

# Black Dragon

Volume 1, Number 3

IN THIS ISSUE:

- Generating spellbooks
- A new monster inspired by the Rankin Bass *Hobbit* cartoon of 1977.
- Wizardly miniatures





# THE BONE AGE



**WEIRD-SCHOOL ROLEPLAYING  
AVAILABLE AT [DRIVETHRURPG](http://DRIVETHRURPG)**



## Black Dragon 3

### IN THIS ISSUE:

- Generating unique spellbooks
- Goblins!
- Wizardly miniatures

### Editing, Graphic Presentation, and Photography

Bill Edmunds

“Curious Volumes” by John T. Jessop

“Down, Down to Goblitown” by

Bill Edmunds

“Figuratively Speaking” by Bill Edmunds

Cover Art © Wren Hunter of Freehand Transmute

Cartoon by Mike Tenebrae

Other artwork © Jack “Badashki”

Black Dragon vol. 1, no. 3 ©2021

Bill Edmunds. All rights reserved.





# RED MISTS

SWORDS AGAINST SORCERY



**D**ISMEMBER

**I**MPALE

**C**RUSH

**E**VISPERATE

©Eric Lefgren

AVAILABLE IN PRINT AND PDF AT [DRIVETHRURPG](http://DRIVETHRURPG)





# CURIOUS VOLUMES

A CATALOGUE OF ELDRITCH TOMES BY JOHN JESSOP

*Once upon a midnight dreary  
While I pondered weak and weary  
Over many a quaint and curious volume  
of forgotten lore...*

Spellbooks are integral to the legacy of tabletop roleplaying games. However all too often, a spellbook is just that: a book of spells, perhaps with a perfunctory Glyph of Warding inscribed on it. This table of authors, locations, and additional lore aims to rectify that, grounding your OSR campaign's spellbooks in the history of your setting: who wrote them, what sort of lore did they put inside, and where you might be able to find it.

These tables, as with all tables, are a toolkit. Use the tables all together to generate treasure and rumors for a hex-crawl or sandbox campaign. Use the "Written By" table to add character and texture to the books used by enemy spellcasters: most wicked mages have a few stolen spellbooks. Finally, the Additional Lore and Quirks table can be utilized both for spellbooks of your own generation to add a fun semi-random element to them, or as part of either of the other tables to generate tempting scores for the greedy mages amongst your table. If there's one thing that any adventurer worth their salt knows, it's that mages are always greedy.



## Written By...

When you roll on this table, you'll be faced with a few questions that need to be answered. Firstly, is the author alive or dead? Second, did they give the book/work away that they made willingly? Third, regardless of whether or not they're alive or dead, where are they?

The answers to these questions might never come up in your campaign, but

answering them lets you have a firmer grasp on the history and people of the world, and gives you an interesting NPC to work with in the bargain. Imagine the look on the face of a magic-using player when their character crosses paths with the individual that created the spellbook they now carry and the shenanigans (pleasant and otherwise) that can ensue as a result.

**TABLE I: WRITTEN BY... (d100)**

01	A mad poet, given to murderous flights of fancy. The book is written in iambic pentameter.
02	An unabashed hack, barely capable of casting spells but possessed of incredible enthusiasm. His name is John. Please be kind. He's new at this.
03	The last queen of a fallen empire, stately and doomed. Finished as her last redoubt fell to the enemy.
04	The whims of a faerie over the course of a single afternoon. The text blithely assumes that you know much of what they speak of.
05	A dwarven runesmith who poured their life and soul into this book. The cover is bound in iron, adamant, and mithril.
06	A pompous professor of the history of magic, schooled in it's theory but unable to cast spells themselves. The tone is condescending, dry, and painfully obscure. It's value as a reference text is undermined by the loquacity of it's author, and their insistence upon the unified field theory of arcane practice, a thoroughly discredited field of study now relegated to the fringes of magio-historical documentation. Moreover, the writer takes especial issue with mana theory, and devotes an unnecessary amount of time to vociferous ad hominem attacks against that theory's leading proponents. It is 6,133 pages long. With annotations and commentary by the author and his associate professors.
07	A famous halfling chef, who obviously thought that they were writing a cookbook. "Now if you can't find fresh virgin's blood, store-bought is fine."
08	A demon prince, with a heart-warming and bloodcurdling dedication to their cambion daughter written just inside the cover of tooled unicorn leather.



09	A renowned duelist, skilled in the arts of battle magic. The text is less a book and more a collection of napkins, unpaid tavern bills, and pieces from other spellbooks stitched together with a simple wooden binding. Much of its text is preoccupied with re-tellings of the duelist's exploits, perhaps a third of which actually happened.
10	Spawned from the body of an unnatural creature. The book's pages are leathery membranes, and its binding suggests a pair of open jaws. It will not open unless it is fed raw meat. Do not rub its belly, no matter how tempting it might be. Those who do and who fail a Charisma check (or handling animal proficiency check) are bitten savagely for 1d4 damage.
11	Uncredited. The author was an outcast with a price on their head, and wrote the book on the run for them and their associates. Any useful information is written in code, and the margins are scrawled with secret communications and inside jokes.
12	The court mage of a nearby kingdom. How it ended up here, no one can say. The book is of virgin parchment and leather, clasped in silver and gold, and each page is lovingly illuminated in fine paint and gold leaf.
13	Terror of the northlands, Anixstor Icefang whose breath is the death of day, whose wings shadow the land like a blizzard, and whose penmanship is fucking atrocious.
14	Not a spellbook at all, but a terrible novel penned by a stinking apothecary. The pages are smudged with coffee and dirt. Surprisingly, if you can endure the prose arcane secrets can be gleaned from sentences so bad that they scar the mind. Anyone who reads the entire thing through loses 1 point of Intelligence permanently.
15	The diary of a dryad's first love, written upon the fallen leaves of her sacred tree. Each chapter is marked with a kiss.
16	A gnomish instruction manual on the maintenance and handling of homunculi. Reading it allows a spellcaster to create them themselves, provided that they're ok with the homunculi occasionally disobeying their orders (Morale Check at +0 to obey an order that puts the homunculus in danger). Writing in a spidery, cramped hand, it uses "thingamajig" and "the doodle" distressingly often for a technical manual.
17	The Queen of Thorns, a gorgon monarch of the southern reaches. The pages are made of paper thin slices of stone, the petrified skin of those who have displeased here. Needless to say, it contains the spells Stone Shape, Flesh to Stone, and Stone to Flesh.
18	A mercenary diviner whose shifting loyalties were tied to the whims of fate. The last page of the book is different each day, bearing cryptic predictions of troubles that will face the bearer on the morrow. These are always true, but couched in metaphor and symbolism.



19-31	<p>Plagiarism! Roll twice, once for the true author of the text, and once for the person or creature they're attempting to plagiarize.</p> <p><b>Roll 1d6 to see how good the likeness is:</b></p> <p><b>1:</b> Terrible! It's obviously a fake, and anyone stupid enough to use it will suffer for their foolishness. The spells contained within will backfire on their caster, the rites will have disastrous consequences, and the lore is laughably wrong.</p> <p><b>2:</b> Deeply Flawed. As above, but after generating the tome, pick one element of the text that the forger got right. Reading the tome takes twice as long as it normally would.</p> <p><b>3:</b> Serviceable: It's not worth as much to a buyer as it would be, and takes twice as long to read and copy spells from, but there's useful information to be found.</p> <p><b>4:</b> Good. The lore is all correct, it's organized properly, and only a skilled appraiser would suspect it to be a forgery.</p> <p><b>5:</b> Excellent. Only magic can reveal the deception.</p> <p><b>6:</b> Remarkable. In a strange twist of fate, the forger improved upon the plagiarized text. Roll twice on the Contents table.</p>
32-42	<p>Multiple Authors (Roll Twice More) or if you prefer, apply the descriptors to the same person.</p>
43	<p>A hedge witch, whose blunt and simple instructions are somewhat coarse, but very readable. The book is simply bound in oxhide with rough parchment pages. It smells of sage, rosemary, and blood. Reading it completely grants you knowledge of herbalism.</p>
44	<p>The blind monks of Vel, who use smooth pebbles inscribed with the arcane symbols of their order and looped together onto a leather strap to record their secrets. Besides being difficult for your enemies to decipher, the stones can be used as a whip in combat. On an attack roll of 1, the stones shatter in an explosion of arcane energies, dealing 1d6 damage to all creatures in a 10 ft radius (save vs. Breath Weapon,, successful save: half damage).</p>
45	<p>A mimic who has sworn off eating sentient prey in the pursuit of a career in the theatre. It's in the shape of a spellbook in order to prepare for an opportunity in a prestigious acting troupe. You would think this means that the book contains no useful knowledge. You would be wrong. This mimic is devoted to The Method. Roll as normal.</p> <p>If the mimic is discovered, it will engage in combat but will endeavor to dramatically fake it's death, only to return as a different spellbook after 1d4 days. Only if there is no other option will the mimic break character and explain its artistic process.</p>

46	Written upon the cured hides of wild beasts, it is the musings of a druid who had spent the past 30 years in the form of a wolf, changing back only occasionally. The text occasionally drifts into descriptions of the scents and sounds of magic. Reading the entire text through renders you incapable of eating anything but prey you have killed yourself. You gain the scent and keen hearing of a wolf as well, and can see in the dark.
47	The secret lover of a famous necromancer; written under a pseudonym who learned many secrets by their partner's side. The book's cover is of human skin, and studded with human teeth. The teeth are remarkably straight and well-taken care of, resembling the dazzling smile of a famous bard who recently disappeared. The book contains the spells Animate Dead and Speak with Dead, regardless of its other contents.
48	A sergeant in the army of a far-off lord, who wrote a treatise on battle magic. The text is deeply concerned with unit cohesion and martial competency, and requires regular drilling over the course of a week to understand properly with 3 people who are proficient with at least 1 melee weapon. The pages are stained with blood, and scorched by fire. The text contains the spells Magic Weapon, Message, Wall of Stone, and Faithful Hound.
49	An ankheg farmer; whose mastery of alchemy is second only to his laconic sense of humor. Included are the recipes for a distillate of ankheg acid that deals 1d10 damage and instantly dissolves organic materials it's exposed to, fermented ankheg secretions strong enough to knock a dwarf on their ass, and purified ankheg pheromones which create a lovely (and valuable) but have the mostly undesirable effect of attracting amorous ankhegs (Replace 1d4 entries on your random encounter table with 1d4 Ankhegs).
50	<p>The racial spore-memory of a myconid colony incarnated into a single mushroom. Breathing deeply of the spores releases the information INTO YOUR MIND, after which your body becomes a host for symbiotic myconid spores and you gain the ability to shoot out the following spores once per day:</p> <p>Communication (Creatures in a 25 ft radius may communicate with you telepathically)</p> <p>Spore Zombie (A dead humanoid in a 25ft radius is animated under your control as a spore zombie. You may animate only one at a time).</p> <p>Each time you do so, you also seed the beginnings of a myconid colony provided there are damp conditions and dead organic material nearby.</p>
51	A wandering bard, whose tome is a loosely tied bundle of music sheets, song lyrics, and notes on the locations of taverns and inns, their prices, their quirks, and whether or not they're hiring. The information is scattered throughout the book, but is largely up to date and contains 3d6x10 such facts, and 1d6x10 songs. The bard's crowning glory is a song entitled "Anyway, Here's Wall of Wonders." It's going to be big.



52	<p>The seventh daughter of a seventh son, blessed and cursed with undeniable and uncontrollable magical power. She did not write the book, which used to be a biting satire of a local magistrate's government. Magic itself wrote over it, transforming it into a potent book of spells.</p> <p>The tome contains 1d4 spells of each spell level but each time the book is opened there is a cumulative 10% chance that the book itself casts one of the spells written within it (randomly determined), centered on the book or targeting a randomly determined appropriate target nearby.</p> <p>What remains of the satire A Magistrate's Folly is also quite good.</p>
53	<p>An orc shaman, whose fight against the mind flayers who came yearly to snatch away his clan's children is a testament to the will and dedication of those who fight against the darkness. Reading the entire tome thoroughly and practicing with a partner (a process that takes about a month) is enough to learn Orcish.</p>
54	<p>A heretical priest cast out from their order because of their fascination with unholy lore. Contains Lesser Planar Binding, Magic Circle, and Planar Binding. The ruined monastery's location is noted in the introduction, written in a desperate and messy hand. "They are almost upon me, to claim what is owed. Ruin has come to my order, to our family. What lurks beneath has poisoned the land and all my hopes with it. If you read this, I am dead or worse. Take what you have learned here and undo my sin."</p>
55	<p>The most exalted and revered morsel, raised from egg and glutted with magic to be consumed by the dragon god. Written upon discarded dragon scales in pidgin draconic, this tome contains Invisibility, See Invisibility, Silence, and Major Image. Those who read the tome under the light of magical flame, or under the influence of See Invisibility will note that the corpulent kobold planned a daring escape from the lair of it's draconic master. Included is a painstakingly accurate map of the creature's lair.</p>
56	<p>A lawmage on the take, whose spellbook is filled with copious notes detailing the identities, modus operandi, aliases, and crimes of 1d4+2 prominent underworld figures. The cover is inscribed with a simple motto: Always calm, always brave. Contained within the cover is a small pocket filled with an extradimensional space only accessible to those who have taken bribes, and which will only accept dirty money. It contains 1d10x10 silver pieces.</p>
57	<p>A notorious pirate captain, whose spellbook is part auto-biography and part captain's log for the Dauntless which was rumored to have met its end at the tentacles of a great Kraken, but in fact was miraculously transported to the elemental plane of water. Beyond hints at the hiding place of the Dauntless, the book contains accurate seamaps and the Find Familiar spell, which no matter the caster's alignment only summons a parrot. The parrot can speak in Common, but only uses nautical and piratical language.</p>

58	A brewer of goodly ales and fine potions, co-written with her husbands. Contains the recipes for 1d6+2 potions along with notes on their flavor, alcohol content, ideal food and potion pairings (no roll needed on the position miscibility table for such mixings), and "mouthfeel."
59	A gnomish engineer; noted for their facility with earthworks and fortifications. Disturbingly fixated on tunnels, variously described as "lovely", "transcendent", and "voluptuous." Contains the Move Earth and Wall of Stone Spells but any use of the spell creates a tunnel with a hidden door directly beneath it. It is left to the spellcaster's discretion as to whether or not the tunnel is indeed voluptuous.
60	The head librarian of the Collegia Arcana, an exclusive wizarding guild who only accepts the most prestigious applicants. Exhaustively organized, with a detailed Table of Contents and Index, it is a breeze to study; learning from and copying spells into the book takes half the normal time and increases the chance of learning a spell from the book by 10%.The tome contains 1d2 spells from each spell level, along with a reference list of the collegia library's organizational system and animated graffiti and doodles placed there by troublesome apprentices.
61	The head jeweler of a lord amongst the Djinn, whose neat workbook is written in Auran with an arrowhawk quill (used as a bookmark) and bound in magically thickened cloudstuff.The inner cover contains a long and flowery dedication to their patron and benefactor and to their Djinni husband. Contained are detailed accounts of magical rings that they made for the Djinn (included are the recipes for 1d3 magical rings) along with subtle allusions to affairs and scandals amongst the royal family.The dynasty would no doubt pay dearly to have this book back, as would the authors Gensai children and grandchildren.
62	A laborer in the Circus Fantasticus, who learned the rudiments of magic as a result of their close friendship with the group's fire breather; Aria the Lava-Lady. Contained within are a record of her struggles and triumphs in studying pyromancy. Her earnest joy is infectious, even if the carnival dialect it's written in is nigh-unreadable. Contains the spells Burning Hands, Continual Flame, and Pyrotechnics.
63	An apprentice necromancer who knows not the grave trouble they are stirring up.All the more so because they are a middling student of the black arts at best. Contains the Animate Dead spell, but with significant errors. Each time the spell is cast, a skeleton or zombie is animated somewhere within 1 mile of the caster, uncontrolled and ravenously hungry for the flesh of mortals.



64	<p>An unspecified magical tutor; who herein has written a primer for young apprentices of the magical arts.  A is for Abjuration.  B is for Banishing  C is for Conjunction  D is for Dispellation  The whole thing is rather tiresome if you already know how to cast spells, but invaluable if you are just starting out. Contains the spells Read Magic, Prestidigitation, and Light.</p>
65	<p>An ambitious young artist and illusionist, with aspirations towards becoming a famous critic of performance magic. Their work tends towards the Avant-Garde and subversive, and has been banned in three kingdoms. Contains the spells Arcane Mark, Major Image, Silent Image, and Mirror Image.</p>
66	<p>An arcane porter in a fabulously wealthy extraplanar metropolis. Not exactly authored by them; the spellbook is company-approved boilerplate amended by the laborers notes in the margins, with many particularly ridiculous rules and regulations crossed out. Possessing it allows you to do a decent approximation of a member of the city's porter's guild. It contains the Floating Disk, Unseen Servant, Mage Hand, and Levitation spells.</p>
67	<p>A tired bureaucrat working as a customs officer in a sprawling magocracy who's obviously just counting the days till they can collect a pension. Contains the spells Hold Person, See Invisibility, and Locate Object.</p>
68	<p>A sewer worker; and member of the city's muckraking guild (containing within it's prestigious ranks gong farmers, sewer workers, rat-catchers, and plumbers). Contained within is a comprehensive map of the city's sewers, including 1d4 secret chambers and passages not commonly known by the public along with the find familiar spell (which regardless of the caster's alignment summons a small but ferocious dog whose can Detect Vermin within a 100 ft radius at-will).</p>
69	<p>Unknown authorship, but the writer is obviously very, very, Nice. Evil aligned creatures take a -1 penalty to Saving Throws while carrying it.</p>
70	<p>An abjurer whose theory of arcane defense is heavily based on obscure and complex mathematical functions. Reading the book and obtaining anything useful from it requires knowledge of Arithmetic, Calculus, and Non-Euclidean geometry. Contains the spells Dispel Magic, Magic Circle, Mage Armor, and Antimagic Field but casting them requires an Intelligence check if you do not have a thorough grounding in the byzantine mental labyrinth masquerading as theory that this author has conjured up. Failure means that the spell is fundamentally flawed in some way (GM's discretion).</p>

71	<p>A goblin sorcerer whose patron deity seems to be the concept of explosions. What follows is an ecstatic pursuit of the biggest booms, with the loudest bangs in all of the multiverse. Predictably, the book is falling apart. Its cover (presumably once leather) is burnt black and hangs off of it in scraps, many pages are malformed or missing entirely, and what little readable parchment is left is filled with crude pictograms of the Divine Boom. Filled with 1d3 damage dealing spells of each level from 1 through 3 from the school of Evocation. Each spell learned from this book is super-charged: its area of effect is double what it normally would be, and it deals 1.5 times the normal damage but comes with a 10% chance of rebounding horribly on the caster and those around them.</p>
72	<p>A shady dealer in "previously owned" magical items, who penned this treatise as part of a concerted advertising campaign. Included are detailed descriptions of the command words, provenance, previous owners "I assure you this wand has lost none of its potency. It was used by a little old witch but once a week", and a glowing description of their uses and benefits, along with prices and the location of messengers who will fulfill order requests for 3d6 such items. The descriptions of command words and powers are accurate, but the prices are inflated, and the items are very much not "gently used".</p>
73	<p>An old lighthouse keeper, driven mad by the ceaseless pounding of the surf upon the shore and the whispers of ancient and unfathomable depths. Written in the keeper's blood, amongst other things. In between increasingly disjointed ramblings are the spells Control Water, Dancing Lights, Light, Darkness, and Conjure Water Elemental. It also contains an excellent recipe for clam chowder.</p>
74	<p>A merry, and some would say overenthusiastic, fitness instructor to a young lord, tasked with both his magical and physical training. The book is shorty, punchy, and constantly, insistently upbeat. Each nugget of arcane wisdom enclosed within is wrapped up in such gems as:</p> <p>    "And one and two and swish and flick and fill the power RISING THROUGH YOU. Come On! You can do it!"</p> <p>    "People spend thousands of gold on counselors and on digging up the past. If you dig up the past, you find relics which might be cursed. Try to forgive yourself and get back on that ride."</p> <p>    "Number one, like yourself. Number two, move your body when you cast spells. Number three, squeeze your buns. That's my formula"</p> <p>    Contains the spells Bull's Strength and Haste.</p>
75	<p>A beastwarden of the southern forests, ally to the lizard-riding druids of the realm. Contains the spells Charm Animal, Locate Person, and Endure Elements along with knowledge about the flora and fauna of the southern woods. On the inside of the cover is inscribed the slogan "Only thee can preventeth f'rest fyres." The tome is enchanted to be impervious to flames.</p>



76	<p>A fortune teller who within the pages of the book chronicles with unerring and disturbing detail the circumstances leading up to you obtaining it, ending with "If the true fate of each mortal soul is to be realized, you must have and use this book." In secret, the GM should roll d%:</p> <p><b>01-49:</b>The fortune teller has seen great things in your future, and it is the will of fate that you succeed.The book contains 1d6 spells of levels you cast that in the GM's judgment would be of significant use to you in your current quest.</p> <p><b>50-98:</b>The fortune teller has seen terrible tragedy in your future, and this must come to pass.The book contains 1d6 spells of levels you cast that in the GM's judgment will land you in terrible trouble (a summoning spell in a land where summoning extraplanar creatures is punishable by death or imprisonment, fireball in a swamp filled with flammable gases, gaseous form in a place with uncontrollable winds, etc.)</p> <p><b>99-100:</b>The fortune-teller's prediction was about a different person entirely and the circumstances of you acquiring the book just happen to be identical. If this is the case, the book shows signs of wear on the spine and smudge marks on some of the pages. It contains 1d6 spells of levels you can cast, but related to entirely unrelated circumstances.</p>
77	<p>A dealer in forbidden elixirs and reagents with a long list of customers, who are chronicled (along with their running debts and personal preferences) in this dirty little chapbook.The book contains the names of 3d6 ruffians, low-lives, sellswords, and down-and-outers along with their preferences and a few outstanding debts. It also contains the names of 1d4 influential and respected people in the community. Information that is worth hundreds of gold in (very dangerous) blackmail material. It also contains the recipes to synthesize an addictive drug from any of the following:</p> <ul style="list-style-type: none"> <li>• Giant Frog Slime (hallucinogenic, see things for 1d4 hours)</li> <li>• Carrion Crawler Poison (dissociative for 1d3 minutes)</li> <li>• Myconid Spores (sedative for 1d2 hours)</li> <li>• Assassin Vine Flowers (sedative, gentle -1 to all rolls for 5 minutes)</li> <li>• Pixie Wings (Stimulant, Poisonous Effects as the spell Haste for 1 minute then save vs. poison or take 1d6 damage).</li> </ul>
78	<p>The lowliest apprentice of the Collegia Arcana, who was put to work cleaning the grand hall each eve. Lighting candles, fetching water, cleaning the stained glass windows of the library, and the like.This book is actually a copy ofThe Fundamentals of the Arcane that's heavily annotated with the apprentice's sarcastic graffiti, notes for magical exams, and caricatures of their masters. Contains the spells Endure Drunkenness (as the spell Endure Elements but with alcohol), Obscure Object, Touch of Idiocy, and Illusory Script.</p>
79	<p>A very stressed courier.Wastes no time.The book is 2 pages long. Contains Message, Whispering Wind, Invisibility, and Sending.</p>

80	<p>The keeper of chains for the most infamous prison in all the realm. A devoted hobbyist who enjoys fine brandy, growing rare orchids, and flaying the skin from still-living political prisoners. A pleasant fellow, once you get to know him. Contains the spells Arcane Lock, Explosive Runes, Fire Trap, Stone Shape, Gentle Repose, and Dimensional Anchor.</p>
81	<p>An avant-garde sculptor who works in flesh. Included is a portfolio of their most prestigious work, including but not limited to:</p> <ul style="list-style-type: none"> <li>• A protest piece where they turned themselves into a pig/fish hybrid to protest the greed of a robber prince.</li> <li>• The gradual day-by-day transformation of three identical twins into three perfect roses. They were of course, suitably compensated and transformed back the next day.</li> <li>• The incident wherein they transformed into an Otyugh and ate half a village. Critics are still dissecting this one.</li> </ul> <p>Contains the spells Disguise Self, Alter Self, Polymorph Self, and Baleful Polymorph.</p>
82	<p>The security consultant for the preservation of an esteemed wizard's tomb. The whole book has the feel (and language) of a technical manual, at least for those who bypass the explosive runes on the cover and can decipher the coded text inside. Contained within are the following notes, amongst many others:</p> <ul style="list-style-type: none"> <li>• Patch incantation 1.1: "The guardian golems now respond to "By Belphego's Honor" only when coupled with "Attack", "Hold the Line", "Stop", "Retreat" or "Patrol". Prior incantations which relied upon a focus object proved unreliable.</li> <li>• Patch Incantation 1.4: "The explosive runes amongst the sarcophagi have been switched to fire damage, as per his inheritor's request. Acid and Sonic damage have proved too damaging to the floor's mosaics, and too difficult for summoned creatures to clean up and repair:</li> <li>• Patch Incantation 1.5: "The summoned guardians have been resummoned and bound properly. If fiends do not rend the flesh of intruders from their bones when they break through the Veil of Belphego, try removing and replacing the summoning stones."</li> </ul> <p>Contains the spells Explosive Runes, Magic Circle, Lesser Planar Binding, Planar Binding, Guards and Wards, and Contingency.</p>
83	<p>A campaigner for the rights of local serfs, whose leaflets have been bound together into a rough book for posterity. Contained within are passionate calls for revolution amongst the peasantry and appeals to the rights of all thinking races. The text is tremendously persuasive. Anyone who reads it all the way through can change their alignment to Chaotic Good with no penalty or loss of class abilities. Contains the spells Tongues, Heroism, Detect Thoughts, Mount, and Protection From Arrows.</p>

84	A council of rich dilettantes playing at arcane power. Much of this black and red tome bound in black iron is taken up with suggesting great and terrible power, and precious little with actually offering it.
85	A retired adventuring wizard who opened up a famous tavern, which their original adventuring spellbook was sold to finance. This spellbook is rather more rudimentary, and concerned with simple spells necessary to keep the peace: Charm Person, Calm Emotions, Summon Monster III, and Dispel Magic.
86	The organs of an accursed-three-headed cow, whose tumors and black marks spell out it's strange lore. Feel free to milk it for all it's worth.
87	A song which once heard cannot be banished from your mind without the Remove Curse spell, whose lyrics contain lore which can be uncovered by those with the requisite musical training. The song cannot be altered or added to, and infallibly teaches it's lore to anyone who is taught it. It is the song that never ends.
88	A parrot taught the rudiments of magic, able to repeat the formula to specific spells from memory with the right prompting. It knows the formula necessary for 1d6 1st level spells of the GM's choice. Unfortunately, no one can figure out how to get the damn thing to talk.
89-00	It's impossible to tell. Roll again for the form the tome takes, but it is dead, rotten, or otherwise corrupted and must be fixed before it can be useful.

## Where can you find this book?

The table below is to be used when generating magical tomes as treasure for a hex-crawl or sandbox campaign. If you want to give history and texture to the tome possessed by the traitorous apprentice of a great mage, or determine what secrets lurk in one of a slain lich-king's grimoire then just use the first and the third table included here.

What this table does is give you the bare bones of a situation, scene, or story that you can use to present magic-users with opportunities to glut themselves on magical lore. Seed tomes generated using all three tomes into your world through tavern gossip, the newsletters of mages guilds, the tales told to small children, and the want-ads and notice boards of

the village your PCs pass through.

You can also make use of this table to answer questions posed to you by magic-using characters about where they might be able to find a book of your own creation, or even where to find a book scribed with a particular spell.

"You want to find a Phantasmal Killer scroll? Hm.... \*rolls dice\* remember that old ruined tower you passed by? The one the locals claimed was haunted by a murderous ghost? That sounds a whole lot like a Phantasmal Killer spell gone wild...maybe you should do some digging there."

1	In the hands of lore-gnab mcknee, goblin purveyor of rare (and mostly unstained) tomes.
2	Held tight within the cold, dead, fingers of it's author:There is a 25% chance that it is guarded by the spirit of the creature or person who made it. (Stats as Ghost)
3	Tossed into a rubbish heap.
4	Within the warded chest of a zealous witch hunter; who has already begun to study it's magic.The hypocrisy is staggering.
5	In the library of a wealthy private collector: It's cover is wine-stained, and signed by the original author (yes, even if there was no author). It's a very prestigious copy.
6	Embedded in the scales of a literate and cosmopolitan dragon. Compliment them on their good taste, and they may be persuaded to let you read it without tasting you in turn.
7	Amidst the rubble of a fallen castle, where it's magical emanations have imbued the local vermin with considerable intelligence.They have taken to worshipping the book as a god, and quoting passages from it as holy text.
8	Boxed up amongst old keepsakes in a peasant family's wooden chest.
9	Within the chest of a beautifully sculpted iron golem.
10	In the back pocket of a tavern owner; who won it from a thieving apprentice in a game of dice.
11	Within the depths of a wizard's guild hall.The library demands absolute silence, and violations of this strict policy are met with brutal violence by the book-armored halberdiers of the Word Guard.A pawn shop run by Jimmy the Rat. He's a markedly unoriginal wererat, and a famous underworld snitch.
12	A pawn shop run by Jimmy the Rat. He's a markedly unoriginal wererat, and a famous underworld snitch.
13	Torn into large (still legible) chunks and scattered amongst the nesting material of a (roll 1d6): 1: Griffin 2: Hippogriff 3: Roc 4: Giant Eagle 5: Hive of Giant Bees 6: Stirge Swarm
14	In a waterproof bladder-sack, weighed down with stones at the bottom of the river.



15	Being used as a pillow by an ogre, who tried to eat it before discovering that books are not food. The ogre has learned 1d2 things from the book (chosen from the GM) that have seeped into it's dreams.
16	At the site of a massive magical disaster, amongst the ruins of a ritual site. The book is mysteriously untouched.
17	In the highest level of Alaroth the Blood-Speaker's blackstone tower upon an obsidian pedestal, kept beside his overstuffed bed. The entire tower is very tastefully decorated.
18	Amidst the baggage train of a victorious mercenary band. They are armed and dangerous, and contain within their ranks 3d6x5 men and women (stats as a man-at-arms). They are a despicable band reavers, slayers, cut-throats, slayers, and folk who speak too loudly in the theatre.
19	Amongst the donations given to the temple to the Gods of light given as (roll 1d6): 1: Charity 2: A gesture of genuine repentance. 3: A way of keeping the book out of the wrong hands 4: A scheme to harm the church somehow. 5: A desperate attempt to get away from the book. 6: Thrown away on the temple's doorsteps.
20	In the hands of a jaded private investigator, who was paid a good coin by a crooked man to procure it. It's a tale soaked in bloodshed and deceit. Every story is in a town like this.
21	Wrapped up in the roots of an elder treant who has not woken in decades. It was (1d6): 1: Brought to life by the magics of the book, it's personality and alignment are shaped by the book's contents. 2: Given the book by an archdruid for safekeeping. 3: Given the book to read during it's greensleep. Will gladly relinquish the book, if a text of comparable length and artistry is placed there in its stead. 4: Given the book to destroy it. It's roots have more or less dissolved the text. Cutting the Treant down and reading the rings of its body are necessary to discover the meaning of the text. 5: Cursed with the book, whose magics are blighting and deforming the treant's body and causing it to lay dormant. A skilled arborist, the spells woodshape or plant growth, or a Remove Curse spell will be sufficient to remove the book from the tree's branches. 6: Driven to study the arcane arts to defend it's forest. If roused by folk who bring axes or fire into the forest, or who defile it, it will animate and fight them until they are driven off or destroyed. It casts spells as a Wizard or Magic User of 5th level, and knows all spells from the book that it's of sufficient level to cast.

22	Stuck in between the teeth of a great wyrm red dragon, who's been trying to get the damn thing out of its teeth for 40 years, since it ate the last bearer of the book. The text is scorched and stained with saliva, but still readable. Perceptive characters might notice it has something stuck in it's teeth, and that it speaks with a noticeable speech impediment when gloating or mocking it's foes.
23	"Borrowed" by an apprentice much too young and unskilled to use the spells within correctly. 1d4 of the spells or rites within have gone wild as a result, creating terrible monsters and strange magical effects centered on their master's tower. The apprentice is willing to pay good money for the matter to be resolved quietly before their master returns from a journey.
24	In the back office of a pawnbroker, under lock and key. The previous bearer of the tome came upon hard times and pawned it for coppers on the gold piece.
25	Returning to the same spot each evening upon a little-visited shore, borne there by fate and high tide. It lingers there upon a set of rocks shaped like a binding circle during high tide, guarded viciously by 1d4 giant crabs, who do not leave the pool within the circle of rocks.
26	Beneath the floorboards of a country witch's home, hidden from greedy adventurers and inquisitors alike.
27	In the hands of the original author, who is very much alive and well. A roll on the Reaction table may be necessary to determine their attitude towards potential buyers. In the case of books that arose (un)naturally the creature or event that spawned them has not disgorged them yet but will (roll 1d6): 1: When the blood moon rises. 2: When innocence is broken before them. 3: When a living creature passes by the location where the phenomena started. 4: When asked nicely, by name. 5: When someone hypothesizes that such a thing might exist, until which time they both do and do not exist. 6: When it would be most dramatic.
28	Under the guardianship of the imp familiar Fat Felix, minor devil of gluttony. Their master left them in charge of it, you see. They're not going to stop guarding it for nothing you see. Not even for that creampuff you've got there. Nope. Nosir.
29	Wrapped up in the coils of a massive serpent (stats as a giant snake) who has mistaken the book for an egg.

30	<p>In the hands of a courier headed towards:</p> <ol style="list-style-type: none"> <li>1: A collector of rare books, who paid dearly for it.</li> <li>2: A conquering warrior-wizard, as tribute and appeasement.</li> <li>3: The sweetheart of the person who hired the messenger; intended as an anniversary gift.</li> <li>4: The Ur-Engine, whose rattling pistons run on the fumes of burnt spell-books.</li> <li>5: Somewhere far far away; the messenger has absconded with this book, along with 1d4 randomly determined other items from the Treasure table and means to get away from their employer before they or their intended recipient find out.</li> <li>6: The player characters, who have been chosen by a mysterious benefactor as the guardians or wielders of this tome.</li> </ol>
31	<p>The back of a peddler's wagon. They have no idea what they have, and offer it as a bundle with 2d6 other books that have little practical use besides an excellent recipe for walnut scones. The bundle costs 25 gold.</p>
32	<p>Swept up in the winds of an unnatural storm brewing on the horizon. The storm (roll 1d6):</p> <ol style="list-style-type: none"> <li>1: Rains blood. Treat the area as heavily obscured. Add 3d6x5 Stirges to your random encounter list for the area, which are bloated on the fallen blood.</li> <li>2: Rains cats, dogs, frogs, and other small animals. Creatures without shelter must make a Save Vs. Spell or Reflex Save or take 1d6 damage and be knocked to the ground by the impact. Movement within the area of the storm is halved because of the density of the fallen animals.</li> <li>3: Is sentient and talkative, avoiding individuals who provide it with good conversation and spitefully targeting boring or boorish individuals with lightning strikes (as a the Call Lightning Spell cast by a Druid of 7th level), Hailstorms (as the Ice Storm Spell Cast by a 7th level wizard), and Gusts of Wind (As the spell cast by a 7th Level Wizard)</li> <li>4: Does not affect magic users, who are untouched by it's devastation, the winds, etc. NPC survivors of the storm who observe this will be quick to blame them, whether or not they had a part in it.</li> <li>5: Is a Wild Magic Zone.</li> <li>6: Roll twice more.</li> </ol>
33	<p>Beside the child-oven of the hag Aunty Grime. Aunty Grime speaks only in rhyme. She has no time for those who have no thyme. She needs thyme to hide her crime. Her crime was done in ancient times. That is all anyone knows of Aunty Grime. Perhaps if you have time and bring thyme she'll tell you her crime. Aunty Grime has the stats as a Green Hag. She keeps her treasure in a Holding Bag (II). Her oven is magic and can melt mithril to slag. No one knows this but you, it's DM swag.</p>

33	<p>Buried with its last owner in a pine casket. The casket is (roll 1d6):</p> <ol style="list-style-type: none"> <li>1: Rotten and easy to pull apart.</li> <li>2: Bound with bands of sanctified iron and warded with an Arcane Lock spell.</li> <li>3: Inhabited by a still-moving zombie, placed there as a guardian or animated by the magic of the book.</li> <li>4: Submerged in filthy water, that's flooded the grave.</li> <li>5: Bedecked with aromatic herbs and tokens of affection from loved ones and family members. You're robbing their loved one's grave, you monster.</li> <li>6: Full of riches. 3d6x100 gp in jewelry and fine clothing. Roll again.</li> </ol>
34	<p>Stolen by magpies and held within the great clocktower of a major metropolis. There are fliers all over the city by the current owner of the tome offering a reward of 1d4x10 gold for the book's safe return.</p>
35	<p>Amidst the arms and armor of the town militia, under lock and key to be used only by the assent of the governed, requiring a 2/3rds majority vote in a special bi-weekly meeting made up of a quorum of the citizens of said autonomous collective. They're an anarcho-syndicalist commune.</p>
36	<p>In the desert hut of the mad hermit Akilo, who is rumored to speak to the spirits of the wasteland and can resurrect the dead.</p>
37	<p>In a hidden wall of a death-trap filled dungeon, accessible by pulling a large, obvious, and heretofore untouched lever. The wizard who installed it obviously had a sense of humor.</p>
38	<p>The back of a peddler's wagon. They have no idea what they have, and offer it as a bundle with 2d6 other books that have little practical use besides an excellent recipe for walnut scones. The bundle costs 25 gold.</p>
39	<p>The work has been deconstructed and used in the construction of an abstract art installation at the crossroads of a trade town. The art is (roll 1d6):</p> <ol style="list-style-type: none"> <li>1: Laughably bad, inspiring crowds of people to come to the village simply to mock it.</li> <li>2: Bizarre and seldom understood. Looking at it for too long gives you a headache.</li> <li>3: Hypnotically, supernaturally beautiful as the Hypnotic Pattern Spell cast by a 5th level Magic User.</li> <li>4: About to be purchased by a rich collector for an obscene amount of money and is under guard by 1d6 men-at-arms during the date.</li> <li>5: Alive (stats as an Animated Object) that at night gathers bits of detritus to add to its size. It begins as Small and advances a size category every 1d4 weeks.</li> <li>6: Roll twice more.</li> </ol>



40	Amidst the reading material of a secret revolutionary, who aims to use it's magic to liberate the oppressed.
41	<p>It comes to one of the player characters (not necessarily one capable of casting spells) in a recurring dream. This dream is (roll 1d6):</p> <p>1: The result of a spell cast by a mage who means to manipulate the character into acquiring the book for them. Roll again for the location of the book.</p> <p>2: The book itself wants to be found and the character in question happens to be open to it's magical wavelength. Roll again for the location of the book.</p> <p>3: The book is actually lost in the world of dreams, and has fallen into the sleeping mind of the character by accident. Journeying into the character's dreams will allow you to claim the book.</p> <p>4: A prophecy. The character is meant to find the book, and the dream's substance is filled with metaphor and symbolism. Roll again for the location of the book. Add "this character stumbles upon the location of the book" to your list of random encounters.</p> <p>5: Just a coincidence. Roll again for a location or situation where the book is to be found. It's not there, but the other facets of the result are.</p> <p>6: GM's choice.</p>
42	In the warm pouch of a Grey Render, who has bonded with the book and treats it as it's child. The creature "grooms" the book with a long wet tongue, strokes its spine, and "speaks" to it in rumbling coos.
43	Claimed as the favored resting spot of a coven's corpulent cat familiar, sitting on the ledge of a sunny window. Not a one of the mages have ever read the book, and make a game of asking would-be initiates to attempt to take the book from Fluffers. Such attempts seldom go well.
44	Entombed in a stately mausoleum of white marble. There is no corpse in the sarcophagus. It is a tomb for the book itself, which died of natural causes. The folk who built the mausoleum have a rich oral tradition and believe that once a book is finished it dies. Their tomespeakers have memorized hundreds of such works, and are the only ones allowed to kill books within the bounds of the village.
45	Inside a cunningly made false book made to look like a painfully dry history of the known world. Hitting the cover hard while maintaining pressure along the center of the spine is sufficient to reveal the hidden recess.
46	In the belly of a giant whale, where the servants of two rival wizards fight a bloody guerrilla war throughout its guts to determine who will master the beast.

47	<p>Piled amongst mounds and mounds of stinking rubbish in the house of a wizard with a hoarding problem. Within the home are 3d10+5 dire rats, 1d4 Medium Sized Giant Spiders, and 1 Giant Cockroach that live amongst the trash. The home also contains 1d10 spells of 1st-3rd level on scrolls, and 1d4 salvageable art objects and furnishings worth 1d10x5 gp each. The wizard is (roll 1d6):</p> <ol style="list-style-type: none"> <li>1: Cognizant of their problem, and is looking to hire someone to clear the rubbish out. They're willing to pay 1 SP per day per person, plus a 10 GP bounty on each vermin eliminated. The tomes are not part of the reward.</li> <li>2. Dead and lying underneath the stinking filth. No one has noticed it, as the house already reeks to high heaven. It will be 1d4 weeks before local authorities send the guard, by which time the vermin will have multiplied.</li> <li>3. About to burn the house to the ground using fire magic to collect the insurance money and fake their own death. It will take them 1d2 weeks to plan this, during which time they'll set up alibis and gather flammable materials.</li> <li>4. Raving mad and still living in the home. They were cursed by a vengeful rival into believing that collecting this garbage will help them prevent the apocalypse.</li> <li>5. Convinced that the giant rats that now live in their home are their familiars, due to a contagious disease that the vermin carry. Creatures who make contact with the rats must succeed at a Save Vs. Poison or contract the disease themselves (treat as a Charm Person Spell that endears the character to all Rats and Wererats). The disease may be cured by the Remove Disease Spell, or by a character with a Healing Skill or Proficiency.</li> <li>6. Actually an illusion (Save Vs. Spell to Disbelieve). It was an elaborate practical joke. Only people with a very high IQ would get it.</li> </ol>
48	<p>Tied to the back of a frightened blood-streaked mare in a noisome swamp. The horse is (roll 1d6)</p> <ol style="list-style-type: none"> <li>1. The previous bearer of the tome under the effect of a Baleful Polymorph spell.</li> <li>2. Actually a Kelpie using the book as bait.</li> <li>3. A knight's noble steed, seeking to rejoin her, having been separated in a skirmish with a tribe of Frog-Men.</li> <li>4. Thoroughly unremarkable (though don't tell the horse that, it's quite sensitive)</li> <li>5. A thoroughbred, designed through spellcraft for incredible strength and endurance. The mage responsible is searching for her, and the book and willing to do most anything to reclaim the beast.</li> <li>6. Slowly sinking into quicksand when the party comes across her.</li> </ol>

49	Amongst the travelling library of Ivariel, The Balloon Magus. An adventuring mage of some repute (Elf, Magic User 3 CG) who travels across the realms in a hot-air balloon fighting evil and righting wrongs wherever she might find them. She is however, just as full of hot air as her aircraft.
50	<p>It has long since decayed into dust or fallen into legend but its lore has been preserved in the form of (roll 1d6):</p> <p>1: The frescoes of a famous temple to a God connected to the subject matter of the tome.</p> <p>2: An old folk song, whose rhythms, melody, and lyrics are actually a mnemonic device used by the wizards of old to memorize the book.</p> <p>3: As a ghost-object, an ectoplasmic echo of what it once was. Local residents have long complained of being haunted by a sinister book, pages flipping wildly as if by an unseen hand, before disappearing into mist. No exorcist has yet investigated.</p> <p>4: In numerous copies, with considerable errors. Learning spells from such books takes twice as long as normal.</p> <p>5: As an obscure and little-produced play full of farcical metaphors and bizarre symbolism.</p> <p>6: As a storytelling game requiring the use of a pig's knucklebones and a robust book of non-magical but nonetheless arcane lore. Invented by the cunning Elven Thief Blackleaf, reaching a high enough level of experience in the game unlocks deeper mysteries.</p>
51	Under the guardianship of an angel bearing a Flametongue Longsword. The angel was set to guard the book so long ago by the Gods of good that it's desperate for good conversation, and for a nice cup of tea.
52	In front of the player characters after their latest drunken bender: The book lays open upon your face. There is a direwolf on a leash pacing pensively nearby. Someone's baby is wrapped tight in your arms, fast asleep, and you have a feeling that you might just be in for the ride of your life.
53	<p>In the hands of a goblin warlord, who is raiding local fiefdoms in search of a tutor who can teach him (in no particular order):</p> <p>1. The arts of magic.</p> <p>2. What a book is for.</p> <p>3. How to read.</p>
54	Inside the library of the golden hand. Membership is limited to members of the aristocracy, or wealthy merchant lords of good breeding and requires a tastefully ostentatious gift of at least 1,000 gold to the Head Magistrate of the society before you can be granted access. Members are required to host at least one lavish salon or ball a year, and are granted access to the society's extensive libraries of strange and occult lore, along with numerous influential political contacts.

55	In the hands of the halfling mafia. A certain wizard owed them a certain amount betting on the racing ferrets. He couldn't pay up. They took their book, and their kneecaps (which now dangle from the book by a gold chain).
56	Amidst the ruins of a sunken, shark-infested galleon. The ship's treasure and weapons have already been salvaged by the local mer-folk but the book still remains; cunningly hidden in a hollow bulkhead.
57	Mounted up above the mantle of a sophisticated tavern as a conversation piece. The tavern keeper (roll 1d6): 1. Bought it. 2. Borrowed it. 3. Stole it. 4. Is passing themselves off as it's author. 5. Inherited it. 6. Has no idea how it got there, but it brings in customers.
58	Frozen solid in the lair of the terror of the north, Anixtor Icefang.
59	In a small wooden book-box in the middle of a well-trodden cross-roads. It is customary to put a book in there to replace it.
60	Buried in the backyard of a middling wizard. The ferocious mastiff responsible is the wizard's guard dog and familiar. He goes by Sir Chunkston, and is a very good boy. Who's a good boy? He is.
61	Within a library of a forgotten kingdom, sunken beneath the desert sands. A sphinx and it's fox-servants hold court here and can call the ruined towers from the sand at a whim. The sphinx allows anyone who wishes to peruse the library, provided that they make an offering of knowledge in exchange and swear to never use the knowledge to harm another living creature. Violators meet with the Sphinx's claws and a lengthy lecture.
62	A castle upon the clouds, where three identical cloud giant brothers live. They were given the book as part of their (roll 1d6): 1. Marriage celebration (they married triplets themselves, you see.) Between them all, they have 2d6+2 children. 2. Acquisition of the castle. Their real estate agent cut them a deal. 3. Membership in the Library of the Golden Hand. They're treated as curiosities by the society, but are quite enthusiastic bibliophiles. 4. Initiation into the path of the threefold door: One of them is sworn never to tell a lie, the second never to tell the truth, and the third to never speak. It makes family reunions quite difficult. 5. Wholesale conquest of the lands beneath the castle. 6. Inheritance. Their Mother's ghost still haunts the castle, dispensing life advice to all who have ears to hear it, including intruders.



63	Amongst a ghaſt's lair in the midden pit of a large city. The ſcavenger charges deſperate ſeekers after lore a high price to peruſe it: a finger for a day with the book. If buſineſs haſn't been ſteady, it takes a good deal more. Sometimes it charges an arm and a leg. There are many mages miſſing fingers in this city.
64	In the poſſeſſion of a gang of thieves, who haven't yet found a fence willing to deal in ſtolen ſpellbooks. The thieves are (roll 1d6): 1. Idealistic ſorts, looking for a mage who's willing to ſtand againſt the corrupt nobles and thieving merchants of the realm. They'll ſell it to ſuch a mage for a ſong. 2. Treacherous rogues who deeply diſtruſt one another. Each of them are trying to ſell the tome independent of the others. If any one of them finds out about the other's treachery, there will be blood. 3. Unſcrupulous, but non-violent ſcoundrels who'll haggle like old fiſhmongers. 4. Bloodthiſtly cutthroats who'll uſe the book as bait for robbery and murder. 5. The agents of a powerful wizard, who has diſappeared. Not having heard from her for months, they're running low on gold and looking to make ends meet. 6. In jail and awaiting execution. They're willing to ſhare the location of their hidden loot with anyone willing to break them out.
65	Tied to a dying tree with a yellow ribbon waiting for ſomeone who never came.
66	Within the tunnels of a giant ant colony, grabbed by a worker and tossed aſide when it was clear that the book was not food.
67	Beneath the altar of a mountain ſhrine. Pilgrims make the treacherous climb to the mountain's peak each year to pay homage to the lone hermit who built it.
68	In a ſhipping crate marked with the ſigil of a preſtigious merchant company ſwept down the river towards the ſea. Packed in around it are 2d6 trade goods worth a total of 50 gold to the right buyer along with a large quantity of water-ſtained ſtuffing.
69	In the miſt of being written, composed, or formed. There's a great deal of local rumor and hubbub about it.
70	Miſtakenly dropped into the hole of an outhouſe and left there. Look, we know it's a ſhitty ſituation, but magic is magic.
71	Safely enſconced in a metal box within a Gelatinous Cube. It is unknown if it was placed there for ſafekeeping or if the cube diſpoſed of the book's owner.

72	Amongst the personal effects of a headsman, who executed the last bearer for crimes against the realm.
73	Within a box wrapped in chains suspended over a pit of spikes beyond a moat of poisonous water filled with 1d4+1 Skeletons in the deepest, darkest dungeon of the realm.
74	Acquired by a drow wizard of a famous family in a surface raid. It's kept in the Matriarch's bedroom, away from his grasping hands until it is time to unleash him.
75	Borne beyond the black gate to the afterlife, by the soul of it's last bearer. Catch them quickly before the celestials or fiends do (50% chance of each).
76	Left behind in a dingy dive by a wizard with one eye and a gigantic mole upon his nose. He also left an open tab, so the barkeep would dearly like to find him.
77	In the care of an asylum keeper, who now "cares" for the last bearer of the book. She's crazy about spellbooks.
78	Beside the wand of a withered witch. This witch made a switch. This witch was wan once but now is withered. The which which was withered is now wan. The work belongs to the witch which was withered but is now wan. The question is, how do you know which witch is which?
79	Wrapped up in fine cloth at a prestigious bookstore. The book has been on hold for 3 months now.
80	Hidden under the bed of a child who routinely steals things from visitors to his house.
81-00	GM's choice.

## Additional Lore and Quirks

All spell books generated using this system should have a few spells included of the GM's choice: either those that you want the current bearer of the book to have on hand, spells you think it would be interesting for your player character's to have ahold of, or just spells you think fit the nature of the text.

When in doubt, 1d6 spells of 1st, 2nd, and (perhaps) 3rd level each is a good place to start. Magic users of above 5th level should be terribly rare, and the stuff of local legend, the weavers of intricate

political webs, or the representatives of extraplanar factions on the material plane.

Once you've filled out the bare bones of the spellbook in question, roll on this table to determine what else is in there. Grimoires in real life were never just lists of spells: they contained annotations, complex theory, snatches of notes written by the author or commentators. They were, in short records of the time period the occultist lived in.

Rites are arcane rituals which can be performed by anyone, provided that they possess a book of magic with the rite written inside and the right magical

circumstances. They are typically far more limited in scope than a traditional spell, require rather more time to cast, and require strange materials or difficult-to-perform rituals in order to take effect. The world is a strange and magical one, and it would be arrogant for wizards to assume that they hold all the answers.

1	Contains the passwords to the arcane wards of a nearby dungeon, scribbled in the margins in a separate hand than that of the author.
2	<p>Mapped out in great detail are the great constellations and stars of all four hemispheres with notes on their uses in navigation and magic.</p> <p>Once per month, you may attempt to interpret the stars to see if they are favorable to your incantations. This requires an Intelligence check.</p> <p>On a success, treat your spells for that day as if they were 1.5 times numerical effect and double duration for the rest of the Day. On a failure, half your level for determining the potency of your spells for the rest of the day.</p>
3	<p>The true name of a powerful (Roll 1d6):</p> <p>1: Demon  2: Devil  3: Celestial  4: Modron  5: Slaad  6: Lich</p> <p>So long as you possess the true name of a creature, they cannot save against your spells, and your spells bypass any magic resistance or immunity they possess. A true name is exceedingly difficult to uncover, and requires knowing not only the full name of the creature, but the circumstances of their birth, the location of their birth, how their name is used by others, and their horoscope. Knowledge of such is reckoned more valuable than emeralds.</p>
4	<p>A lengthy treatise on the care and feeding of (roll 1d6)</p> <p>1. Unicorns  2. Ankhegs  3. Manticores  4. Griffons and Hippogriffs  5. Giant Spiders  6. Owlbears</p> <p>Reading and practicing it grants the ability to reduce the creature's reaction by two levels (eg from hostile to neutral, and so on) on a successful charisma check.</p>
5	<p>How to weave spidersilk armor: It has AC as chainmail, but does not adversely affect thief skills and magic users can cast spells while wearing it. Unless otherwise enchanted however, it burns when exposed to fire damage, dealing 1d6 damage to its wearer per turn until the fire is put out. Each turn it burns, its AC bonus is damaged by 1 point).</p>

6	<p>The location of a hidden portal to: (roll 1d6)</p> <ul style="list-style-type: none"> <li>1: Faerie</li> <li>2: Hell</li> <li>3: The Abyss</li> <li>4: The Seven Mounting Heavens of Celestial</li> <li>5: A wizard's demiplane</li> <li>6: One of the elemental planes (roll 1d4) <ul style="list-style-type: none"> <li>1: Water</li> <li>2: Fire</li> <li>3: Earth</li> <li>4: Air</li> </ul> </li> </ul>
7	<p>The text of an uncanny language. Studying it for at least a month is sufficient to teach you the language. Roll 1d6:</p> <ul style="list-style-type: none"> <li>1: Abyssal</li> <li>2: Infernal</li> <li>3: Celestial</li> <li>4: Slaadi</li> <li>5: Undercommon</li> <li>6: Elven</li> </ul>
8	<p>The secret to obtaining Lichdom, along with detailed instructions on crafting a phylactery.</p>
9	<p>The sacred words that will earn you safe passage through the mire of long death.</p>
10	<p>A tutelary spirit bound into the pages of the book in the form of an animated picture that moves throughout the text, and speaks clearly in its native languages.</p> <p>The spirit is (roll 1d6):</p> <ul style="list-style-type: none"> <li>1: A dryad</li> <li>2: An imp</li> <li>3: The ghost of a crotchety old wizard.</li> <li>4: An elemental spirit of the air.</li> <li>5: A pixie</li> <li>6: A quasit</li> </ul>
11	<p>A detailed and accurate guide to local flora and fauna.</p>
12	<p>Disturbingly specific information about the scandals and skulduggery of someone the character knows. Each time they read this book, the information changes to be about a different person. If the book runs out of acquaintances, it starts broadcasting the character's own misdeeds.</p>
13	<p>A number of excellent baking recipes, including a cake that so pleased the king that he dedicated a holiday to it.</p>

14	The symbol of Glaysa, princess of the nine hells. Drawing it in blood allows you to speak personally with her through a telepathic link. Gods help you if you do. She doesn't like having her number put out there.
15	The location of a pile of accursed gold within a flooded mine. People who run away with such gold are Cursed (as the Spell Bestow Curse) to attract greedy and violent sorts who look to take the gold from them. Every city where such a gold piece has been found has torn itself apart. Only reuniting each gold piece and sanctifying it with the blood of someone who holds no greed in their heart will break the curse. Sounds like a great investment.
16	A zany scheme to infiltrate and rob the most secure dwarven bank in all the realms. Included are: <ul style="list-style-type: none"> <li>• The identities and schedules of the guards.</li> <li>• Entry and egress points.</li> <li>• The name and address of a notorious gnomish safecracker.</li> <li>• The passwords to deactivate the alarm-spells</li> <li>• A scribbled copy of the spell Silence.</li> <li>• An escape plan that involves a mid-air handoff between two zeppelins, a half a dozen disguises, a pseudodragon confidant, and ten pounds of moldy cheese.</li> </ul>
17	The secrets to blood magic. Cutting yourself for 1 pt of damage per spell level increases your level by 1 for the purposes of the spell as you cast it.
18	The song to call merfolk to the shore to fulfill their oath to a long ago queen. 4d6+1 merfolk will come to the call within 1d4 hours, present their arms to the one who summoned them and ask by who's authority they are summoned. The issue is that no one remembers the beloved sea-queen's name. Failing to intone it results in the merfolk becoming hostile, as their sacred oath has been defiled.
19	The means by which to bring back a dead dryad from seed.
20	A scandalous and passionate love letter worth 2d10 gp as blackmail. Worth double that as an ingredient in a love potion.
21	Notes on the interpretation of dreams. Consulting this text with a successful wisdom check allows you to interpret your dreams for precognitive visions as an augury spell cast by a 3rd level cleric. A failure results in the foretelling of tragic circumstances. Take -1 to all rolls until you confront your fate.
22	A treatise on how to make friends and influence people.
23	The tale of a man who once cheated death. Death will not be fooled by the same trick, but when he comes for you if you have knowledge of the man who cheated him once before, you may be able to parlay that into a reprieve.



24	The language of cats. Useless for commanding them, as your accent is hopelessly barbaric, but excellent for learning the occult secrets felines know.
25	How to notice the explosive runes, sepia snake sigil, and power word spells with 100% safety. There is a 25% chance that the person who wrote this information into the book has a sick sense of humor, and there are one or more of those sigils written into the directions.
26	A biting satire of the current ruler: vicious, hard-hitting, and true enough to be contraband. Showing it off in bohemian circles in an excellent way to blend in and acquire near-instant prestige.
27	Recipes for cooking long pork. Cooking and devouring a humanoid according to the (strict and expensive) recipes held within this book restores 1d8 HP and the diner will learn one important secret the consumed knew in life. The recipe calls for copious amounts of black pepper, grains of paradise, and saffron, amongst stranger and more arcane ingredients which cost 50 gp. Performing such a rite guarantees that the person who performed it will come back as a ghoul when they die.
28	A grocery list. There is no arcane lore here, but the wizard was evidently outraged at the price of bacon and suspects that their apprentice has adopted a stray dog on the sly.
29	<p>A map of the Isla Monstra, where the Gods first mistakes still crawl earth untouched by man. Included are descriptions of the increasingly bizarre flora and fauna of the four Scion Island chains that precede it, along with a route to the isle itself that should take 2d4 months at sea. The map is (roll 1d6):</p> <ol style="list-style-type: none"> <li>1: An obvious forgery, on the level of juvenile graffiti.</li> <li>2: A convincing forgery that might be revealed given inspection by an expert, but that would catch fools and laymen unawares.</li> <li>3: A map to a real location, albeit with 1d4 islands that don't actually exist, incorrect scale that means travel time will actually take 1d4 months longer than expected, and the island pictured is a very much inhabited island that is not the Isla Monstra.</li> <li>4: A map to the Isla Monstra, but the scale of the map is wildly off. Traveling there will take 1d4 months longer than one would think based on the map, and there are 1d4 additional islands depicted that do not exist.</li> <li>5: An accurate map to the Isla Monstra, worth a fat man's weight in gold. Many have killed for it, and no doubt many more will do so before the journey's done.</li> <li>6: As a result of 5, and this map also contains the location of the All-Spring, whose waters grant immortality and perfect health.</li> </ol>
30	A heartfelt love letter from an old flame, who put it there surreptitiously during an unexpected reunion. There is a 50% chance that the intended recipient has not yet read it.

31	A bestiary of creatures of the outer planes. Contains the spells Summon Monster I through IX.
32	The rite of the bleeding heart. Anyone (spellcaster or not) who incants the words found here, and sheds three drops of blood on the night of a harvest moon will learn with uncanny accuracy who (if anyone) loves them. This rite is dangerous. If no one truly loves you, it might very well break your heart. Save vs. death or die.
33	A dissertation on massage as a means of awakening the mind and invigorating the body. It takes 3 months of regular practice to learn the techniques, and performing them on a willing subject doubles health gain from rest. Giving more than one massage a day risks exhaustion.
34	The rite of broken bonds. Anyone (spellcaster or no) who incants the words found here and who abandons a trusted ally in their hour of need gains the effects of the freedom of movement spell for the next 24 hours. In order for the rite to work properly, this must be a significant betrayal, and the abandoned ally must know that they are being betrayed.
35	An absent-minded mage used a promissory note as a bookmark/reference sheet. The promissory note is from a prestigious merchant family for "services rendered", and is worth 5,000 gp Those services were (roll 1d6): 1: Intimate 2: Deadly 3: Heroic 4: Devious 5: Legendary 6: Roll twice more.
36	A half-written novel. It's alright, although the writing is a bit forced in places.
37	An extradimensional space similar to a bag of holding that can conceal up to 10 lbs of items. As it stands it contains (roll 1d6): 1: A dagger of poison 2: 5 lbs of tobacco or similar drug 3: Thieves tools 4: 10 Platinum Pieces 5: The skull of a wyrmling red dragon 6: Roll twice more.
38	The author's biography. It contains 1d4 useful facts, 1d10 potentially useful facts, and 3d100 useless factoids about the author's life. For each day the character reads, the GM should reveal 1d4 facts.
39	A loving paeon to the virtues of fire. Contains the recipe for making Alchemists Fire/Greek Fire and the spells Fireball, Scorching Ray, Minute Meteors, and Pyrotechnics.

40	<p>The rite of dragon's blood. Anyone (spellcaster or no) who incants the words found here and drinks the heartsblood of a dragon or wyvern, may shift their shape into that of the dragon whose blood they've drank, as they spell Shapechange for the next hour. The blood must be fresh, or preserved using magic or chilling. Small dragons have enough heart's blood for 1d2+1 doses, medium dragons enough for 1d3+1, large dragons enough for 1d4+1, huge dragons enough for 1d6+1, and colossal dragons enough for 1d8+1. Ingesting the blood of a dragon is difficult for mortals and after they return to their form, they take 1d10 damage.</p>
41	<p>A glossy black paper ticket, written in the infernal script. It is a get out of hell free card, bequeathed to a previous owner of the tome by a grateful creature of the pit. A person or creature of Neutral Evil, Lawful Evil, or Chaotic Evil alignment (or if these alignments or alignment in general are not being used, an individual who has done terrible things in their life) who dies in possession of this card immediately returns to life as if the spell True Resurrection had been cast upon them. The ticket then erupts into noxious, sulphurous smoke. It's impossible to get the stains out.</p>
42	<p>An unhinged rant about the discourtesy of the innkeeper of the Dancing Drake. If this text is to be believed, they are a rogue, a rascal, a scoundrel, a thief, a usurer, an exploiter of widows and orphans, a vagabond, a fool, a knave, a blackguard, a malingerer, and foul-smelling besides. Would not recommend, 2 out of 5 stars.</p>
43	<p>A primer on the etiquette of Oberon and Titania's court. Were you aware that you should never wear red, as it is the color of treachery? You do of course know not to bear cold iron in their court, and to set aside all weapons? Should you not refrain from speaking your name, as such words are only spoken amongst the closest of the lovers? Speak only in questions. Obeying this protocol correctly results in the Reaction roll of any fae aligned to this court having a reaction one step less hostile than what the dice indicate.</p>
44	<p>The rite of xelphegos the covetor. Anyone (spellcaster or no) who incants these words on the night of the new moon over the body of someone they have killed in greed summons an invisible stalker to stand guard over what you killed them for. The stalker disappears if the object is picked up by yourself, but otherwise will stay within 30 ft of it and attack anyone who attempts to pick up or use the object you stole. The binding lasts for a year and a day, but can be broken by Dispel Magic or the like or by a charitable act, freely given with no ulterior motive done within the stalker's sight.</p>
45	<p>The locations of 1d4 corpses buried in the nearby wilds. The bodies had their heads, hearts, and livers removed. It is unclear if the author of the text killed them, or merely noted them for some inscrutable arcane purpose. It might make a good song someday.</p>

46	<p>A list of the most commonly believed myths about the arcane arts. Including but not limited to:</p> <ol style="list-style-type: none"> <li>1. Invisible Servants are not actually invisible, and can be clearly seen by the light of a harvest moon.</li> <li>2. Fireball is less of a ball, and more of an ovoid shape, in practice.</li> <li>3. Magic missile is magic, but is a missile in only the loosest sense of the term.</li> <li>4. You cannot, in fact, shoot a magic missile "at the darkness". Unless of course your foe is named "the Darkness" and within a few hundred feet.</li> </ol>
47	<p>A countdown, perhaps mental, perhaps scribed in moving ink of 3d100 days. What is it secretly counting down to? Roll 1d6.</p> <ol style="list-style-type: none"> <li>1: The birthday party of the author of the work. When the last day ticks by confetti will fall from the sky around the bearer of the work, horns will sound, a faint "happy birthday" tune will sound, and the bearer will find 1d4 platinum pieces in their pocket.</li> <li>2: The rebirth of a dark god.</li> <li>3: The end of the world. This is a (roll 1d6):       <ol style="list-style-type: none"> <li>1: Complete fabrication,</li> <li>2: Overblown local catastrophe (the arrival of a powerful dragon),</li> <li>3: The beginning of the end (a disease that brings the dead back as undead sweep through the country).</li> <li>4-5: True calamity 1d6 world-wide disasters will occur.</li> <li>6: The end. All the marbles. The end of everything.</li> </ol> </li> <li>4: The expiration date of a sale put on by a prestigious alchemist. 50% off all arcane supplies and materials, while supplies last!</li> <li>5: Nothing at all. When it stops counting down, it starts all over again.</li> <li>6: The disappearance of the lore, only for it to appear elsewhere in the multiverse (roll 1d6).       <ol style="list-style-type: none"> <li>1: The owner of the text</li> <li>2: Another plane of existence.</li> <li>3: The next town over</li> <li>4: The dwelling of the person who most desires it</li> <li>5: The creator of the text</li> <li>6: 2d10 ft away</li> </ol> </li> </ol>
48	<p>The rite of arcanocannibalism. By eating a spellbook page scribed with a spell that has been memorized by a mage other than you, you can regain an expended spell slot of that level. The spell is immediately removed from their mind. You can only perform this rite while in possession of the work.</p>
49	<p>A penknife that always points to what you want most, tucked within the cover or inscribed with the lore of the work.</p>
50	<p>A way to walk through shadows. Once per day, at noon you can cast shadow walk as the spell cast by a 12th level magic-user.</p>

51	A practical guide to mastering the game of chess.
52	The rite of unbounded ways. By speaking a strange word and clasping the work to your heart, you may open any lock without fail once per day as the spell knock cast by a 20th level magic-user. When you do, one of the following becomes unopenable by any means so long as you are within 300ft of it. Roll 1d6 each time: 1: The heart of someone you care about. 2: Non-magical books. 3: Other locks holding closed the same sort of item 4: The lips of someone with something important to tell you 5: The gates of a particular town or city you've been to before 6: Doors of a particular material
53	A different way of seeing. At dusk, you may speak the words "In Darkness, Light". When you do, you can see perfectly in the dark, through mist, fog, and similar obfuscation and see through illusions as per the spell true seeing. When the sun rises, you are blind (as blindness/deafness) for the entirety of the day.
54	An exacting standard of noble etiquette. Practicing this stringent advice over the course of 6 months will enable you to pose as new money at any prestigious ball without fail.
55	A way to speak to flame. Contains the Ignan tongue, as well as the ability to cast stone tell as a 5th level druid once per day, but it only affects fire and objects which have been seriously burnt.
56	How to make the unreal, real. By using the rite within the book you may seize objects from drawn or painted images so long as you put an object of equivalent value (or a living sentient being who is helpless or willing) into the text. This rite requires 6 hours to perform, and a set of 6 mirrors. All items produced in this way are non-magical, and any creatures produced this way are dead and soulless.
57	The way into the heart of the marsh of black death. Speak truth three times to the willow who guards the meadow. Give 6 cp and no more to Grim Annie the black hag. Walk only upon white stones amongst the graves of kings, lest the dead rise to claim you.
58	A testament to the power of faith. The GM chooses a god that the text is dedicated to or influenced by. Should you wholeheartedly embrace the faith of the god who is honored in the foreword, you may write a single 3rd level cleric spell associated with your deity into your spellbook and cast it as if it were a magic-user spell.
60	A two-for-one coupon at Shami's kebab cart.
61+	Roll twice more, ignoring this result if rolled again.





## DOWN, DOWN TO GOBLIN TOWN!

I'll wager that most –if not all – of the readers of this 'zine are familiar with the 1977 Rankin-Bass animated adaptation of Tolkien's "The Hobbit." The charms of that TV movie include several songs, some taken from the source material itself and some original pieces, and the wonderfully bizarre creature designs. The goblins are large and round, with stumpy arms and legs and enormous mouths. The wood elves are almost hideous, with greenish flesh, yellow hair, large eyes dominating grotesque faces, and toeless feet (except for the king, who has toes that look more like tendrils). This article pays tribute to those designs by presenting two new monsters for your campaigns: the whip-wielding goblins, and the reviled rank & bass elves.

### THE TRULY TREMENDOUS GOBLIN and HIS MINIONS

Twenty years ago, a drunken troll stumbled down a sinkhole at the north-western edge of the Sucking Swamp. Plowing his way through the muck, he emerged into a tunnel scattered with the bones of rodents and the remnants of other small creatures. A sulphurous and pungent vapor filled his nostrils, alerting him to the unmistakable presence of goblins. The troll, hungry as it was, soon found itself feasting upon the parasite-infested viscera of whatever goblins he could catch.

Goblin society places little value on individuals, and therefore paid little heed to the trail of corpses left in the

troll's wake. It was not uncommon for a roving creature to help itself to a goblin who wandered too close to the kingdom's periphery. The creatures would soon advance to different expanses for more filling and satisfying fare. But this troll had a problem: it couldn't find a way out.

Wearily exploring the twisting tunnels for weeks, it at last arrived at the heart of the goblin kingdom. A massive cave, reaching at least 200 feet in height and stretching twice that distance from end to end, housed a hoard of goblins. The wretched imps squabbled over food and positions in their hundreds, crawling over and under each other in a chaotic swarm. Prisoners – mostly human – were kept in crude cages or tied to spikes hammered into rock. Many were dead or dying, and all had been subject to torment with knives, spears, and fire.

The troll liked what it saw. A hoard of subjects for its own, with tasty meals at its beck and call. Its bellow reverberated from wall to wall and ceiling to floor. The goblins cowered in fear, and the troll lumbered its way through their scrambling ranks until it arrived at one of the cages housing some emaciated prisoners. It rent the cage apart and tore the occupants limb from limb. It split their bones in its great jaws and hurled the rest into the massive throng.

“Build me a throne worthy of a king!” it roared.

The TTT now sits upon a throne of sticks, bone, and rock. Under it grows in increasingly steep pile of dung and vomit, for the throne's seat is but a rim, and the great king does not move from it. His subjects honor his name as he has decreed it: the Truly Tremendous

Goblin. He is their overlord, and they are his thralls.

The Truly Tremendous Goblin gorges on food every waking hour. He has grown so corpulent that standing from his throne requires the aid of several goblins – the TTT's spawn.

NOTE: the entries below are written for Old School Essentials, but are easily adapted to other OSR systems.

### **The TRULY TREMENDOUS GOBLIN**

AC 4 [15]

HD 8+3\*\* (39 hp),

Attacks 2 × fists (1d10), 1 × bite (2d6 × 10), or vomit (2d6, see below)

THACO 12 [+7]

Move 60' (20')

Saves D8 W9 P10 B10 S12 (9)

Morale 11 (9 when attacked with fire or acid)

Alignment Chaotic (Evil)

XP 1750

Number Appearing 1

Treasure Type E

Despite his lack of mobility, his Tremendousness is a deadly foe. He can knock a swathe of foes aside with his dual greatclubs. Perhaps his deadliest weapon lies in his roiling belly.

**Vomit:** When struck for more than 10hp of damage from a single blow, the Truly Tremendous Goblin's gut releases its contents in a shower of stomach acid in a 20' cone. The victim suffers 2d6 damage and must make a saving throw versus poison or suffer 1d4 damage for the next 1d4 rounds.

**Regeneration:** 3 rounds after being damaged, the TTT regains 5 hp per

round. Severed limbs reattach.

**Return from death:** If killed (0hp), the TTT will regenerate and fight again in 2d4 rounds.

**Fire and acid:** The TTT cannot regenerate damage from these sources. This is the only way to permanently kill him.

## GOBLINSES

AC 5 [14]

HD 2 (9 hp)

**Attacks** 1 × weapon (1d8 or by weapon) or 1 × bite (1d6), or belly slam (1d4)

THAC0 18 [+1]

Move 90' (30')

Saves D12 W13 P14 B15 S16 (2)

**Morale** 8 (10 with whip driver)

**Alignment** Chaotic (Evil)

XP 20

**Number Appearing** 2-12 (squad) or 20-200 (in lair)

**Treasure Type** 3-18 ep per individual

Goblinses are the result of the mating of the Truly Tremendous Goblin and female orcs. They delight in bullying their lessers and enjoy singing threatening songs. Surprisingly, they are quite good at it.

**Weapons:** Prefer axes, clubs, spears, or scimitars.

**Belly slam:** Goblinses are extremely fat and can slam creatures with their immense bellies. The creature must make a saving throw against paralysis or be knocked to the ground. Recipients of this attack take 1d4 damage.

**Whip drivers:** For every ten goblinses, a leader known as a whip driver is present. These especially loud goblinses crack whips over the heads of their un-

derlings in constant “encouragement” to continue their service to the TTG, usually in bringing his Tremendousness hapless farmers from the surface world. Standard goblinses boost their speed to 120' (40') if they are within 20 ft. of a whip driver. Whip drivers have 4HD (18 hp), THAC0 of 17 [+2], and are worth 75 xp. An enemy hit by their whips must make a save versus breath or become entangled. Each round they must make the save again to free themselves. When the whip driver has an enemy entangled, they cannot use their whip. They can attack with another weapon in their off hand, with an attack penalty of -4.

**NEXT MONTH:** The loathsome Rankn'bass Elf!



# Figuratively Speaking

*As this issue's featured article is about spellbooks, Figuratively Speaking takes a look at miniatures of magic-users. Specifically, offerings from Otherworld, Grenadier, and Wizards of the Coast.*



**2013(b) – Rayr, 1/2 Elf Fighter/M-U Grenadier Miniatures AD&D Adventuring Party Box Set**  
Grenadier's miniatures from the early-mid 1980s were consistently bursting with character, and this figure is no different. Its stance, cloak, and hair indicate facing into a stiff wind, while its outstretched arm suggests the casting of a spell – perhaps with the aid of a magic ring, prominently displayed.



## **88345 – Human Sorcerer (Thalos) Wizards of the Coast Chainmail Line**

In 2000, WOTC produced a line of metal miniatures designed to be used in a skirmish game called Chainmail. This figure is a sorcerer from the Thalos faction. The figure's aesthetic is reflective of the "new" edition of D&D in that it bears a mace, a weapon magic-using characters had previously never been able to use. Sorcerers in 3rd edition could employ all simple weapons, one of which included the mace.

Also of note is the lack of any equipment associated with dungeon crawling; the sorcerer carries no backpack, pouches, or potions. These design choices emphasize the character's function as a battlefield magic-user rather than a traditional adventurer.



**FA4b – Magic User in Robes v2**  
**Otherworld Miniatures**  
**Fantasy Adventurers Series**

This miniature bears a striking resemblance to Nicol Williamson's Merlin from the 1981 film, *Excalibur*, with its metallic skullcap, long robes, and facial hair. The figure bears a full complement of adventuring gear associated with magic-users, including numerous pouches (no doubt to store material components), a dagger, staff, and a potion. On its back can be found a backpack, bedroll, and coil of rope. And, of course, it features the most important of all wizard's possessions – a spell-book. Proportions are excellent and the miniature's design is full of character, something we've come to expect with all of Otherworld's figures.



*"This is one instance where size really does matter."*

# GOBLIN BARD GAMES

Coming soon!



All Natural  
Supplements  
to Enhance Your  
Fantasy RPG  
Stories

Watch for us on  
Kickstarter!

FE...FI...FO...FUM  
I SMELL A GOOD  
ADVENTURE!

CHECK OUT US OUT ON  
DISCORD  
YOU WILL THINK ITS  
1981 ALL OVER AGAIN

<https://discord.gg/4ZZKMUM>

*Alone?*  
*Looking for a game but no one's around?*

**BEHOLD!**  
**HERE IS YOUR ANSWER!**



A new OSR solitaire dungeon crawl from  
DPC-RPG - at select retailers and online at  
[drivethrurpg.com](http://drivethrurpg.com)

Do you dare enter the crypt and surely meet  
horrible death? Have you the strength, the courage,  
the wisdom to defeat the Shadow Lord -

**BWANA WA KIVULI?**

PDF \$3.99 • POD Soft Cover Booklet \$9.99

Inquiries: [dpc-rpg@hotmail.com](mailto:dpc-rpg@hotmail.com)

**WIZARDS  
MUTANTS  
LAZER PISTOLS**

WMLPI is an OSR fanzine featuring  
homebrewed content compatible with  
Labyrinth Lord and classic incarnations  
of the greatest fantasy RPG of all time.  
Get the Volume 1 Compilation at  
<http://tinyurl.com/WMLPICompilation>  
or simply scan the QR code.





A special  
shout out  
to  
**Mark James  
Featherston**  
for your support  
of  
**Black Dragon!**



## LEVEL UP YOUR BEARD GAME!

Our handcrafted all natural beard balms are inspired by classic role playing stats and made with highest quality natural alchemical ingredients. So, no matter if you have a roguish shadow of a beard, or if you have one of dwarven proportions, we have a balm for you.

You can get 10% off by typing in BDOSR at [plusonebalms.com](https://plusonebalms.com)



PLUSONE *Balms*

LEVEL UP YOUR BEARD