Benefit:** The caster uses his Wisdom score as the key ability score for all arcane spell use, including maximum level of spells he can cast and bonus spells per day. This feat only affects arcane spells that he casts without preparation (such as the spells of a bard or sorcerer), not arcane spells that require preparation (such as those of a wizard).

**Special:** The caster can take this feat only at 1st level.

89. Book of Decay

**Appearance:** This small, unassuming book looks like most others you would find in any typical library or bookshop. It is 8" x 5" in size, leather-bound, with 50 parchment pages.

**Spells:** None.

**Special Features:** On contact with flesh the book’s evil powers immediately inflict the holder with rot flesh* as if cast by a 12th level spellcaster.
90. Tale of the Mountain

**Appearance:** This book has 30 papyrus pages sewn to a leather spine. The spine is fastened to a wooden frame that is mangled, twisted and broken in places. The remnants of silk and leather hang from the frame, evidence of what constituted the covers of this book. The work inside is a fable about a dwarf, a mountain, and an eternity of mining. It’s an old tale that many have heard but few have ever understood.

**Spells:** None.

**Special Features:** None.

91. The Book of Drinks

**Appearance:** This heavy book is illustrated and filled with an unparalleled amount of information regarding alcoholic beverages. The plain leather covers and parchment pages are evidence of a purchased blank book that was intended as a journal or diary.

**Spells:** None.

**Special Features:** The book details hundreds of different drinks and is an invaluable aid to taverns across the land. It includes the recipes for two “original” drinks from the author of the book. The author was perfectly capable of recording the drink creations of others but his two contributions to the book, Winter Rogue and Scarlet Hammer, are bland and unoriginal.

92. Mining Techniques of the Dwarvish Kingdoms

**Appearance:** This large stone book, with twenty stone pages, is 25” x 18” in size and weighs 135 lbs. The book is always transported within a stone chest that is covered in dwarvish runes. The information inside is of extreme value to any who practice the art of mining deep beneath the earth.

**Spells:** None.

**Special Features:** None.

93. The Bible of Ozyciel the Unclean

**Appearance:** This book claims to be the religious bible of a once powerful god. The information within covers the responsibilities of clergy and worshippers of this evil god including everything from eating habits to sleep to sacrifices. Sages cannot find any proof that this “god” ever existed or was worshiped. Some speculate that the book is from another world.

**Spells:** None

**Special Features:** This book is, in fact, from another world. If a spellcaster uses the book in the casting of gate spell the spell will create an opening to the world this book originated in. This, unfortunately, destroys the book in the process.

94. Spellbook of the Unknown Caster

**Appearance:** This unmarked spellbook is a large, metal-bound tome with 37 wrinkled parchment pages.

**Spells:** Banishment, Cone of Cold, Evasion*, Explosive Runes, Statue, and Vanish.

**Special Features:** The secrets within this book assist a spellcaster in the creation of new spells.

* Secrets of Spellcraft (General): The caster has gained access to secret, hidden, or forgotten lore that assists him in the research of original spells.

**Prerequisites:** Spellcaster capable of casting 4th-level spells or higher, Knowledge (Arcana) 6+.

**Benefit:** The caster gains a +4 bonus to Spellcraft checks but only for the purpose of researching new spells.

**Special:** A character may only take this feat after three weeks of studying this book.

95. The Journal of the Wandering Hermit

**Appearance:** This pocket-sized journal is constructed of leather with parchment pages. Inside are the detailed notes of a crazed spellcaster known to bards as “The Wandering Hermit.”

**Spells:** Arcane Mark, Daze, Detect Magic, Hold Portal, Read Magic, Shield, Sleep, and Web.

**Special Features:** None.
96. Encyclopedia of Poisons

Appearance: This is a thick, battered book built with wooden covers and 100 parchment pages that have been bound together with ten iron rings. The covers have been painted green and a white skull has been painted on the front cover. The paint is fading, revealing the wood beneath.

Spells: None.

Special Features: The Encyclopedia of Poisons includes written instructions regarding dozens of different poisons including sketches of necessary components and possible applications for each poison. The book instructs someone with Craft (Poison)* in the art of creating the following new poison.

✠ Minotaur’s Blood: This is a dark, thick red liquid that is created from the blood of a minotaur mixed with cyanide and ground bone fragments from any magical creature. The poison may be delivered through injury or ingestion. Initial injury damage is 1d6 Constitution loss and secondary damage of 2d4 Constitution loss. Craft DC 22 (injury), 20 (ingested). Save DC 25 (injury), 23 (ingested). 3,200 gp.

97. Crow’s Grimoire

Appearance: The covers of Crow’s Grimoire are constructed on bone, flesh, and wood. The two pieces are joined along the spine with treated flesh that has been cut into strips, each piece run through holes in the covers and the pages of the book and knotted. The pages inside, bleached white parchment, are covered with necromantic symbols and scratchy writing.


Special Features: Besides the spells listed above, this book also presents a method of sustaining spell length. To use this in your campaign, use the following feat:

✠ Sustain Incantation [Metamagic]: You can sustain a spell through concentration.

Prerequisite: Concentration 5+

Benefit: When you cast a non-instantaneous spell with the Concentration metamagic, you can extend the spell duration by concentrating upon it. The amount of time that you concentrate on the spell is not counted against the total duration of the spell. Once your concentration is broken (purposefully or otherwise) the regular duration ensues. Effectively, the spell has a duration of Concentration + (normal duration).

98. Broken Teeth

Appearance: Humanoid teeth are glued to the wooden covers of this book, covering the entire surface of the front, back, and spine of the book. The pages inside are sewn to the leather binding that is nailed securely to the covers with rusted nails. This is an evil clerical tome.

Spells: All Evil Domain from the Player’s Handbook.

Special Features: When held by a good-aligned character the book automatically attacks, the teeth and wood warping into the shape of a mouth. This attack succeeds automatically, dealing 1d4 points of damage per round the book is held.

99. Book of the Monk

Appearance: This is a 34” x 7” sheet of rice paper rolled on a bamboo stick. The writing is flowery and decorative and obviously the work of a graceful hand.

Spells: None.

Special Features: A monk studying this book for three weeks that makes a successful Wisdom check (DC 25) is a more deadly opponent in combat. Permanently after a successful check the monk’s unarmed strike ability is treated as if the monk were two levels higher than he actually is.

100. The Journey

Appearance: This red leather book is about 12” x 9” and contains 57 vellum sheets, several of them loose from the binding. The information inside is a diary record of a sea voyage that took place 30 years ago.

Spells: None.

Special Features: The book includes a fairly detailed section on the use of ropes. Any character studying this book for one week gains the skill Use Rope on a successful Dexterity check (DC 15). If the character already has the skill, a successful check grants the character a +2 bonus to all future Use Rope checks.

101. The Book of Minor Spells and Incantations

Appearance: This slender tome is bound in the skin of an unidentified planar creature slain over 100 years ago. The book was constructed for a master wizard but, before he could use it, it was stolen by his apprentice who wasted the quality book on a collection of 0-level spells he stole from his master. What the book could have been, if the master had been given the chance to use it, will always remain unknown.

Spells: All 0-level arcane spells from the Player’s Handbook.

Special Features: None.
Craft (Poison)

The age-old craft of distilling toxic liquids and powders from plants, animals, and minerals is dangerous to crafter and victim alike, and is often highly illegal in civilized lands. This sub-skill includes all forms of poison preparation, from grinding mineral powders to milking serpents to deliberately concentrating the sap inside toxic plants.

**Check:** Crafting a poison has a base DC equal to the poison’s DC, plus the following modifiers:

<table>
<thead>
<tr>
<th>Poison Type</th>
<th>DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Contact</td>
<td>+2</td>
</tr>
<tr>
<td>Energy Drain</td>
<td>+6</td>
</tr>
<tr>
<td>Ingested</td>
<td>-2</td>
</tr>
<tr>
<td>Inhaled</td>
<td>+0</td>
</tr>
<tr>
<td>Injury</td>
<td>+2</td>
</tr>
<tr>
<td>Permanent damage</td>
<td>+4</td>
</tr>
<tr>
<td>Two-stage*</td>
<td>+4</td>
</tr>
<tr>
<td>Three-stage*</td>
<td>+6</td>
</tr>
</tbody>
</table>

*Two-stage poisons require that the victim come into contact with two components rather than one, and three-stage poisons require that the victim come into contact with three components. The poison DC is equal to the most difficult component of the bunch.

Raw materials for most poisons are hard to come by, and cost at least three-quarters of the market price. At the GM’s discretion, some raw materials (such as foxglove and hemlock) are actually very easy to obtain, and cost just one-tenth the market price for the poison.

Each successful Craft (Poison) check yields one dose of poison.

**Retry:** If check is failed by a margin of 5 or more half the materials are ruined and must be purchased again.

**Special:** If the character has 5 or more ranks in Alchemy, he gets a +2 synergy bonus on Craft (Poison) checks.

Knowledge (Dwarves)

This catch-all skill involves history, arcana, religion, heraldry, and other knowledge as it pertains to dwarves. Bards, wizards, and all dwarves may take this as a class skill.

Knowledge (Necrology)

This skill represents a character’s entire knowledge of the realms of undeath and the utilization of negative energy. It may be used to identify specific undead or manifestations of negative energy and predict their possible threat or abilities, as well as in more regular studies.

**DC 10:** Telling the difference between a zombie and a ghoul.

**DC 15:** Recognizing a vampire as it manifests its powers.

**DC 30:** Recalling the history and lore of a famous lich.
Absorb Dead Flesh
Necromancy (Evil)
Level: Sor/Wiz 2
Components: S, M
Casting Time: 1 action
Range: Touch
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

By placing a hand upon a corpse (a dead, and not undead, body) the caster absorbs the flesh of the corpse, healing himself for 1d6 points plus 1 point per level of the caster.

Once cast on a corpse, the corpse shrivels and decomposes rapidly, leaving only a bare skeleton. This spell may only be used once on any corpse.

Absorb Dead Flesh does not work on any corpse that does not have some rotten meat hanging from its bones.

Material Component: A corpse.

Acid Arrow
Conjuration (Creation) [Acid]
Level: Sor/Wiz 2
Components: V, S, M, F
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Effect: One arrow of acid
Duration: 1 round +1 round/three levels
Saving Throw: None
Spell Resistance: Yes

A magical arrow of acid springs from the character’s hand and speed to its target. The character must succeed at a ranged touch attack to hit the character’s target. The arrow deals 2d4 points of acid damage. There is no splash damage. For every three caster levels (maximum 18), the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage for that round. At 3rd–5th level, the acid lasts for 2 rounds; at 6th–8th level, the acid lasts for 3 rounds, to a maximum of 7 rounds at 18th level.

Acidic Vapors
Transmutation (Acid)
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./level)
Effect: One for or gas type spell already in effect at time of casting
Duration: 1 round/level or until affected spell expires
Saving Throw: Fort half
Spell Resistance: Yes

The spell turns any pre-existing for or gas-related spell (obscuring mist, stinking cloud, etc.) into corrosive fumes. The properties and effects of the existing spell remain unchanged. In addition to those effects, all creatures within the fog take 1d6 points of damage for every 3 caster levels each round they remain within its confines.

Material Component: The stomach of a poisonous toad.

Black Lightning
Evocation (Death, Electricity, Evil)
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

With this spell the caster launches crackling black lightning at the target creature, dealing 1d6 points of damage per 2 caster levels (maximum 10d6). Half the damage is electricity damage, but the rest is evil energy from the lower planes which is not affected by resistance to electricity (evil creatures, creatures native to evil planes, and creatures immune to death effects are not affected by the profane energy).

Material Component: A piece of humanoid scalp and a rod of black crystal.

Black Tentacles
Conjuration (Creation)
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: 1d4 tentacles + one tentacle/level, all within 15 ft. of a central point
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

This spell conjures many rubbery black tentacles. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot—including water. There are 1d4 such tentacles, plus one per caster level, appearing randomly scattered about the area. Each
tentacle is 10 feet long (Large) and saves as the character does. It has AC 16, 1 hit point/per caster level, an attack bonus of +1/per caster level, and a Strength score of 19 (+4 bonus). It is immune to spells that don’t cause damage (other than disintegrate).

Each round that a tentacle is not already grappling someone or something, starting the round after it appears, it makes a grapple attack at a random creature or object within 10 feet of it. These attacks take place on the character’s turn. The tentacles do not attack each other, nor do they attack objects that are smaller than a Medium-size creature. The attacks are like regular grappling attacks, except that they don’t provoke attacks of opportunity from opponents. Also, they cause 1d6 points of normal damage (+4 for Strength), not subdual damage. A tentacle maintains its grapple even after its subject is dying or dead.

Bleeding Wound
Necromancy
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 2 rounds/level
Saving Throw: None
Spell Resistance: Yes

This powerful necromantic spell accelerates injuries to living tissue, making wounds more serious. With this spell, even a small cut can cause a subject to bleed to death, as the wound resists all attempts to stop the flow of blood.

A ranged touch attack must be made against the subject. If successful, the subject will lose one extra hit point every time it takes damage from any source, each round, for the duration of the spell. This effect does not apply to subdual damage. Stopping this bleeding requires magical healing or a Heal check (DC 15). This spell has no affect on undead, animated objects, or outsiders.

Material Component: Bladed weapon buried with a corpse for at least one year.

Blood Knife
Necromancy
Level: Sor/Wiz 3
Components: V, M
Casting Time: 1 action
Range: Touch
Target: One pool of blood
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

With this spell the caster transforms a small pool of blood into a crimson-colored knife almost a foot in length. The weapon does 1d6 + the caster’s character level in damage and remains solid for a number of minute’s equal to the caster’s character level. If the spellcaster uses the weapon to attack he is granted a +1 bonus to all attack rolls. Someone other than the caster for may use the weapon as long as it exists.

When the spell expires the weapon reverts back to blood and drips slowly down the hand of whomever is currently holding it. The blood may not be reformed into a second knife or used in conjunction with any other spell.

Material Component: Blood. At least eight ounces of blood must be used.

Boiling Blood
Necromancy
Level: Sor/Wiz 3
Components: S
Casting Time: 1 action
Range: Touch
Targets: One opponent
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

The caster must make a successful touch attack when casting this spell. On a successful strike the target’s blood instantly begins boiling, causing a number of points of damage equal to three times the caster’s level, maximum of 48 points.

Bone Armor
Necromancy
Level: Clr 2, Nec 1
Components: V, S, M
Casting Time: 1 action
Range: Caster
Effect: Protect caster
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

This spell creates a layer of bony ribs on the caster’s arms, legs, and torso, as well as a skull-like helmet. The effect is to provide the caster with a +7 natural armor bonus (AC 17) against all physical forms of attack. The bone armor is destroyed by the attacks it absorbs; when it has absorbed hp of damage equal to twice the caster’s level, the armor falls into useless brittle shards.

Material Component: A rib bone from a humanoid slain within the last seven days.
Burrowing Bony Digits
Necromancy
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: Up to five creatures, no two of which can be more than 15 ft. apart.
Duration: See text
Saving Throw: Reflex partial
Spell Resistance: Yes

By means of this spell, the caster causes up to five skeletal fingers to streak forth and imbed themselves in the flesh of the targets. Each digit inflicts 1d6 points of damage upon striking its target. They do not stop there, though.

Any creature that failed its Reflex save was unable to extract the bony digit before it could lodge itself into the wound. The bony digit continues to penetrate the creature’s body for one round for every three levels of the caster, dealing 1d6 damage per round. Once the bony digit is lodged in the wound, it cannot be extracted.

Material Components: Five humanoid fingers stripped of flesh and muscle. The individual finger bones must then be tied together with black thread.

Call Undead
Necromancy, Enchantment (Compulsion)
Level: Nec 1
Components: V, S, M
Casting Time: 1 hour
Range: Medium 1 mile/level
Effect: Attracts undead
Duration: 8 hours
Saving Throw: Yes
Spell Resistance: Yes

With this spell the caster creates an invisible magical beacon that attracts undead like moths to a flame. Once the ritual is properly performed, any undead within range make their way directly to the site without delay. Once there, they remain in the area for the remainder of the spell’s duration. There is no guarantee that the undead are friendly, but the caster may attempt to awe or control the undead through normal means.

Uncontrolled undead attack the caster, returning to their lairs if they succeed in killing the one who disturbed their rest. If the caster leaves the site, the undead go first to the site and then follow after the caster for the remainder of the spell duration, unerringly sensing his current location. In such a case, the control roll is made for each undead whenever it first encounters the caster. Should any undead fail to reach the caster before the spell duration elapses, each returns to its own lair.

The effects of this spell are keyed to the caster’s level with regard to the potency of the undead so contacted. If the caster’s level is 1st through 5th, only skeletons and zombies will answer the summons. Once the caster reaches 6th level, ghouls, ghasts, and shadows will also respond. At 11th level, the caster can compel wights, wraiths, and mummies to come, and at 15th level and above even vampires, spectres, and ghosts must make the journey. Liches are immune to this spell, although they will hear the call and may investigate on their own accord out of curiosity.

Material Component: A small funerary bell (1 gp).

Cannibalize
Necromancy
Level: Nec 3
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Hp transfer from undead
Duration: Instantaneous
Saving Throw: See below
Spell Resistance: Yes

The caster steals hit points from low-level undead to heal his injuries. For each HD of undead destroyed by the spell, the caster gains 1d3 hit points. The caster cannot gain hit points beyond his maximum, merely replace those lost by injury or disease. The spell affects undead of up to 4 HD.

However, the process is dangerous, because it infuses negative energy into a living body. If the caster gains hit points equal to two-thirds of his total by this method, he must make a Fortitude save (DC 19). Failure results in immediate transformation into an undead state as a free-willed creature of darkness – typically an intelligent skeleton or zombie. Despite the danger, this spell can be immensely handy in a tight spot, buying a necromancer time to escape or re-group by sacrificing mindless minions.

Chatterbox
Illusion (Glamer)
Level: Brd 2, Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One object
Duration: 1 minute/level
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This spell imbibes the chosen object with an enchanted mouth that immediately begins to speak a non-stop stream of inane chatter, old stories, and broken fragments of conversation. The caster chooses the type of voice, whether
male or female, deep or soft, but cannot mimic a known voice. If cast on two objects near one another, the voices hold a complete conversation, with both objects constantly interrupting each other and allowing no moment of silence.

All creatures within 30 ft. of the object must make a Will save each round or be distracted by the constant chatter. Affected creatures stand dumbfounded, attempting to remember what they were doing before the chattering began. Any creature that is attacked automatically succeeds at his next save attempt.

Attempting to cast spells or activate command word magic items within the spell’s area requires a Concentration check with a -4 penalty to the roll. Speaking and hearing within the area are also difficult. Creatures trying to communicate with anyone outside the radius of the spell are foiled, unable to get their messages out through the incessant talking. If two creatures within the spell’s area attempt to communicate, the receiver must make a Listen check (DC 15) in order to decipher the message.

A bard’s countersong ability suppresses chatterbox for as long as he sings, up to his normal limit.

Objects worn or carried by another creature are unaffected by this spell, though a creature picking up an affected object does not break the enchantment.

Claws of the Demon
Transmutation
Level: Clr 1, Evil 1, Sor/Wiz 1
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 3 rounds/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell transforms the target’s hands into long, sharp claws. The subject is able to inflict 2d8 points of slashing damage as a normal melee attack, and is considered armed for the duration of this spell.

The subject also suffers a -2 circumstance bonus to all Charisma-based checks for the duration of this spell, due to the fearsome appearance of the claws.

Material Component: The hand or paw of any clawed creature.

Crushing Hand
Evocation
Level: Sor/Wiz 9, Strength 9
Components: V, S, M, F/DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: 10-ft. hand
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

Creates a Large magic hand that appears between the character and one opponent.

The hand can interpose itself, push, or crush one opponent that the character selects.

When interposing the floating, disembodied hand moves to remain between the character and the opponent, regardless of where the character moves or how the opponent tries to get around it, providing nine-tenths cover (+10 AC) for the character against that opponent. Nothing can fool the hand—it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt to hide or disguise himself. The hand does not pursue an opponent, however.

When pushing, the hand pursues and pushes away the opponent that the character designates. Treat this as a bull rush with a +18 bonus on the Strength check (+12 for Strength 35, +4 for being Large, and +2 for charging bonus, which it always gets). The hand always moves with the opponent to push him back the full distance allowed, and it has no speed limit. A very strong creature could not push the hand out of its way, but it could push the hand up against the character by successfully bull rushing the hand.

When grappling the hand can grapple one opponent that the character selects. The hand gets one grappling attack per round. Its attack bonus to make contact is the character’s level + the character’s Intelligence, Wisdom, or Charisma modifier (for wizards, clerics, and sorcerers, respectively), +12 for the hand’s Strength score (35), -1 for being Large. Its grappling check is this same figure, except with +4 for being Large instead of -1. The hand deals 2d6+12 points of grappling damage (normal, not subdual).

The hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as the character when undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don’t cause damage do not affect it. The hand cannot push through a wall of force or enter an antimagic field. It suffers the full effects of a prismatic wall or prismatic sphere. The hand makes saving throws as its caster. Disintegrate or a successful dispel magic destroys the hand.

Arcane Focus: A glove worth no less than 40 gp.
**Darkhood**
Conjuration (Creation)

**Level:** Bard 1, Sor/Wiz 1
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Medium (100 ft + 10 ft/level)
**Target:** One living creature
**Duration:** 1 round/level (D)
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

The target of this spell has its head (or visual apparatus) covered in a hood or blindfold of magical darkness and is considered blinded for the duration of the spell. The hood disappears when the spell expires. Creatures who possess the exceptional abilities blindsight or tremor sense are unaffected by this spell.

**Dead Man’s Eyes**
Necromancy, Divination

**Level:** Nec 1, Sor/Wiz 1
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Touch
**Effect:** See dying vision
**Duration:** 1 round
**Saving Throw:** None
**Spell Resistance:** No

With this spell the caster sees the last thing seen by the target corpse. The body cannot be more than 3 days old per level of the caster. The point of view is the same as the last moment of the target’s life; anything behind the target or outside its range of vision cannot be seen. The spell does not improve the target’s vision, so someone who died in darkness reveals only blackness, even if the caster has darkvision. However, if the deceased has special vision then the caster will see events with that sight.

Visions created by this spell are very vivid, emotionally charged, and often extremely unpleasant. The caster must make a Fortitude saving throw at the end of the vision (i.e., the moment of death) or pass out for 1d10 rounds from the psychic shock of sharing in the target’s death.

**Material Component:** A whole eye from the target creature.

**Desiccate**
Evocation (Air)

**Level:** Air 3, Sor/Wiz 3
**Components:** V, S, M/DF
**Casting Time:** 1 action
**Range:** Medium (100 ft + 10 ft./level)
**Area:** 30-ft. radius square
**Duration:** Instantaneous
**Saving Throw:** Fort half
**Spell Resistance:** Yes

This spell removes moisture from all inanimate objects in the area of effect. Wooden objects in the area become dry and brittle, possibly crushing themselves under their own weight. Food becomes stale and hard, though still edible. In the case of fruits this can actually increase the amount of time they are edible. Affected items worn by creatures and all magical items receive saving throws to avoid the effects of this spell. Failure causes 3d6 points of damage to the object.

**Dragon Skin**
Abjuration

**Level:** Sor/Wiz 5
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Touch
**Targets:** Creature touched
**Duration:** 10 minutes/level or until discharged
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

Much like stoneskin, the warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains all of the effects of stoneskin plus a +5 AC bonus.

**Material Component:** A piece of a dragon’s scale, worth no less than 300 gp.

**Evasion**
Transmutation

**Level:** Brd 3, Sor/Wiz 3
**Components:** V, S
**Casting Time:** 1 action
**Range:** Touch
**Target:** Creature touched
**Duration:** 1 minute/level
**Saving Throw:** None
**Spell Resistance:** Yes

This spell grants the subject the benefit of the evasion ability. Evasion allows a character who makes a successful Reflex save for half damage against an affect to take no damage instead. Evasion does not work in armor heavier than light armor. Characters who already have the evasion ability gain no benefit from this spell.

**False Flavor**
Illusion (Glamer)

**Level:** Brd 0, Sor/Wiz 0
**Components:** V, S
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** 1 cubic foot/level of food or drink
**Duration:** 1 minute/level
**Saving Throw:** Will disbelief (if tasted)
**Spell Resistance:** Yes (object)
This spell gives an edible object any sort of flavor desired by the caster. For example, oatmeal can be made to taste like rare steak or smoked flounder, and vinegar could taste just like ale or fruit juice. The spell can’t change the actual nature or quality of the food or drink. Spoiled food remains spoiled, and poisoned food is still deadly, but any taste of poison or spoilage can be hidden with this spell.

Flame Bolt
Evocation (Fire)
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. +10 ft./level)
Target: One or more creatures, no two of which can be more than 15 ft. apart.
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

With this spell the caster creates two flaming missiles, plus one for every two levels of experience past first. Thus, a caster will have two bolts at 1st level, three bolts at 3rd, four bolts at 5th, etc.

This spell differs from the more common magic missile in that it provides more missiles, does fire damage, requires a ranged touch attack roll for each bolt, and has no upper limit on the number of bolts created. Each flame bolt that hits its target does 1d4+1 points of damage.

Material Component: A pinch of sulfur.

Focus of the Magical Mind
Divination
Level: Brd 2, Magic ●, Sor/Wiz 2
Components: V, S, F/DF
Casting Time: 1 action
Range: Personal
Target: Caster
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This spell grants the caster increased magical focus and concentration. The caster gains a +1 bonus to Will saving throws, and a +2 enhancement bonus to all Concentration checks and caster level checks to beat spell resistance for the duration of the spell.

Arcane Focus: Small glass lens worth at least 100 gp.

Grasping Hand
Evocation
Level: Sor/Wiz 7, Strength 7
Components: V, S, F/DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: 10-ft. hand
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

Creates a Large magic hand that appears between the character and one opponent. This floating, disembodied hand then moves to remain between the two, regardless of where the character moves or how the opponent tries to get around it.

The hand can grapple one opponent that the character selects. The grasping hand gets one grappling attack per round. Its attack bonus to make contact is the character’s level + the character’s Intelligence, Wisdom, or Charisma modifier (for wizards, clerics, and sorcerers, respectively) +10 for the hand’s Strength score (31), -1 for being Large. Its grapple check is this same figure, except with +4 for being Large instead of -1. It holds but does not harm creatures it grapples.

The hand can also bull rush an opponent. The hand pursues and pushes away the opponent that the character designates. Treat this as a bull rush with a +16 bonus on the Strength check (+10 for Strength 31, +4 for being Large, and +2 for charging bonus, which it always gets). The hand always moves with the opponent to push him back the full distance allowed, and it has no speed limit.

A very strong creature could not push the hand out of its way, but it could push the hand up against the character by successfully bull rushing the hand.

The hand can interpose itself between the caster and the opponent. Interposing provides nine-tenths cover (+10 AC) for the character against that opponent. Nothing can fool the hand—it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt to hide or disguise himself. The hand does not pursue an opponent, however.

The hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as the character when undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don’t cause damage do not affect it. The hand cannot push through a wall of force or enter an antimagic field. It suffers the full effects of a prismatic wall or prismatic sphere. The hand makes saving throws as its caster. Disintegrate or a successful dispel magic destroys the hand.

Arcane Focus: A glove worth no less than 20 gp.
**Grave Claws**
Necromancy
**Level:** Nec 1
**Components:** V, S
**Casting Time:** 1 action
**Range:** Personal
**Effect:** Hands become claws
**Duration:** 1d3 rounds
**Saving Throw:** None
**Spell Resistance:** No

The caster’s hands grow sharp, blackened claws, capable of tearing iron and shredding flesh. He gains a natural attack form with his usual base attack bonus, inflicting 1d6 points of damage per attack. Since the caster temporarily gains natural weaponry, he suffers no attack of opportunity for unarmed attacks. Grave claws can combine with other touch attack spells, such as chill touch, ghoul touch, greater chill touch*, shocking grasp, and Touch of the Wraith.*

*Grave claws allow the caster to dig through soft dirt and clay at a rate of 5 ft./round.

**Greater Chill Touch**
Necromancy
**Level:** Sor/Wiz 3
**Components:** V, S
**Casting Time:** 1 action
**Range:** Touch
**Targets:** Creature or creatures touched (up to one/level)
**Duration:** Instantaneous
**Saving Throw:** Fortitude half
**Spell Resistance:** Yes

As chill touch except that it deals 2d6 points of damage and 2 points of temporary Strength damage. A successful Fortitude saving throw reduces hp and Strength damage to half.

**Harvest Flesh**
Necromancy
**Level:** Sor/Wiz 2
**Components:** V, S
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One creature
**Duration:** Instantaneous
**Saving Throw:** Will negates
**Spell Resistance:** Yes

This horrible spell rips the flesh from a single creature, exposing the meat beneath. The target must succeed a Will check or suffer 1d6 points of damage + 1 point per caster level as the flesh is peeled instantly from one limb of the target’s body. This damage takes twice as long to heal unless magical healing is used.

**Hideous Laughter**
Enchantment (Compulsion)
**Level:** Brd 2, Sor/Wiz 2
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** 30 ft.
**Area:** 30-ft. radius sphere centered on the caster
**Duration:** 1 round/level
**Saving Throw:** See text
**Spell Resistance:** Yes

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing. After the spell ends, it can act normally.

Creatures with Intelligence scores of 2 or lower are not affected. A creature whose type is different from the caster’s receives a +4 bonus on its saving throw, because humor doesn’t “translate” well.

**Horrific Aspect**
Illusion (Phantasm) (Fear, Mind-Affecting)
**Level:** Sor/Wiz 6
**Components:** V, S
**Casting Time:** 1 action
**Range:** 30 ft.
**Area:** 30-ft. radius sphere centered on the caster
**Duration:** 1 round/level
**Saving Throw:** See text
**Spell Resistance:** Yes

By means of this spell, the caster changes his appearance to that of a horrifying humanoid monster, complete with skeletal head, burning eyes, and wicked claws and fangs. So unnerving and convincing is the illusion, which includes visual, audible, tactile, and thermal components, that it has the following effects on creatures within 30 ft. who see the caster:

**Hit Dice of Viewer**

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<td>7 to 8 (Will save negates)</td>
<td>Shaken</td>
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Creatures above 8 HD are unaffected by horrific aspect.

Those entering the area during the spell’s duration must make a save, but creatures that make their save and later reenter the spell’s area do not have to make a new save.
Identify Undead
Necromancy
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 action
Range: 60 ft. quarter-circle emanating from the caster
Area: 30-ft. radius sphere centered on the caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Through the use of this spell, the caster may divine the nature of any undead he faces. This spell immediately informs the caster of the type of all undead within the area of effect with Hit Dice no greater than his caster level.

Keen Eyes of the Hunter
Divination
Level: Drd 2, Rgr 2, Sor/Wiz 2
Components: V, S, M/DF
Casting Time: 1 action
Range: Personal
Target: Caster
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

The caster’s hunting senses are temporarily enhanced by this spell. He receives a +2 insight bonus to all Search, Spot and Wilderness Lore checks, and a +1 insight bonus to all non-magical ranged attacks. The caster gains these benefits only if he is outdoors.

Arcane Material Component: A feather from an eagle, falcon, or hawk.

Moonspray
Evocation (Light)
Level: Brd 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft + 10 ft/level)
Area: 10’ radius burst
Duration: Instantaneous
Saving Throw: Reflex negates and half (see text)
Spell Resistance: Yes

With this spell, the caster creates brilliant beams of moon-light that explode outward from a designated point, dealing 1d8 points of damage +1 point per caster level to all creatures in the area (maximum +20 damage). In addition, all creatures caught in the burst of moonlight are blinded for 1d4 rounds. A successful Reflex saving throw negates the blindness and reduces the damage by half. Moonspray does not deal extra damage to undead or creatures adversely affected by sunlight.

Material Component: A crystal or glass bead.

Prolong Life
Necromancy
Level: Clr 7, Sor/Wiz 7
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Living creature touched.
Duration: 1d10 years
Saving Throw: Fort negates (harmless)
Spell Resistance: Yes (harmless)

This spell temporarily stops all aging in the target. For 1d10 years, the target does not grow physically older. Additionally, any magical aging is absorbed by prolong life. Absorbed years shorten the duration of prolong life by the number of years absorbed. A Fortitude save prevents the pause in aging.

Material Component: A handful of sand from an hourglass.

Rot Flesh
Necromancy
Level: Nec 6
Components: V, S, M
Casting Time: 1 action
Range: 1-ft. radius/level
Effect: Corrupts living flesh
Duration: Permanent
Saving Throw: Fort half
Spell Resistance: Yes

Putrefaction and decay are familiar effects to practitioners of the necromantic arts. By casting this spell, the caster creates a field of corruption that speeds up the breakdown of all living flesh (except his own) within range. All living creatures within the area of effect must make a Fortitude save. Those who fail suffer 1d6 hp damage/caster level; those who succeed suffer only half that amount. This damage cannot be healed by magical means short of a heal spell.

Material Component: A piece of rotten flesh taken from a corpse no more than three days old.

Secret Chest
Conjuration (Summoning)
Level: Sor/Wiz 5
Components: V, S, F
Casting Time: 10 minutes
Range: See text
Target: One chest and up to 1 cu. ft. of goods/caster level
Duration: 60 days or until discharged
Saving Throw: None
Spell Resistance: No

The caster hides a chest on the Ethereal Plane for up to 60 days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the...
etch’s actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, the character must make a tiny replica (of the need to survive. The chest must be exceptionally well crafted and expensive, constructed for the character by master crafters. The cost of such a chest is never less than 5,000 gp. Once it is constructed, the character needs the replica to recall the chest. After 60 days, there is a cumulative chance of 5% per day that the chest is irrevocably lost. If the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp.) The character can have but one pair of these chests at any given time—even wishes do not allow exceptions. The chests themselves are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, the character casts the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. The character needs the replica to recall the chest. After 60 days, there is a cumulative chance of 5% per day that the chest is irrevocably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a wish spell, that the large chest can be summoned back, although it could be found by going to the Ethereal Plane.

Living things in the chest eat, sleep, and age normally; and they die if they run out of food, air, water, or whatever they need to survive.

**Focus:** The chest and its replica.

**Shadowbound**

Evocation (Darkness)

**Level:** Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature/caster’s level, maximum of 6.

**Duration:** 1 day/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

When the caster invokes this spell, he must select up to six creatures within range. Those who fail a Will save are bound to each other, their shadows merged into a single unit, and unable to move more than 5 feet away from each other. This does not prevent them from moving together, but coordinating such movement is difficult, and all such movement is at half rate.

**Shadow Aura**

Illusion

**Level:** Sor/Wiz 2, Clr 2

**Components:** V, S, M, DF

**Casting Time:** 1 action

**Range:** Touch

The spell envelopes the target in a dark, frightening aura that manifests itself as dark shadows. The darkness radiating from the target makes him appear larger and somewhat indistinct, and grants the benefit of one-quarter concealment (a 10% miss chance). It also makes the target appear more frightening and powerful (providing a +4 circumstance bonus to Intimidate checks and making all opponents suffer a -1 morale penalty on attacks against the target).

**Material Component:** The skull from a slain infernal creature or fiendish animal.

**Shadowbound**

Evocation (Darkness)

**Level:** Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** Special

**Saving Throw:** Will negates (special)

**Spell Resistance:** Yes

Through this spell, the caster gathers a small amount of negative energy and unleashes it as a ball of dark power. This force flares for just the briefest instant, weakening and stunning the victim as it is enveloped by a swirling cloud of darkness.

The target temporarily loses 1d4 points of Strength and is treated as stunned on its next round. In addition, the subject suffers a -2 morale penalty to attack rolls, ability checks, skill checks, and saving throws for 1 round per 2 caster levels. Strength is regained at the rate of 1 point per day.

**Shatter Bone**

Necromancy

**Level:** Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Touch

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fort half

**Spell Resistance:** Yes

With this spell the caster snaps the bones of the target, splintering them with a single touch. The target takes 3d4 points of damage plus 1 point per level of the caster. On a successful Fort save the target takes only 1/2 damage from this spell.

**Material Component:** A small piece of human bone.
Skeletal Spikes
Necromancy
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: Caster
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

The use of this spell causes the caster’s bones to warp and writhe, until large, wickedly sharp spikes burst forth from under his skin. These bony spikes make it exceedingly difficult for any enemy to approach without suffering nasty wounds. The caster is granted 1d3 additional gore attacks per round that count as natural weaponry and cause 1d6 damage.

NOTE: Only undead spellcasters may use this spell without penalty. If used by a living creature, it will automatically be reduced to 0 hit points.

Material Component: A horn or spike from a creature of at least 3 HD.

Snake’s Speed
Transmutation
Level: Brd 3, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: Yes

The subject gains the benefit of the Dodge, Mobility, and Quick Draw feats. If the subject already has one or more of these feats, there is no additional benefit from gaining it through this spell. For example, a subject that already has the Dodge feat does not get an additional +1 AC if this spell is cast upon him, although he still gains the benefits of the Mobility and Quick Draw feats.

Material Component: A scale from a living snake that is swallowed when the spell is cast.

Spider Bite
Evocation
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell inflicts minor damage on the target, 1 point per level of the caster. This touch attack leaves the mark of a spider bite on the target’s skin and it takes three days for this mark to fade. As long as the target is marked, all spider bite attacks deal an extra 2 points of damage.

Example: A character who suffered spider bite is hit again by the spell in less than 24 hours. The caster, 4th level, inflicts 4 points of damage with the spell and the target suffers another 2 points due to the already existing spider bite mark. The target now has two marks and if a third spider bite touched him while the those marks remain he would suffer an additional 4 points of damage over that of the attack (2 for each mark).

Material Component: A spider’s leg.

Spirit Knife
Necromancy (Death)
Level: Clr 7, Sor/Wiz 7
Components: V, S, F
Casting Time: 1 action
Range: 0 ft.
Effect: One knife.
Duration: 1 round/5 levels
Saving Throw: Fort partial
Spell Resistance: Yes

This spell creates a knife of crackling necromantic energy that the caster uses to slay or severely injure his opponents.

The caster must succeed at a melee attack against his opponent, at which time the target must make a successful Fortitude save or die. If the save is successful, the target still receives 1d6 points of temporary Constitution damage.

Focus: A knife or dagger.

Sudden Grave
Necromancy
Level: Sor/Wiz 1
Components: S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: Yes

With this spell the caster causes a grave to be opened beneath the target’s feet. The target must make a Reflex save (DC 15) or fall into this 6 ft. deep grave. If the target fails the save he is stunned for one round.

Material Component: A pinch of dirt from an occupied grave that is still fresh (the body has been buried less than a week).
Sumarlidi’s Uncontrollable Fire
Evocation (Fire)
Level: Sor/Wiz 2, Fire 2
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. +10 ft./level)
Target: One creature per round.
Duration: 1 round/level
Saving Throw: Reflex half
Spell Resistance: Yes
This spell creates a ball of flame that attempts to attack a random target anywhere within range each round. The caster must make a Will save (DC 12) each round. If he succeeds, then he may select any target within range; if he fails, then the fire attacks a random target. The caster is never targeted by the spell, but his allies may be. The ball inflicts 4d4 points of fire damage on a successful hit; a Reflex save halves the damage.

Summon Shadow Raven
Conjuration (Summoning)
Level: Clr 3, Sor/Wiz 3
Components: V, S, F/DF
Casting Time: 1 full round
Range: Close (25 ft. +5 ft./2 levels)
Effect: Summons shadow raven.
Duration: 1 round/level of caster
Saving Throw: None
Spell Resistance: No
This spell summons a shadow raven from the Demi-Plane of Shadow (see p. 00). Once the raven is on the spellcaster’s plane, the spellcaster may attempt to bind it as a familiar.

The shadow raven enters this world through any shadow within range of the spell, so the spell won’t work in total darkness or total light. The shadow raven serves faithfully for the spell’s duration. If the spellcaster has the proper tribute, the shadow raven may serve as a familiar. The GM is the final arbiter for what tribute is appropriate.
Arcane Foci: A small, shiny object and a shadow.

Shadow Raven
Small Undead Animal (Incorporeal)
Hit Dice: 2d8+2 (11)
Initiative: +3 (Dex)
Speed: fly 60 ft. (Good)
Armor Class: 15 (+3 Dex, +1 size, +1 deflection)
Attacks: Incorporeal claw +3
Damage: Incorporeal claw 1d2 temporary Strength
Face/Reach: 5 ft. x 5 ft. x 5 ft.
Special Attacks: Strength Damage
Saves: Fort +1, Ref +4, Will +2
Abilities: Str –, Dex 16, Con –, Int 2, Wis 11, Cha 12
Skills: Hide +10, Listen +5, Spot +5
Feats: Flyby attack

Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always Chaotic Evil
Advancement: 2-3 HD (small)

Shadow ravens are undead birds created to serve as familiars and pets. Most are gifts from evil gods or manufactured by necromancers by some unknown ritual. They have the general size and shape of regular ravens, but are entirely made of shadows. Their eyes glow dark red, and their cries are screeching whispers. They will obey their masters but are willful and sly. They are always looking to feed (see below).

Combat
Shadow ravens love to attack out of the night sky, dive-bombing the unaware. When indoors, they lie in wait in high, dark corners, always watchful for opportunities.

Strength Damage: On a successful strike, a living creature suffers 1d2 points of temporary Strength damage. A creature reduced to 0 Strength in this way dies. This is the only way a shadow raven can feed.

Undead: The shadow raven is undead, and is immune to all mind-affecting spells, disease, stunning attacks, critical hits, poison, paralysis, subdual damage, or death from massive attack.

Incorporeal: The shadow raven is impervious to damage except by enchanted weapons, magic, or other incorporeal creatures. Any damage sustained from a corporeal source has a 50% chance of not affecting the shadow raven. Shadow ravens may pass through solid objects at will.
**Temporal Slam**

Transmutation

**Level:** Sor/Wiz 8

**Components:** V, S

**Casting Time:** 1 full round

**Range:** Close (25 ft. +5 ft./2 levels)

**Target:** One creature or object.

**Duration:** 1 hour/level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

For whatever duration he desires up to the spell’s maximum, the caster pushes that target creature and its carried gear (or any one object of medium-size or smaller) out of time. The target vanishes immediately, and it no longer exists in the world’s normal time stream while the spell lasts. If the target is a caster, any spells or effects the target was maintaining are affected as though the target just died.

During the period in which it is outside time, the target cannot be located with scrying or similar divinations. Not even a wish or miracle can bring the target back earlier or dispel the temporal slam, since no magic remains within the normal flow of time to dispel.

When the spell ends, the target returns to the same location from which it disappeared. If some other object occupies that space, the target is harmlessly shunted into the nearest open space. For the target, no time has elapsed. A target creature will have effectively been transported into the future from its perspective. When the target returns, any timed phenomenon such as poison onset or the duration of abjuration spells will pick up from the point when the target vanished.

**Tiny Hut**

Evocation [Force]

**Level:** Brd 3, Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** 20 ft.

**Effect:** 20-ft.-radius sphere centered on the character’s location

**Duration:** 2 hours/level (D)

**Saving Throw:** None

**Spell Resistance:** No

The caster creates an unmoving, opaque sphere of force of any color the character desires around his or her self. Half of the sphere projects above the ground, and the lower hemisphere passes through the ground. Up to nine other Medium-size creatures can fit into the field with the character; they can freely pass into and out of the hut without harming it. However, if the character removes him or her self from the hut, the spell ends.

The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises, respectively, the interior temperature on a 1-degree-for-1 basis (thus, if it’s -20° outside, inside it’ll be 50°). The hut also provides protection against the elements, such as rain, dust, and sand-storms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the hut is a hemisphere. The character can illuminate it dimly upon command or extinguish the light as desired. Note that although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).

**Touch of the Wraith**

Necromancy

**Level:** Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 round

**Range:** Touch

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

When this spell is cast, crackling necromantic energy wreathes around the caster’s hand. A successful touch attack deals 1d6+1 points of Constitution damage for every two levels of the caster’s experience. A target’s Fortitude save halves the normal damage. A target whose Constitution score is reduced to 0 by this spell is so overwhelmed by necromantic energies, he falls unconscious (instead of dying, as normal) until he regains at least one point of Constitution. Touch of the Wraith has no effect on undead, constructs, and similar beings.

**Uncontrollable Weeping**

Enchantment (Compulsion)

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Close (25 ft. +5 ft./2 levels)

**Target:** One living creature

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

A weeping character is considered helpless (see DMG), but can still move 5 ft./round by crawling across the floor while sobbing. A weeping character that attempts to communicate verbally must make a second Will save or be unable to speak intelligibly. Success allows the target to speak, but does not negate this spell.

**Material Component:** A tiny piece of onion.
Underceivable Aura
Illusion (Glamer)
Level: Magic 1, Sor/Wiz 1
Components: V, S, F
Casting Time: 1 action
Range: Touch
Target: Object touched weighing up to 5 lb./level
Duration: 1 day/level

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Saving Throw: None (see text)
Spell Resistance: No

This spell allows the caster to mask a magic item’s aura from detection. If the object bearing undetectable aura has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object’s actual qualities if he succeeds at a Will save.