



balcony
shelves
10'

Torch

Lower
shelves
15'

Velociraptor

THE CURATED DESTRUCTION, or The Library

A gray elf wizard native to Broceliande would instantly recognize this area of the dungeon based on the architecture alone. If there is no such character in the party, whichever PC most closely matches that description *will* recognize it.

They will know all of the following things:

It is the Curated Destruction, a semi-legendary library created by the elves to contain all useful knowledge and literary art. While the hexagonal shape of the libraries' galleries derives from the shaft libraries of the ancient serpentmen, the name derives from the method the elves employed to make these collections their own: since the serpentine libraries reportedly contained all literally possible literary works (all masterpieces, all possible inaccurate plagiarisms of these masterpieces, all accurate predictions, all false ones, texts containing only the letters xvi over and over, utter gibberish, this module, etc) the elves compiled their vast libraries by looting the shaft libraries and destroying every meaningless work.

The party has just found every book they could ever want...in among a practical infinity of ones they don't.



The Library's Rooms

Each room of the library consists of one or more hexagonal galleries lined with shelves, with each gallery possessing a second balcony-level held aloft by wooden columns (reached by an immensely tasteful winding staircase in the southeast corner of each room), all executed in the warm and scholarly middle-fae style of southern Broceliande during the Second War. Unless otherwise noted (or flooded past 10'), each is lit by six torches in sconces set along each column. If extinguished, the torches will be re-lit the next time the party returns.

(Kind of like:

https://s3.amazonaws.com/photo.goodreads.com/misc/1435003181-1435003180_goodreads_misc.png

<https://ak.jogurucdn.com/media/image/p25/place-2014-10-06-09-Bodleianlibrary70c5006aea3b6abf2bb7c5bb2d5adf3f.jpg>)

Many of the rooms are moldy, damp, decaying or even outright flooded. Most of the doors still close and seal perfectly (Second war craftsmanship), and so keep water from rushing from one room to the next. They are also hinged both ways, so opening a door into a flooded room causes water to rush in until it seeks its own level, with the total volume of water distributed across all the rooms. A few fish will always be swimming in any flooded room.

Each room contains all useful books (according to gray elven reckoning) from the millennia matching its north-south position and from location(s) matching its east-west position.

The Pink Rooms

Take a look at the map—it represents a series of hexagonal rooms lined with bookshelves, variously connected.

Along the bottom edge of the map for this section you'll see a line of pink rooms labeled with the names of the various lands and continents of the Cube World: Broceliande, Gaxen Kane, the Peacock Isles, etc. Along the top edge of the map you'll see another series of pink rooms labeled with letters. These are just the first letter of the lands below. So, like, The "C" in the pink room at the top left stands for "Cesaire"—the name in the pink room at the *bottom* left.

Moving Through the Pink Rooms

I'll go into why the names are there in a moment but the important thing for right now is: each pink room at the top is the same room as the pink room beneath it at the bottom. The library is a loop. Walking off the top of the map makes you reappear at the bottom.

So if you're at the room marked "C" at the top and walk through the northwest door, you'll end up near the bottom of the map in the room northwest of where it says "Cesaire". Likewise if you're in the room at the bottom marked "Peacock Isles" and walk southeast, you'll appear near the top of the map in the room southeast of the room marked "P".

It's like those gates Pac-Man goes through if you ever played that.

Organization of the Library

The Vertical Labels

The place names along the bottom and their initials along the top show the organization of the library: all books, scrolls, etc from the same place in the Cube World are in the same vertical column. So, for example every shelf in the vertical strip between the room marked "P" and the room marked "Peacock Isles" contains texts from the Peacock Isles, everything in the strip between room "S" and room "Scorpion Lands" contains works from the Scorpion Lands, etc.

The Horizontal Labels

Down the left edge of the map you'll see numbers: 1000, 1100, 1200, etc. These represent centuries in the Elven calendar, so the first horizontal row of hexagonal rooms represents books from the 1000th Century until the 1099th Century, the second books from the 1100th Century to the 1199th Century, etc. (Note this is far vaster than human-scale time—the third row isn't books from the 1200s—that is the Thirteenth Century—it's books from the Twelve *Hundredth* Century through the next thousand years).

Contents of Rooms

Before it all was laid to waste and invaded by velociraptors and all that, the library had a simple organizational scheme: each text was assigned an east-west position according to its place of origin and assigned a north-south position according to the century in which it was written.

So, for example, *The Nyctythatic Text*, which was written in the Scorpion Lands in the 2659th Century, would be in the same room as the Goblin Shark (and probably quite water-damaged).

Since every other horizontal row of rooms is staggered, these "off" rows (Row 1100, 1300, 1500, etc) contain hexagonal rooms which have books from one place on the east side and another on the west side. So, for example, the room directly to the southwest of the goblin shark room would have books from the Peacock Isles on the west side and books from the Scorpion Lands on the East side, both from the 2700th-2799th centuries.

The Magic of the Library

So how does such a structure manage to contain *all* useful works (or at least all useful works by Elven reckoning, which, admittedly, is a bit suspect especially when it comes to works of humor and the brewing of intoxicating ales)? This is due to the magic woven into the library's geometry.

When I said earlier that heading north off the top of the map loops puts you at the bottom of the map I wasn't exactly telling the truth: you actually appear in another section of the library where *everything is the same except the books*.

If you head north from the top line of pink rooms you'll end up in rooms that are just like the ones at the bottom of the map where the books are from the 900th-999th centuries, and if you head south from the bottom line of pink rooms, you'll end up in rooms which are just like the ones at the top of the map where the books are from the 2900th-2999th centuries.

Changes to the library (other than the books) remain constant—so if the party kills the goblin shark and then heads off the bottom of the map, the carcass of the goblin shark will still be in the room if they keep heading south and loop around eventually to the same place. However, the room will no longer contain the Nyctythatic Text, it'll contain books from the 4500th-4599th centuries.

This can lead to oddities in the warp of spacetime. For example, if a cruel goblin takes a heavy book and pins one of the turtles in the Gaxen Kane 1400s room under it, if you loop around the poor creature will be stuck under a completely different book. However, books taken from their room will retain their identity.

A stranger problem occurs if one PC loops around while another stays put—what books will they see when they meet up? The answer is strange: each PC will see books and be able to interact with books appropriate to their own movement so far. The PC who travels north off the edge of the map and loops around to meet a companion in a given room will see and be able to hold, peruse, throw and burn older books than a PC that never left the room. As soon as either PC touches a book in "their" era, it will become real to both characters.

Other paradoxes can also occur, but it's probably more fun for you and your group to puzzle them out as they come up than for me to invent answers here and list them all.

THE SECTIONS

Regions

Cesaire

Cesaire is a land of savannah, stone cities beneath palaces with moats full of cheetahs, and blue-leaved tropical jungles haunted by lions, gnolls, packs of wild dogs, and great elephants. Home to the Chameleon Women—who rule the Place of Endless Night—and traveling merchants wrapped in cloaks of ostrich-leather and leopardskin.

Broceliande

A green, fae land of knights and jousts inhabited by elves, dwarves, halflings, foxes and hares and two courtly human empires: The elvophilic, cheese-and-wine obsessed Hunger Kingdoms and the staid and comfort-craving halfling-influenced empire of Annwn (whose Pale King is currently on a state visit to the *Red & Pleasant Land*, if you have that book).

Nephilidia

The cold and ruinous half-drowned isle and kingdom of the amphibious vampires, ruled by Nyvyan, the Colorless Queen (also visiting *Red & Pleasant Land*). Deep in the northern sea, this isle is barred save for the occasional giant sea-spider, black-armored knight, or lone raider, encumbered by tusked and insectile helmets designed to filter the toxins from the air.

Vlegt

The unlovely middle-gray-Elvish word for The icy Northern Continent which includes the decadent gray maze of Vornheim, the pitiless city of Nornrik—home to the endlessly scheming white elves, Deathfrost Mountain, and the brutal Devoured Land, home to frost giants and Amazon women (see *Vornheim: The Complete City Kit*, *Death Frost Doom*, and *Frostbitten & Mutilated* respectively).

Gaxen Kane

The Goblin Kingdom, north of Broceliande and south of Vlegt, where all things are awry. The goblins prefer it that way.

Peacock Isles

Tropical and forested archipelago of thousand-armed gods, tigers, and warriors trained with the dreaded *chakram*. The Isle of Eliator (see *Maze of the Blue Medusa*) is here, and the dreaded Nassim, opium priest of a nomadic cult that roams and raids on the backs of a phalanx of armored elephants.

Scorpion Lands

A broad desert begemmed with glittering city-states ruled by clever pashas and their cleverer viziers, rich in trade and philosphickal speculation. Home of the fearsome and ancient manscorpions, the cults of jackal and locust, and the Red Pyramid of the Negapharoah.

The East

Empires built on the body of a vast dragon who fell into in the sea before the earth had cooled. Home to the City In the Skull, where the advisors to the emperor have sleeves five-feet-long, and the City In The Claws, where the emperor's samurai contend endlessly with the rebellions of treacherous daimyo. Home of cruel ogre mages, skin-eating-demons, beaked goblins, and strange ghosts.

Drownesia

Archipelago linking the East to the Peacock Isles, home to the dark elves, who wear golden armor and battle atop dinosaurs. Their elegance of their pagodas and shadow-theaters are the envy of the few western elves who have lived to see them. These isles also house massive lizards, white tigers, the temples of Rangda, the Spider-Witch and the wise and terrible octophant. The serpent-people—who built the first libraries—originated here.

Time Periods

It would be a pointless and undue burden on the DM to even summarize the history of the Cube World here.

However, it might be helpful to know that, by the Elven calendar that organizes the Library, the Second Goblin War ended in the 2200th Century (2/3rd down the map), the same century in which the Library was originally built and where it used to end. That's why the entrance is relatively nearby.

This coincides with the rise of the first globe-spanning human empires (as opposed to just the first humans period, who everyone had been keeping in cages for millennia), who inadvertently caused the Third Goblin War sometime after the 3000th Century and who missed out on the First Goblin War back before the 1000th Century because they didn't exist yet.

We're currently at the beginning of the 5021th Century by Elven reckoning, so that's where the Library ends. The Third Goblin War is arguably still going on.

SEARCHING FOR BOOKS

-When searching for books in the Curated Destruction, calculate the searching part of the party's Library Skill. Likely some party members will be searching for books while others are keeping guard, so only use the party members actually searching to figure out the party's Library Skill. It equals:

(All the searchers' points of Languages skill added up) + (all the searchers' points of Search skill added up) +/- (all the searchers' Intelligence modifiers added up) + 1 per wizard +1 per elf + 10 if Comprehend Languages or similar magic is being employed

If you're not using LotFP's skill system, know that basically the first and second terms, Languages skill and Search skill, need a number between 1 and 6 and estimate. In LotFP those are skills mostly only Specialists/Thieves have.

-Finding anything good takes at least ten minutes—roll on the Wandering Monsters and Search Results table below for every ten minutes of search.

-When the roll indicates an interesting book is found, then roll d100+700 on the Random Treasure Table.

-Interesting book results have three entries listed: VALUABLE, MANUAL, and SPECIAL. What those result means depends on a few things:

-If none of the characters searching understand any of the languages of the region corresponding to the library hex they are in (for example, if none of them speak any of the languages of Cesaire while they're searching on the extreme left of the map) then use the VALUABLE number: they've simply found a rare or beautifully illustrated and bound book, scroll or tablet worth gp = the number rolled, it's treasure. You'll get xp if you can get it out of the dungeon.

*-If any of the characters speak any of the languages of the region concerned **and** the position of the Hex they are searching in matches the dates and region given under Special (for example, if they are in the Psivolvox room and the SPECIAL says: Cesaire Before 1700) then the Special book is found. Special books have special rules given on the table. Copies of important books are common, even in other languages, so they can be found in period long after they're written.*

*-If any of the characters speak any of the languages of the region concerned **but** the position of the Hex they are searching in doesn't match the dates and region given under Special (for example, if they are in the Psivolvox room and the Special says: Cesaire After 1700 or Drownesia Before 2400) then a MANUAL is found. Manuals are nonfiction books on various subjects. Any character can gain advantage to an intelligence check on that subject if they spend ten minutes consulting the book when the question comes up and the book will grant a permanent +1 to checks involving that subject if they possess it while they level up (this is permanent)—no PC may gain the benefit from two books during one level-up and no two PCs can benefit from the same book at once. When in doubt: the books will not be applicable to concepts invented after they were published.*

-If a character just examines the first book they find off the shelf, roll d20 on the Useless Books table at the end of this document.

The Black Rooms

You'll notice a few places on the map are blacked out so that I could write a label there—like "Pit Grub"—and draw an arrow. There are no doors leading to these areas. If the party members announce they are looking for secret doors, or do any kind of search or somehow accidentally knock down the walls they'll find nothing.

However, if one of the players creates an accurate map and then announces that they've deduced from this map that there *must* be a room in the void left over and then commences looking for a secret way in to that implied space, at that point—and only at that point—will they find a secret door. Behind this door there will be the expected room, completely unlit and containing only one book (indeed only one object). This book will be titled, in the modern common trade tongue, "World's Greatest Interior Cartographer" and the front of it will be illustrated with a picture of the PC that found the room.

That's what happens the first time a player pulls that trick. If they manage it a second or third time, put 2000gp worth of treasure in the room each time after.

Map

Each hexagonal gallery consists of a bookshelf-lined room with two levels, the second level overlooks the first from a balcony.

-First level: 15' tall.

-Balcony level: 10' tall.

-Ceiling: 30' tall

The doors are on the first level. They are stout oak and form a waterproof seal when closed—they are also hinged to swing both in and out. This means its easy to open doors into flooded rooms.

Rooms drawn with blue walls are flooded, ones with gray walls are dry. The darker the blue the deeper the water, as indicated in the bottom-right of the map:

-The lightest-blue walls indicate d4 feet of water.

-The medium-blue walls indicate a room filled with fifteen feet of water, enough to fill the lowest level of each room, completely flooding the lowest level's stack of shelves.

-The darkest-blue walls indicate a room filled with 25 feet of water, half-covering the balcony shelves.

Pink rectangles are doors

Red rectangles are locked doors.

\$ is a secret door. These can be found with a standard check and use whatever mechanism you like unless otherwise noted.

Each line segment is 30'.

All the rooms are filled with books unless otherwise noted.

Pink rooms show when the dungeon repeats, and the labels on them are explained in the Organization of the Library section.

The number-labels down the left-hand side are explained above in the same section.

Roll a random encounter every ten minutes or whenever there's a lot of noise.

WANDERING MONSTERS AND SEARCH RESULTS

Roll every ten minutes or whenever the party is making a lot of noise

1-50 If the party is searching for interesting books this turn: If the party's Library Skill equal to or less than the number rolled, the party has found one (and only one, no matter how many characters are searching). Roll d100+700 on the Random Treasure Table.

51-54 A torch goes out

55-56 A torch or lantern goes out

56-57 Someone's hungry. The last party member to eat must eat a day's rations.

58-60 Thirsty. The last party member to drink must drink some water.

61-71 Sure is quiet in here.

72-74 Living spell (see Wild Magic Zone above)

75-79 D10 Electric Eels (if there's no water here, treat as no result)

80-83 Jellyfish (just one: roll to notice it or take d4 hp from the sting, killing it is trivial) (if there's no water here, treat as no result)

84 Crawling Thief (sneaking)

85-89 Spore Mine

90-94 Velociraptors—D4 of them

95 Narcissus Peacock

96-00 Pit Grub

Special rooms: (in alphabetical order by the label on the map)

Burned Library

Someone wanted the works in this area destroyed and hidden—likely because they were filled with works of Drownesian witchcraft from the Second War. There isn't much left, but any magic-user will instantly recognize the value of the forbidden knowledge contained in the strange pictographic works here and will know that it will take an hour of work in the library to assemble the scraps and notes into coherent formulae. Once compiled, they will allow anyone—even a non-magic user—to cast a *Summon* spell given an hour of preparation. It will not take up a spell slot and can be attempted once per week. Also roll once on the Random Treasure Table here.

Centipede, Giant see Giant Centipede below

Corpse

A rich smell of death escapes as this door is opened. The party will feel a strange pull toward the body which is clearly years old, but still not fully decomposed. Whoever they were they'd just made a major score: their pack contains 4500gp and a small, grenade-sized magnetic device. When twisted into the proper alignment, the device exerts a magnetic pull on anything metal equal to a Str score of 19 minus the number of feet away (so at 5 feet, it's strength 14). The objects will be pulled toward the device (and whoever wields it), not the other way around. It's basically impossible to use in combat while wearing metal equipment, though. Also roll once on the Random Treasure Table here.

Crowling Thief

2' tall humanoid with the head of a crow and a backpack full of treasure. This little guy does not want to have anything to do with the party and will hide on the balcony until they leave, hoping not to be noticed. He won't attack them unless he has no other choice or the odds are *extremely* in his favor.

HD 2 HP 8 Speed 120' Armor 15 (high dex) Morale 7 Attacks : +2 to hit, d6hp lt crossbow or d4hp dagger **Special** Sneak Attack 3, Climb 5, Stealth 5 **Treasure** Thieves tools, tiny grappling hook, silk rope, d100 x d100gp, one Interesting Book (roll d100+700 on the Random Treasure Table).

Crypt Lord

Behind the locked doors to this room are a second set of heavy stone doors—not locked, but quite ominously carved with lugubrious designs. Beyond them is a tomblike stone hexagonal chamber lit by torches, quite unlike those in the rest of the library. On a raised dais (5') in the center of the room sits an ancient carved throne upon which sits a seemingly inert skeletal figure in a black robe (Nasikk Theed, the Crypt Lord, brother of Ooling Theed, the Eye of Flame and Fear, who dwells on another throne). There are no books here but the floor is carpeted in cobwebbed treasure dating back to at least the First War—cups, coins, ornamental daggers, rings, gems totalling 10,000gp. Also roll once on the Random Treasure Table here.

If an individual tries to scoop up this treasure they can acquire Dex x Int x 5gp per round up to a maximum of Str x Int x 10 total gp worth of goods.

However if anyone touches the treasure or the skeletal figure, the latter will begin to move and use its teleportation power to banish every living thing in the room.

If the PCs notice the Crypt Lord beginning to move, roll initiative, if not, or if they lose initiative, it will simply banish them all before they have the chance to do anything (include secure any treasure).

HD 6 HP 30 Speed 120' Armor 17 Morale 12 Attack +5 d8hp (grab) or... **Special**: Teleportation (simultaneously on every other character in the chamber)—save at disadvantage (roll twice and pick the worst) or else be teleported and separated. The 1st foe will be teleported to 2000-V, the 2nd to 2600-C, the 3rd to 1600-D, the 4th to 1800-C, the 5th to 2400-S, the 6th to join their ally at 2000-V, the 7th to join their ally at 2600-C, etc. If the PCs have not seen these rooms they won't know what direction they're facing, though clever ones may note the stairways are always in the southeast corner. These teleportation locations will remain constant even if the Crypt Lord is encountered after the PCs have walked off the edge of the map.

Dead Goblin (up north at 1300)

Stung to death by jellyfish. She has a pack with a morningstar, 350gp, a knife, false teeth, the key to the psivloxx room, and a trained cricket in a cage. The cricket will walk in whatever direction you point and makes a very loud call if it sees a living thing.

Dead Goblin (down south at 2100)

Died guarding the scriptorium from the tiger. Short sword, 290gp, hearing aid trumpet, a book about mushrooms, a shield, and the key to all the doors into the Crypt Lord's room.

Echo Chambers door (at 1100 and D)

In my game, this door leads to the Echo Chambers (see Cube World #2, which you can buy wherever you bought this)—specifically the door in the northwest corner. The door isn't locked on the Library side.

Eels

This area is full of eels. Six electric eels.

HD 1 HP 2 Speed 120' (in water only) **Armor 12 Morale 5 Attack +2** to hit d4 hp electrical damage

Fountain

Clearly built by a later inhabitant culture: doughy winged children spit water from mouth to mouth. It's a source of fresh water, so roll a Wandering Monster check as soon as the party enters, but otherwise it's just a fountain.

Giant Centipede

Giant centipedes plural actually. Five of them each 2 and a half feet long. They sense movement and try to kill anything inside. This room is also filled with a magical *Darkness* as the spell—infravision, et al do not work. PCs will feel the centipedes crawling on them in the dark.

HD 3 HP 12 Speed 60' Armor 13 Morale 7 Attack +3 to hit d4hp plus save or take d12hp more from poison.

Goblins

D4 Catachrite raiders (see entry below) stealthily attempting to file a stack of nonsense texts.

Catachrite Goblins

HD 1 HP 4 Speed 120' Armor 13 (high dex) **Morale 6 Attack:** +1 d6hp morningstar or shortsword **Skills:** Stealth 3 **Special:** Walk on walls and ceilings as *Spider Climb* **Treasure:** A Goblin Key that'll lock any door.

Goblin Scriptorium

Goblins despise all good things. The catachritic raiders of Gaxen Kane once simply burned libraries (or flooded them) but were frustrated by the elves infinite capacity for cultural regeneration. They now most often pursue a subtler course: rendering extant libraries unusable. Catachrites equipped with deer vellum, pheasant quill and unknown binding leathers will infiltrate great libraries, establish a perimeter within, and begin to produce nonsense texts. Thereafter and most diabolically, they will then *file*, deep in the stacks, willy and nilly, these calumnious works of cacology, error and untoward phrase—the better to stymie all learned inquiry. The scriptorium here contains d6 raiders at all times, one of whom will be writing at all times, and a goblin dog, whose pointy nose is relied upon to detect intruders.

The ordinary books are all gone, but the raiders carry d100+50gp worth of looted finery each. Also you can roll once on the Random Treasure Table.

Catachrite Goblins

HD 1 HP 4 Speed 120' Armor 13 (high dex) **Morale 6 Attack:** +1 d6hp stiletto **Skills:** Stealth 3 **Special:** Walk on walls and ceilings as *Spider Climb* **Treasure:** A Goblin Key that'll lock any door.

Goblin dog ordinary dog, though well-trained, and dyed lurid colors

HD 1 HP 5 Speed 120' Armor 14 Morale 10 Attack: +4 d6 bite—a successful bite is actually done by a small goblin dog (1 hd also) whose head is entirely within the original dog's mouth. The original dog then pulls back to release this smaller dog and instantly grows a new one inside its head, as does the dog just released. **Special** +3 to notice any enemy it can smell

Goblin Shark

Sickly green predators, 12' long. Whether they were invented by goblins or are just really appreciated by them is unclear.

HD 10 HP 50 Speed 240' Armor 16 Attack +10 4d4 Special: 934 gp in belly, plus roll once on the Random Treasure Table.

Jellyfish

The water on the floor here is choked with stinging jellyfish. There's enough of them that they can be treated more like a trap than a creature: they will flood through if any of the doors around them are opened and anyone on the other side must save or take d12 damage. Functionally, anyone going in the water on the first floor of these galleries takes d12hp. Jellyfish tentacles still sting even after they're dead so no need for stats—if someone manages to kill the whole swarm (75hp) they'll be harmless d4 hours later.

Octopus

A giant mutant octopus. It's eternally hungry, eternally vigilant, and will attack anything opening one of the doors around it. The only good news is it's so large it can only delegate one or two tentacles per target.

HD 12 HP 50 Speed 120' (but fills the whole suite of rooms) **Armor 14 Morale 11 Attack** One attack per target, on up to 8 targets: +7 to hit D12hp **Special:** Squirt ink underwater. Takes no action. As *Darkness* spell. **Treasure:** 1800gp of indigestible gold treasure inside its weird head-stomach.

Peacock

These are Narcissus-, or Undesirable-, Peacocks. They are magical creatures that paralyze onlooker as they spread their fans and then slowly eat their victims.

HD 2 HP 8 Speed 120' Armor 12 Morale 7 Attacks : +1 to hit d4hp bite, but first...**Special**: Upon seeing any creature the peacock will spread its fan. Creatures must save or stand transfixed. (Theories differ as to what victims see—ask the player—its amazing). The peacock will then eat the victim, who may save each time they take damage. The effect ends if the peacock's slain.

Pit Grub

A fat, centipede-like creature 10' long with a face full of paralyzing tentacles. A subterranean scavenger.

HD 3 HP 17 Speed 120' Armor 16 Morale 7 Attacks : d6 attacks per each round +3 to hit save vs Paralysis or be unable to move until you do.

Psivolvox

This intelligent algae colony eats brains, so a library is a good place to hang out, stretched between columns on a hammock made from its own damp viridian skin. It will use its powers to get any creatures that enter its chambers to fight each other to the death and then kill themselves so it can partake of their delicious cerebella. Its room contains the remains of dozens of adventurers with their heads cracked open. Their gear is everywhere: 50% chance of any specific piece of standard dungeoneering equipment or common local weapon one cares to look for plus 2300gp worth of looted stuff.

HD 5 HP 25 Speed 1' per hour Armor 13 Morale 12 Attack: No normal attack **Special**: All the psivolvox's foes in the room must save or attack their allies. Victims may re-save every time they take or inflict 10 damage or reduce a friend to 0hp. The effect ends if the psivolvox is slain.

Salamanders

Not like fire elementals or anything. Totally normal salamanders—dozens of them crawling all over this library. Harmless but maybe it freaks your players out.

Shriek Fungi/Shriek Fungus

Endemic in moist underground areas, floating or growing in damp corners, these organisms grow in patches of up to 3' across emit a horrible banshee-like wail whenever any living thing is within 60' feet. This sound will attract a wandering monster and it will appear in 1-2 rounds. It doesn't move, is easy to hit, and has 20 hit points.

Slime Pool

These galleries are filled 4' deep with an inert form of green slime. If you touch it, you lose a point of armor class if you're in armor. If you're not or your armor is depleted, the slime begins changing you into slime. The process takes d4+1 rounds. Healing magic will kill it. Scraping, burning, and freezing work, as does cutting off the exposed flesh. Nothing else does.

Spore Cluster

Floating gas-filled, popcorn-colored fungi 3-4' across. These are living proximity mines bred by goblins and let loose in libraries because goblins hate the idea of anyone having access to useful information—especially *fucking* elves. When they sense movement within 30' they immediately move toward it and explode (roll initiative as an ordinary creature):

HD 1 HP 4 Speed Human Armor 13 Morale 12 Attack Explosion: everyone within 15' of the explosion has to save or take d12hp and then clean the rest of the spores off of them (save again) in subsequent rounds or take d4hp from smaller explosions for d4 more rounds. Killing the cluster will cause it to prematurely explode

Tiger

This three-gallery room never has any torches lit. The tiger likes to hunt in it for exactly that reason. The secret door sliding in the northeast corner is identifiable by the fact that it's the bookcase on that wall is the only one without half the books torn off it shelf (they're all fake).

HD 6 HP 24 Speed 150' Armor 16 Morale 10 (6 vs fire) Attack 3 attacks: 2 claws +6 to hit, d4+1hp and a bite +6 to hit, d10hp. If the first two claws hit the same target, the tiger may make two additional claw attacks in the same round on that target.

To Echo Chambers see **Echo Chambers above**

Tome

The sole book in this room sits open on a raised lectern in the center of a low pool. It is the only book written in Broceliande in the 2300th century: the book naming and commemorating the deeds of all those who died in the Second War against Gaxen Kane, the Great Goblin Empire, written at the end of that centuries-long war. It is a solemn place.

Carved into the walls, in deep relief, are the outlines of thousands of locally common weapons: morningstars, spears, daggers, short and longswords, rapiers, chains, darts, bows, whips, (crossbows had not been invented), etc. Any elf will recognize the set-up:

If anyone places a weapon into the stone it will be possessed by the spirit of an elf that died in the war. Possession takes one minute during which time the weapon cannot be moved and a slowly rising discordant sound will be audible just behind the weapon-wielder's right ear, which breaks when the possession is complete. Afterward the weapon will grant advantage to hit and damage against goblins and orcs but will also constantly interrupt the owner's thoughts with whispered bloodthirsty psionic PTSD monologues about the Second War and insist on being called after the dead warrior's name in life—Yllysande Blackteeth or Jack-of-the-Four-Spit or whatever. The wielder may occasionally be able to mentally question the voice and thus learn something worthwhile about goblins, elven magic of the Second War period, etc but opening your mind to the voice to that degree is dangerous and will cause the PC to be distracted enough that they will roll their next saving throw at disadvantage. Getting anything worth knowing in response to a question requires a successful Wisdom check vs a 15.

Touching or even carrying two or more of these possessed weapons will immediately strike any sane PC as a terrible idea, but it will allow the wielder advantage to hit and damage against everyone and everything for the next fifteen minutes during which they will refuse to relinquish the weapons and after which they will go permanently out of their mind and become a disturbing omniscient NPC. The process of meltdown is inevitable, even if the weapons are forcibly taken from them.

This book does not change to another if you head north or south and loop around, the entire library is consecrated to the memories contained within.

Tree

A large and twisting tree, slick and green with algae extends throughout this suite of rooms.

Turtles

2d8 small harmless, dinner-plate-sized turtles. Just vibing. On careful examination, one of them is a mapback turtle—almost indistinguishable from the Broceliandaise emerald-eye pond turtles its mixed in with. The mapback has a hexagonal pattern on its back approximating the northern part of the library. The turtle room is marked in blue-green with the grey elven rune for “home” marked on it, the Crypt Lord's room is red, the wild magic hexes are purple, the slime pool is yellow-green, the line of jellyfish rooms is white.

Velociraptor

Technically this is a utahraptor or a deinonychus, real velociraptors were boring—this is essentially a horse-sized dinosaur that looks and acts like the one in Jurassic Park. Its hungry.

HD 4 HP 20 Speed 240' Armor 16 Morale 9 Attack 2 claws or bites: +6 2d4hp

Wild Magic Zone

These galleries contain remnants of magical warfare between scavenging spellcasters. There will always be a Living Spell loose in this area and it will attack PCs as soon as they enter. In addition, casting spells in this area is unpredictable—any spell cast will take effect, but afterwards roll D6: on a 1 the spell turns into a living being and acts in a way harmful to the party, on a 6 it turns into a living being and acts in a way helpful to the party. On any other roll something strange happens, related to the spell effect but not immediately helpful or harmful. For example, a healing spell may begin “healing” the wood of the library shelves back into living trees.

Living Spell —a 3-5' inchoate plasm floating in mid-air

HD 2 HP 8 Speed 120' Armor 12 (magical weapon to hit) **Morale 12 Attack** no normal attack, the spells can cast themselves (see Special) every other round **Defense:** Dispel magic kills it.

Special: Roll d6 to see what kind of spell you've got—

1 Fireball: 3d6 fire damage, save for half

2 Charm: Save or you want to get more spells cast in here so the spell will have “friends”

3 Web: As the spell. The noise it makes after triggers a Wandering Monster check, roll until you get a creature.

4 Forget: Save or forget everything for an hour.

5 Stinking Cloud: As the spell, triggers a Wandering Monster check, roll until you get a creature.

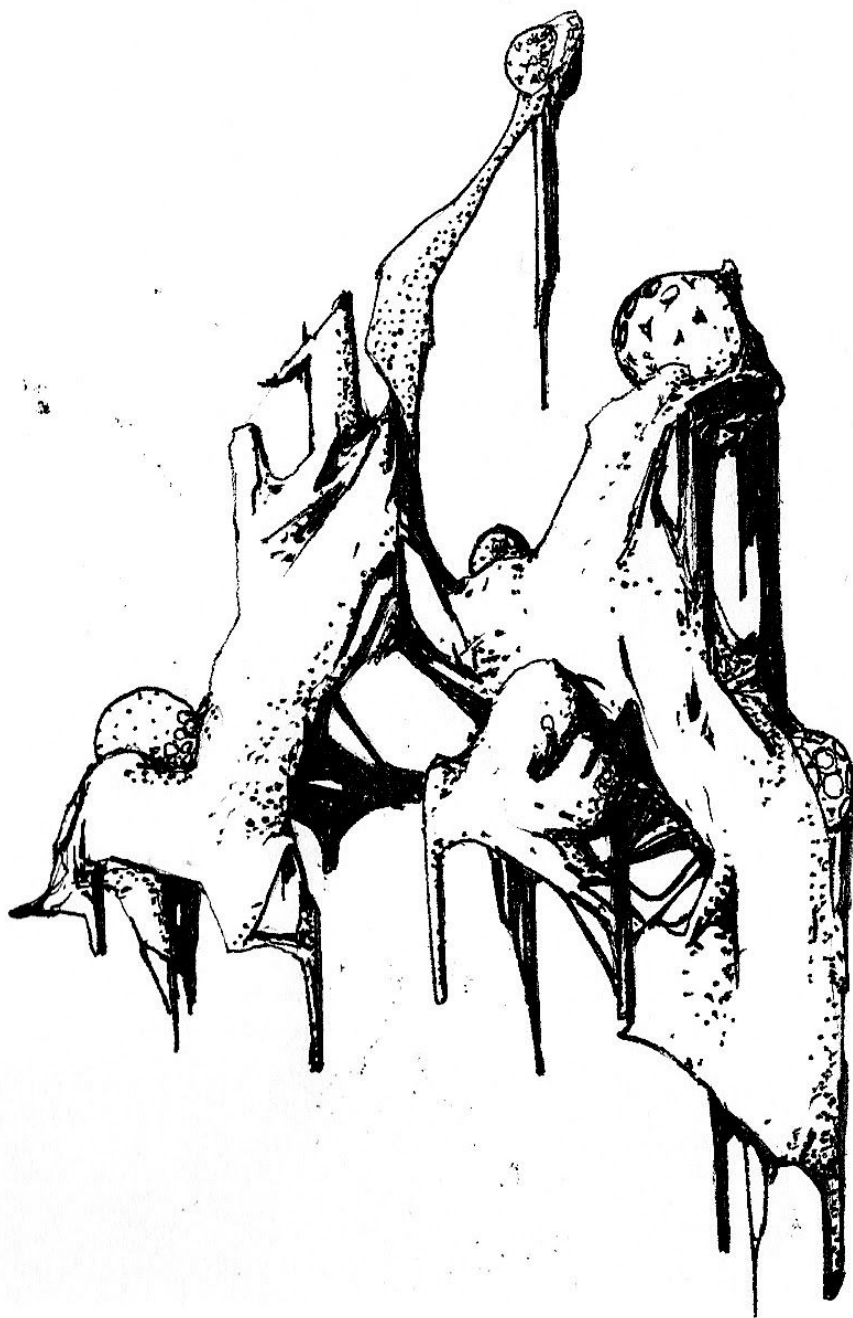
6 Suggestion: Save or believe a random contrafactual assertion (“books are bread”, “water is lava”, etc) for an hour.

X

These are secluded study rooms tucked into the space left over when the floorplan was divided into hexagons by its architects. They contain the remains of abandoned researches. They contain no ordinary books but for every ten minutes a wizard spends examining these notes they may attempt to roll an Int check vs an 18 to learn a new spell. They can keep rolling every ten minutes until it works. Basically the research allows the wizard to gain one extra spell slot at the highest level they're able to cast.

XX

This hidden area contains the remains of a dead party of 5 adventurers. They have 2 suits of chainmail, one bow, two longswords and one parcel of random treasure (roll below) each. The room is filled with a twisting stairwell going down to another level of the dungeon. Eventually I'll release that level or you can write your own, but if neither of those appeal, just give each corpse two rolls on the Random Treasure Table and have this be a normal room.



The Psivolvox

Random Treasure Table d1000

Random Key: roll d100 here

Random Items: roll d100+500 here

Random Potion: roll d100+600 here

Interesting Book: roll d100+700 here

Magic Weapon: roll d100+800 here

Other Magic Items: roll d100+900 here

1-99 Key. Roll d100. (roll d100 and have the player write it down. Don't tell them this but that is the chance the key will open any ordinary lock it's used on in this dungeon. Once used, it won't work on any other door.)

100-500 Amount of gp worth number just rolled x 10

501-600 Random items (some are minor magic)

501-502 Candle-eels—d8 fatty fish that can be burned and last as long as a torch.

503-504 Map showing (only) the path from one of this area's exits to the closest other exit.

505 Silver dagger and sprig of wolfsbane.

506-507 Glowstone. Provides 5' of blue light when wet.

508-509 Taskmaster dust--put it on yourself (first) and then someone else and you'll be able to copy their dex for the rest of the day. 2 doses.

510-511 Goblin moon putty: fix any broken thing which uses gears with a tinkering roll.

512-514 Grappling hook, 50' rope, dagger, backpack

515-516 Net

517 Drafts of semi-literate marriage proposal written by last intelligent creature PC's killed.

518 Elephant's tusk knife.

519 Sketches, clearly from life and by a talented hand, depicting daughter of a noble house in compromising positions.

520-521 Small mirror.

522 D10 x 100 living snails with specially-made shells cast from pure silver worth 1 sp. Snails are sentient, communicate telepathically, and will beg PCs not to trade them away.

523-525 Padlock (Strength 17) and key.

526-530 d6 Days rations and fresh water

531-532 Partial and crappy dungeon map. To simulate it, any player is allowed to look at the GM's map for a number of seconds equal to their PC's intelligence divided by 2.

533 Bag of flour

534 Bear trap

535 d4 vials of acid (d8 damage to flesh)

536-37 Bag of marbles

538 Small glass sphere filled with water and lodestone shavings. Works as a compass.

539-540 Telescope

541 Caltrops and 700gp

542 Jar of black ink

543 Spare suit of leather armor

544 Spare suit of chain armor

545 Jar of angry bees

546 Wax seal of the Goblin King (goblins will obey any order written there if its sealed) Enough wax for 2 impressions

547 Alchemist's kit

548-549 Severed head (nearest species besides this one)

550 Cat in a box

551-553 561 Brick of salt

562 Box of chalks

563 Svengali deck for performing card tricks

564 Stoppered tank of helium (enough for one pig-sized balloon)

565 Recipe for elephant-shaped cake involving three hit points of blood and 3 drops of sweat.

When baked, it will know whatever the blood donor knows and will answer whatever questions about that information the sweat-donor asks. This information is in the recipe.

566 Vial containing fresh human blood

567 3.5 liters of glue.

568 Scrawled note: "Crypt Lord in library"

569 Scrawled note: "Dragon on the last level"

570 Scrawled note: "Some goblins are nilbogs and attacks heal them"

571 Scrawled note: "Manticores love poems"

572 Scrawled note: "Toad gods hate the Insect Cult"

573-575 Blonde halfling mead from the Pudding Coast, 6 bottles

576-578 Heavy ale from the Dwarves of the Freak Mountains, 6 bottles

579 Anesthetized bats held in individual baseball-sized cheesecloth nets. Throwing them with full strength will wake them up in midflight. They are bloodthirsty and will attack whatever they're thrown at. 5hd total.

580 Smoking tobacco and pipe

581 Baby

582 10' of chain

583 Pulley

584 100' of string and a fishhook

585 Bag of living worms

586-587 Poisoner's ring

588 Crumpled musical composition in unknown notation. Any bard can roll an intelligence check + (level divided by 3) to understand it. Playing it will require will require 8 hours of intensive study as well as modifications to any musical instruments present requiring 3 hours of peaceful, solitary work. The song, when finally played, will cause all intelligent creatures within hearing range to go "Wow. That's a song alright. I'm so glad we brought you down here."

It resembles "Pop Goes The Weasel" in most important respects.

589-590 Vial containing a form of perfect glue. Sets instantly and covers 1' square area.

591 Animated severed hand (1 hd). Obeys whoever finds it.

592 Fancy hinged box. Inside is an elaborately-wrought carved scalpel and illustrated instruction book (in a foreign tongue) in a velvet-lined case. The scalpel can be used to remove an eye from any creature (of roughly equal size) and insert it into another creature's head, enabling them to use any vision-related abilities or gaze attacks of that creature. The surgeon can't be either patient and must make a dexterity roll. Rolling over dex means the operation fails and causes d20 hp damage. Rolling under causes d20 minus (number of points under dex rolled) hp. Works once. Whenever the recipient of the new eye rolls a 1 it means the new eye has rebelled and will spend the next d4 rounds causing as much trouble as it can for the PC.

593 Claw shoes: d4 on a kick, advantage to climb checks. They have a hinged platform you can fold over to walk on floors.

594 Frost mask. This icy substance, when painted over a creature's eye will lighten and twist it into a shape which frightens fire. No flames, magical or otherwise will come within 5 feet of the creature. Lasts 1 day. 3 doses.

595-596 Halfling Pie from the Pudding Coast. Carefully wrapped and unaccountably fresh. "Just" a pie but anyone who's been in this dungeon more than a day will give quite a bit to get their face into one.

597 Null paint. This substance will only function if applied to living flesh. Any part of the body covered in this paint becomes nonreflective black and intangible. Weapons cannot be held in a painted hand, clothing cannot be worn over a painted body part (it will pass through), etc. If painted over sensory organs they become useless. If painted in a stripe pattern on the skin then items may be held or worn and 50% of all piercing or slashing attacks will pass harmlessly through the wearer. Lasts one day.

598-599 Net trap kit. Tripwire activated, catches up to 4 humanoids.

600 Diary of dead adventurer describing dungeon in sketchy detail (mostly worthless but has 2d20% chance of working on any device the PCs consult it about. HOWEVER, once it works, that's it.)

601-700 Potions

601 D4 aqua-green potions: each heals d6.

602 Acid resistance potion (half damage lasts and hour)

603 Aging Potion (double your age permanently)

604 Digestive juices of a rustbeast.

605 Amputation Potion (save or lose a random limb)

606-607 Antidote Potion (cures any poison)

608 Vial of liquid shadow. Not the kind in Ptolus, which just gives you a bonus to shadow magic (though it does that, too, why not?). This stuff can be used to create a deep shadow--about twice human-sized--where there shouldn't be one. A thief can hide in it as if it were an ordinary shadow, at -20%. It can also be used to move from any liquid shadow to any other pool of liquid shadow the character knows about. It can also be used to replace a lost shadow.

609 Blindness Potion (save allowed)(lasts an hour)

610 Charisma Potion (score: 18 lasts an hour)

611 Clairaudience Potion (like Clairaudience but lasts 10 minutes and you can only hear, not see)

612-614 Cold resistance Potion (half damage lasts and hour)

615 Constitution Potion (score:18 lasts an hour)

616 Pinking Draught (You think it's exactly the potion you want but it isn't, the delusion lasts an hour)

617 Dexterity Potion (score: 18 lasts an hour)

618 Disenchantment Potion (makes a magic item nonmagic)

619 Electricity resistance Potion (half damage lasts and hour)

620 ESP Potion (as Clairvoyance spell, lasts ten minutes)

621-622 Extra Eye Potion (rub it on and get an eye wherever you want, advantage on perception checks)(permanent)

623 Potion reincarnates you as the last thing under 10hd that you killed.

624 Fire Breathing Potion (save or take 3d6, lasts ten minutes)
625-626 Confusion (as spell, lasts 5 rounds)
627-628 Frog tongue Potion (you get a long sticky tongue—6', forever)
629 Fumbling Potion (Dex 3 for an hour)
630 Growth Potion (as Enlarge spell, ten minutes)
631-632 Healing Potion (d8+1 or removes a condition)
633-634 Heat Resistance Potion (half damage from heat for an hour)
635 Inflation Potion (you're super-fat for an hour, you can be rolled around)
636 Infravision Potion (lasts a day)
637 Intelligence Potion (Int 18, lasts a day)
638 Invisibility Potion (as the spell)
639-640 Invisibility to Demons Potion (as the spell but only on demons)
641-642 Invisibility to Fae Potion (as the spell but only on fae, kinda works on elves and goblins, too—they perceive you at disadvantage)
643-644 Invisibility to Reptiles Potion (as the spell but only on reptiles)
645-646 Invisibility to Undead Potion (as the spell but only on undead)
647 Invulnerability Potion (lasts 5 rounds)
648 Vial of medusa tears. Application to a body part will turn it to stone for 5 minutes. 2 hand-sized doses.
649 Laughter Potion (save to get anything done each round except laugh, lasts 5 rounds)
650 Looks similar to healing potions but it's actually a love potion. Drink it and fall in love with whoever last wounded you.
651 Love Potion (lasts a day)
652 Vial of mirror water. Anyone reflected in a puddle of mirror water must face the evil clones of themselves who crawl out of it.
653 Madness Potion (lasts a day, you can't do anything helpful to your allies)
654-655 Detect Magic Potion (as spell, lasts 10 minutes)
656 Muteness Potion (lasts an hour)
657 Oil of Sharpness (put it on a weapon, it inflicts +5 damage)
658-659 Oil of Slipperiness (perfect lubricant, permanent)
660 Vial of infinite water. A puddle of infinite water is a shaft as deep as an ocean.
661 Oil of Mouths (as 537 above)
662-663 Poison (save or d20hp)
664 Polymorph Potion (as spell, lasts 10 minutes)
665 d6 vials of holy water
666 Prophecy Potion (your eyes go milky and you deliver a Fortune as in *Vornheim*, if you don't have it, buy one from me)
667-668 Purify Food and Water Potion (as spell)
669 Regeneration Potion (regrow lost body parts and 3d6 damage)
670 Remove Paralysis Potion
671 See Invisible Potion (lasts an hour)
672-673 Shark Teeth Potion (inflict 2d6 on a bite, lasts a day)
674 d6 vials of unholy water
675 Shrinking Potion (as *Reduce* spell, lasts an hour)
676 Language in a bottle. GM's choice which.
677 Sleep Potion (as spell cast by a 5th level wizard)
678 Oil of Disruption (Rub it on a weapon and it does triple damage to undead and acts as a magic weapon. Can kill a vampire. Lasts 5 rounds.)
679 Slow Potion (as spell, lasts 5 minutes)
680-681 Speak with Animals Potion (lasts an hour)
682-683 Speak with Dead Potion (lasts ten minutes)
684 Vial of a substance derived from mindeater digestive juices. If a PC drinks it immediately after eating the brain of another living creature it will allow the PC to know everything the creature knew. However the PC must save or gain an insanity. 1 dose.
685 Speak with Monsters Potion (lasts ten minutes)
686-687 Speak with Plants Potion (lasts a day)
688 Speed Potion (as *Haste*, lasts 5 minutes)
689 Spike Potion. (If rubbed on any part of the body (5 square inches), spikes made of fused bone and hardened flesh will form there. A successful strike with these spikes will cause d4 damage or normal punch damage plus 2 hp damage, depending on system. 2 doses.)
690 Stone to Flesh Potion
691 Strength Potion (Str 18 lasts an hour)
692 Oil of Brutal Noise. Anyone drinking this or stabbed with a blade coated in it becomes painfully sensitive to all sounds. Mechanics here are up to you. d6 doses.
693 Suggestion Potion (as spell)
694 Healing potion: d8 HP but pictographic label says it requires a finger from a dead humanoid to become active.
695 Tongues Potion (lasts ten minutes)

696 Razor potion. 1 dose. Drinking it and then spitting it out allows the imbiber to spit a cone-shaped "breath weapon" full of gnat-sized barbs which does 3d6 damage to exposed flesh.
697 Ventriloquism (throw your voice up to 60 feet, lasts a day)
698-699 Water Breathing Potion (lasts 24 hours)
700 Youth Potion (become half your age permanently)

701-800 Interesting books. If the party's searching the shelves, see Searching For Books above. If they aren't and just found the book while looking for treasure, roll d6: 1-the Valuable entry 2-4 Manual entry 5-6 Special entry

701 VALUABLE: Worth # of GP just rolled

MANUAL: Far Eastern Languages

SPECIAL: East after 1600C—Book of Ten Thousand Fists: Level up with this and do double damage on an unarmed strike.

702 VALUABLE: Worth # of GP just rolled.

MANUAL: Goblin/Orc Languages

SPECIAL: Gaxen Kane after 1200C—The Offices of Ool: Level up with this and learn ritual breathing methods that grant 50% immunity to magic cast by elves

703 VALUABLE: Worth # of GP just rolled.

MANUAL: Librarian/Serpent Language

SPECIAL: Peacock Isles before 2400C—The Naga-Ta: Allows anyone spending an hour to conjure a serpent-demon, otherwise as the Summon spell.

704 VALUABLE: Worth # of GP just rolled.

MANUAL: Grey Elven Languages

SPECIAL: Broceliande after 2200C—Codex of Unutterable Tedium by Ryne Bland. This book is so boring. Anyone reading it will fall asleep after a number of rounds equal to their wisdom for d10 rounds. Reading aloud from the book will cause anyone hearing it and able to understand it to make a save or just walk out of hearing distance. If the reader pursues the fleeing creature and continues reading, the creature will be affected as with a Sleep spell (even Elves). Anyone hearing or reading the book more than three times will attempt to destroy or discard it.

705 VALUABLE: Worth # of GP just rolled

MANUAL: Nephilidian Language

SPECIAL: Nephildia after 500C—Naxyrite Codex: Contains a six hour spell to change a vampire back into a human.

706 VALUABLE: Worth # of GP just rolled

MANUAL: Languages of Cesaire

SPECIAL: Cesaire after 1400—The Book of Leopards: Magic users leveling up with this can gain a Command spell (1/day) that works on animals, requiring no spell slot.

707 VALUABLE: Worth # of GP just rolled

MANUAL: Languages of the Peacock Isles

SPECIAL: Peacock Isles after 400C—The Fire Wheel: New second level spell. A flaming hoop circles the caster for 10 minutes, inflicting d8+level damage on anyone within 5'.

708 VALUABLE: Worth # of GP just rolled

MANUAL: Languages of the Scorpion Lands

SPECIAL: Scorpion Lands before 2400C—The Jewelled Moon Scroll: A spell of exorcism. A cleric must plant their feet and chant the incantation in the demon's presence. Each round the demon must save, at the first round at -1, the second at -2, etc so long as the priest chants from the book. Each successful usage has a 50% chance of destroying the book.

709 VALUABLE: Worth # of GP just rolled

MANUAL: Dwarvish Language

SPECIAL: Broceliande or Vlegt after 300C—The Orders of Gryy Ironeye: Revered dwarven weaponsmithing manual. Level up with this and gain the ability to customize or forge a "perfect" steel weapon to fit a specific wielder. One weapon per client, takes three weeks. Weapon is not magic but +1 to hit and damage.

710 VALUABLE: Worth # of GP just rolled

MANUAL: Drownesian Languages

SPECIAL: Drownesia before 1800C—Rangda Nasaka Amm: Sacred text of the spider-cult: Valuable beyond anything to Drownesian NPCs and spider cultists, they'll trade almost for it. Level up with it and gain a Web or Summon (spider-demons only) spell that takes up no spell slot.

711 VALUABLE: Worth # of GP just rolled

MANUAL: Old Selenian and Eliatoran Language (see Maze of the Blue Medusa)

SPECIAL: Peacock Isles or Scorpion Lands after 1300C—Labyrinth of the Pavonated Gorgon: Ritual in this book takes ten minutes and transports everything within a 10-foot radius to the Maze of the Blue Medusa. It will also transport you back to wherever you cast it.

712 VALUABLE: Worth # of GP just rolled

MANUAL: Reptileman/Chameleon Woman Languages (incl. Ancient Saurian) (see Maze of the Blue Medusa)

SPECIAL: Cesaire after 800C—The Book of the Night Princes: This sad tale induces uncontrollable weeping in any who hear it read aloud. Save each round to do anything but cry.

713 VALUABLE: Worth # of GP just rolled

MANUAL: White Elven Languages

SPECIAL: Vlegt before 2300C—The Kelth Ochnyn: The sacred brands and strange tortures here take half an hour to inflict but will induce any creature to tell the truth.

714 VALUABLE: Worth # of GP just rolled

MANUAL: Sea Elven Languages

SPECIAL: Peacock Isles or Nephilidia before 2400C—Gyth Asculum: Incantation here takes half an hour and turns any humanoid into a cannibal mermaid.

715 VALUABLE: Worth # of GP just rolled

MANUAL: Human Languages of Broceliande & Vlegt

SPECIAL: Broceliande or Vlegt before 1200C—The Vorn Vekt: A sacred text of Vorn. A cleric may use it once per day to bless any weapon, so that it will damage lycanthropes, demons, and immaterial and otherwise protected undead—it will also do d6 extra damage. Lasts one day.

716 VALUABLE: Worth # of GP just rolled

MANUAL: Demonic Languages

SPECIAL: Vlegt before 2500C—The Registry Infernal: Contains the true names of 70% of all demons.

717 VALUABLE: Worth # of GP just rolled

MANUAL: Dead Languages

SPECIAL: Cesaire or Scorpion Lands Before 1200C—Gnysic Gospels: Contains a minute-long incantation that banishes elementals within 30'. Requires no spell slot to use.

718 VALUABLE: Worth # of GP just rolled

MANUAL: Obscure Languages

SPECIAL: East after 1400C—The Hours of the Malachite Dog: Contains a fifteen-minute spell which summons a massive storm which lasts 24 hours. Anyone may use it.

719 VALUABLE: Worth # of GP just rolled

MANUAL: Maps/Atlas of a random region (i.e. the regions in the library)

SPECIAL: Broceliande after 2200C—Map of the Curated Destruction.

720 VALUABLE: Worth # of GP just rolled

MANUAL: Diseases

SPECIAL: Vlegt after 2600C—Codex of Iptis Os: Cure any disease once per month by performing the half hour ceremony under a full moon.

721 VALUABLE: Worth # of GP just rolled

MANUAL: Surgery

SPECIAL: Vlegt after 2400C—Codex of Ospis Ipt: Graft a dead limb onto a living host to replace a missing arm or leg. Takes 6 hours. The limb will work.

722 VALUABLE: Worth # of GP just rolled

MANUAL: Medicinal herbs

SPECIAL: Cesaire after 700C—Book of Hadru: Tale of a monkey prince who solves puzzles. Serendipitously contains clues to three conundra the reader may face (“As you look at the door, you remember reading in the Book of Hadru...”). It doesn’t work unless the player brings it up. Works three times, maximum.

723 VALUABLE: Worth # of GP just rolled

MANUAL: Medicine in general

SPECIAL: Drownesia after 1200C—The Pagoda in White: Identify any disease in two minutes by consulting this book.

724 VALUABLE: Worth # of GP just rolled

MANUAL: Alchemy

SPECIAL: Gaxen Kane after 2200C—Orbik Hekk: Identify any harmful chemical in two minutes by consulting this book.

725 VALUABLE: Worth # of GP just rolled

MANUAL: Demonology

SPECIAL: Scorpion Lands after 1100C—The Vyracohedron: Level up with this book and be able to spot any portal or object that takes you to another dimension or extradimensional space.

726 VALUABLE: Worth # of GP just rolled

MANUAL: Cosmetics

SPECIAL: East after 1400C—The Book of the Black Crane: Gain +1 Charisma by leveling up while in possession of this make-up manual.

727 VALUABLE: Worth # of GP just rolled

MANUAL: Decorative Arts

SPECIAL: Broceliande after 2500C—The Yew Thistle Manual: Level up with this and be able to identify when any elven object was made.

728 VALUABLE: Worth # of GP just rolled

MANUAL: Music

SPECIAL: Cesaire after 1400C—Allows for the creation of hypnotic musical compositions so long as the target species is known. Takes one hour to compose and the music must be played by a competent musician (though it can be on any instrument). So long as the music plays, members of the target species cannot move. A new song must be composed after each full moon.

729 VALUABLE: Worth # of GP just rolled

MANUAL: Poetry and fiction

SPECIAL: Vlegt after 800C—The Octarium Of Leucis Threen: You’ve read the Octarium! Oh I adore Threen! Leveling up with this book allows you to impress any educated aesthete not wholly hostile to you.

730 VALUABLE: Worth # of GP just rolled

MANUAL: Architecture (in LotFP, add a pip if you level up with this book)

SPECIAL: Broceliande after 1000C—The Mead and Pensver Guide to Notable Structures: Legendary halfling travel-writers provide the location of every large temple, palace, castle etc created before the Age of Human Dominion except places the Referee has specifically decided are “forgotten”. Also provides the benefit of the Manual result

731 VALUABLE: Worth # of GP just rolled

MANUAL: Painting

SPECIAL: Vlegt after 1100C—Archnyria’s Lives of the Painters: Leveling up with this work gives the PC advantage to identify paintings and gives them enough information to get twice the usual gp value for selling paintings.

732 VALUABLE: Worth # of GP just rolled

MANUAL: Sculpture

SPECIAL: Cesaire after 1800C—The Incarnations: Allows the identification of statues—culture of origin, religion, etc. 90% accurate.

733 VALUABLE: Worth # of GP just rolled

MANUAL: Puppetry

SPECIAL: Drownesia after 200C—Kaasingha L’Eatte: A grimoire of shadow magic—leveling up with this book in your possession allows a PC to consecrate a weapon to cut off and steal a victim’s shadow. The victim will be at disadvantage to stealth rolls and the shadow can be folded into a 5” tall puppet which acts out their actions in real time wherever they are.

734 VALUABLE: Worth # of GP just rolled

MANUAL: Clothing & fashion

SPECIAL: East after 2200C—The Book of Remnants: Leveling up with this minutely-detailed guide to costume and etiquette will allow anyone following its instructions to perfectly resemble a generic member of any social class of any nonhuman culture on a successful charisma check.

735 VALUABLE: Worth # of GP just rolled

MANUAL: Jokes

SPECIAL: Broceliande before 2000C—Lollard's Guide to Special Japes: These jokes are so funny it was banned in the 2000th century to prevent unnecessary deaths. Anyone leveling up with this book will know jokes appropriate to any intelligent nonhuman culture that inflict d12 damage on anyone of the given culture able to understand (so one joke would only work on dwarves, one only on White Elves, etc). Only works once per individual.

736 VALUABLE: Worth # of GP just rolled

MANUAL: Meteorology

SPECIAL: Scorpion Lands after 2500C—Book of Nine Winds: Get out of one incident of bad weather free, once per sea journey.

737 VALUABLE: Worth # of GP just rolled

MANUAL: Engineering (LotFP: level up with this and add a pip to Tinkering)

SPECIAL: Scorpion Lands after 2400C—Book of Brass Wonders: Level up with this book and do D20 damage to any mechanical golem with one successful tinkering roll.

738 VALUABLE: Worth # of GP just rolled

MANUAL: Construction

SPECIAL: Cesaire at any time—Book of the Blue Viizier: Identify any gem given half an hour.

739 VALUABLE: Worth # of GP just rolled

MANUAL: Siege engines

SPECIAL: Vlegt after 800C—Guide to New Engines: Level up with this and weaknesses in siege engines and fortifications instantly.

740 VALUABLE: Worth # of GP just rolled

MANUAL: Armor and Weapons

SPECIAL: Nephilidia after 1700C—Contains a one-hour ceremony to consecrate an otherwise non-magic weapon to assassinate a specific target. It will do double damage to that target. Only one such weapon can exist at a time.

741 VALUABLE: Worth # of GP just rolled

MANUAL: Golems and alchemical mechanisms

SPECIAL: Gaxen Kane after 800C—The Automachia: Build 1hd golem with the abilities of any 1hd animals after a week.

742 VALUABLE: Worth # of GP just rolled

MANUAL: Flowers

SPECIAL: Broceliande after 1000C—The Chrysanthemum Palace: Elven epic poem/botany manual about every kind of flowering plant. Level up while reading it to gain advantage on any Charisma check to seduce femme-y elves. Note: all poems are prized by manticores.

743 VALUABLE: Worth # of GP just rolled

MANUAL: Trees

SPECIAL: Broceliande after 400C—Nochllys Yst: The names and genealogies of all trees in Broceliande at the time. Probably useful somehow maybe? Luckily also a "Rosetta stone" book translating between elvish and the language of rats.

744 VALUABLE: Worth # of GP just rolled

MANUAL: Unusual plants

SPECIAL: Peacock Isles after 800C—The Green Opus: Leveling up with this book allows the PC to know all the stats and abilities of any plant monster on a successful Int roll of 10 or better.

745 VALUABLE: Worth # of GP just rolled

MANUAL: Herbs and useful plants

SPECIAL: Cesaire after 500C—Nahaii Botanica: gain advantage on all medicine checks if you level up with this book and keep a kit of prepared herbs when adventuring.

746 VALUABLE: Worth # of GP just rolled

MANUAL: Cookbook

SPECIAL: Broceliande after 900C—The Universal Taster: Following this halfling guide's instructions allows the reader to concoct a meal that will attract and please any chosen species in half an hour using simple ingredients. It is also a complete guide to identifying the edible tissues of most species.

747 VALUABLE: Worth # of GP just rolled

MANUAL: Wine

SPECIAL: Broceliande or Vlegt after 1000C—The Imperial Catalogue: Elven aristocracy judge visitors harshly based on the wine they bring. Owners of this guide always bring the right one.

748 VALUABLE: Worth # of GP just rolled

MANUAL: Beer and ale

SPECIAL: Broceliande or Vlegt after 2200C—The Mead and Pensver Guide to Alehouses: Legendary halfling travel-writers provide the location of every extant inn, with maps. Written thousands of years ago but pubs tend to stay put. Still 90% accurate in nonhuman lands and 50% accurate in human ones.

749 VALUABLE: Worth # of GP just rolled

MANUAL: Other alcoholic beverages

SPECIAL: Nephilidia after 900C—The Intoxicantatum: Learn the spell, Drunk Reversal—switch blood alcohol levels of two targets in line of sight. 1st Level Wizard.

750 VALUABLE: Worth # of GP just rolled

MANUAL: Food and agriculture

SPECIAL: Gaxen Kane after 16000C—The Vorpic Cantos: Learn the secret calls that allow goblins to control giant toads, caterpillars, rustbeasts, etc. as easily as elves control horses.

751 VALUABLE: Worth # of GP just rolled

MANUAL: Fishing

SPECIAL: Peacock Isles after 1300C—The Compleat Fisher: Level up with it and know the historical means used to catch and eat any sea creature.

752 VALUABLE: Worth # of GP just rolled

MANUAL: Mathematics and geometry

SPECIAL: Scorpion Lands after 2300—The Five Spheres: Level up with this and you'll be at advantage to checks involving summoning, engineering and anything requiring calculations.

753 VALUABLE: Worth # of GP just rolled

MANUAL: Extradimensional geometry

SPECIAL: Scorpion Lands after 2200C—The Gates of Ni'Hab: Level up with this and you'll immediately recognize the nature of rooms/places with spatial distortions or altered physical laws—as soon as you mention to the DM that you read it.

754 VALUABLE: Worth # of GP just rolled

MANUAL: Church of Tittivila, the flesh-goddess

SPECIAL: Peacock Isles after 600C—The Mistress of All Changes: Sacred text of Tittivila, clerics of Tittivila gain an extra mutation (any) or (any) healing spell per day and a level. Any other caster gains 1000xp.

755 VALUABLE: Worth # of GP just rolled

MANUAL: Church of Gor, bull-headed lawgiver

SPECIAL: Vlegt after 1600C—The House Unchanging: Sacred text of Gor, clerics of Gor gain an extra Command, Detect Lie or Forbiddance spell per day and a level. Any other caster gains 1000xp.

756 VALUABLE: Worth # of GP just rolled

MANUAL: Church of Ch'od, the meta-god

SPECIAL: Gaxen Kane after 200C—The Dungeon Master's Guide: Sacred text of Ch'od, clerics of Ch'od gain an extra Bless, Dispel Magic, or True Seeing spell per day and a level. Any other caster gains 1000xp.

757 VALUABLE: Worth # of GP just rolled

MANUAL: Church of Vorn, grim gray god of iron and rain

SPECIAL: Vlegt after 700C—The Iron Tomb: Sacred text of Vorn, clerics of Vorn gain an extra Heroism, Rusting Grasp (as rustbeast), or Control Weather spell per day and a level. Any other caster gains 1000xp.

758 VALUABLE: Worth # of GP just rolled

MANUAL: Church of the White Web and Rangda, spider-queen

SPECIAL: Drownesia after 200C—Zyr'ot Mol: Sacred text of Rangda (mostly pictographic), clerics of Vorn gain an extra Web, Darkness, Silence 15' Radius or Cause Fear spell per day and a level. Any other caster gains 1000xp.

759 VALUABLE: Worth # of GP just rolled

MANUAL: Church of the Akayle Ozph, lord of chaos

SPECIAL: Peacock Isles after 500C—The Sirocc: Sacred text of Akayle Ozph (mostly an incomprehensible word collage), clerics of Akayle Ozph gain a Chaos and Confusion spell once per day and a level. Any other reader gains a permanent mental illness.

760 VALUABLE: Worth # of GP just rolled

MANUAL: Church of White-Lipped Goddess, Lady of the moon and mother of lycanthropes

SPECIAL: Nephilidia after 200C—The Pale Eye: Sacred text of White-Lipped Goddess, her clerics gain an extra Howl of the Moon, Light, or Wall of Fog spell once per day and a level. Any other caster gains 1000xp.

761 VALUABLE: Worth # of GP just rolled

MANUAL: Church of the Great Grub, patron of Gaxen Kane

SPECIAL: Gaxen Kane after 100C—The Maggotry: Sacred text of the Great Grub, its clerics gain an extra Cause Paralysis, or Confusion spell once per day and a level. Any other caster gains 1000xp.

762 VALUABLE: Worth # of GP just rolled

MANUAL: Church of the Insect God

SPECIAL: Scorpion Lands after 200C—The Sign of the Locust: Sacred text of the Insect God, its clerics gain an extra Insect Plague or Mutation spell once per day and a level. Any other caster gains 1000xp.

763 VALUABLE: Worth # of GP just rolled

MANUAL: Church of the She-Jackal

SPECIAL: Scorpion Lands after 300C—The Sundered Veil: Sacred text of the She-Jackal, her clerics gain an extra Suggestion or Illusion (any) spell once per day and a level. Any other caster gains 1000xp.

764 VALUABLE: Worth # of GP just rolled

MANUAL: Church of the Toad God

SPECIAL: Scorpion Lands or Cesaire after 200C—Ooadd Nad: Sacred text of the Toad Gods, mostly written in the form of musical scores, its clerics gain the ability to leap up to 30' and a 6' sticky tongue. Any other reader gains a horrible cosmetic mutation.

765 VALUABLE: Worth # of GP just rolled

MANUAL: Philosophy

SPECIAL: Vlegt after 2300C—The Gray Opulence: Levelling up in the possession of this work of hedonistic/stoic philosophy inures a reader from fear. They are immune to fear of any kind.

766 VALUABLE: Worth # of GP just rolled

MANUAL: Law

SPECIAL: Broceliande after 400C—The Book of All Restrictions: Text spelling out all the many laws of the Seelie, Unseelie and Goblin courts, as well as Goblin law. Never be caught flat-footed again by such strictures as "Never touch a snail on a Sunday or you'll lose an ear" etc.

767 VALUABLE: Worth # of GP just rolled

MANUAL: Genealogies of the ruling houses

SPECIAL: Vlegt after 2100C—The Diaries of Milia Nul: Legendary and legendarily long-lived half-elven courtesan's memoirs contain blackmail material on 70% of elves encountered and all of their noble houses.

768 VALUABLE: Worth # of GP just rolled

MANUAL: Unusual weapons

SPECIAL: East after 2000C—The Most August Armory: Leveling up while in possession of this book allows for the construction of bizarre collapsing, custom telescoping anime-style chain weapons that do something normal weapons don't but ones in anime do. One can be constructed per year.

769 VALUABLE: Worth # of GP just rolled

MANUAL: Military history

SPECIAL: East after 1900C—The Eight Campaigns of the Obsidian Plain: Moon T'Che's classic work of strategy and history is viewed with a near superstitious awe by many generals and kings. They consider anyone who has read it and can quote it (i.e. anyone who's leveled up with it) to be a great military mind and will appoint them to lead squadrons and armies in times of need.

770 VALUABLE: Worth # of GP just rolled

MANUAL: Goblin Culture

SPECIAL: Vlegt after 2100C—Qurac Neian's Guide to Gaxen Kane: A shockingly complete atlas and travel guide to Gaxen Kane, written during the Second War and still 90% accurate.

771 VALUABLE: Worth # of GP just rolled

MANUAL: Fae culture

SPECIAL: Broceliande after 1900C—Tales of the Grasshopper Prince: A poem describing the courts of the Seelie and Unseelie fae in embarrassing detail. Faeries aware that you possess this book will avoid upsetting you—at least until they can steal or destroy it. Note: all poems are prized by manticores.

772 VALUABLE: Worth # of GP just rolled

MANUAL: Grey Elves

SPECIAL: Broceliande after 2000C—Song of the Scheer Skald: A book of grey elven war magic which anyone can cast including 15 minute rituals that activate Bless, Army of One, and Heroism spells.

773 VALUABLE: Worth # of GP just rolled

MANUAL: White Elves of Nornrik

SPECIAL: Vlegt after 2000C—Song of the Marble Vein: A book of white elven war magic written in Nornrik which anyone can cast including 15 minute rituals that activate Summon, Earthquake, and Wall of Ice spells.

774 VALUABLE: Worth # of GP just rolled

MANUAL: Drownesia

SPECIAL: Drownesia after 2100C—Song of the Jade Fang: A book of dark elven war magic which anyone can cast including 15 minute rituals that activate Charm Monster, Shadow Monsters, and Witchlamp Aura spells.

775 VALUABLE: Worth # of GP just rolled

MANUAL: Cesaire

SPECIAL: Cesaire after 2000C—The Unseen Fortress: An account of a journey undertaken by a Cesairean spice trader to take revenge on a zebra priest. Includes details on geography and legends of Cesaire—70% accurate.

776 VALUABLE: Worth # of GP just rolled

MANUAL: Halflings of Broceliande

SPECIAL: Broceliande after 800C—Glowgut's Guide to Improved Gustation: Halfling cookbook allows for the extension of potions by baking them into wholesome pastries and pies. With an oven and 5gp of ingredients, these baked goods can effectively double the number of doses a potion provides. Works once per potion.

777 VALUABLE: Worth # of GP just rolled

MANUAL: Human Cultures of Broceliande

SPECIAL: Broceliande after 2700C—The Account of the Woodpig War: Account of the war between Annwn in the south of Broceliande and the Hunger Kings in the north. Contains marginal notes by Prince Roualt of Strode proving the true king of Annwn is not the man on the throne.

778 VALUABLE: Worth # of GP just rolled

MANUAL: Humans of the Northern Continent (Vlegt and Vornheim)

SPECIAL: Vlegt after 2600C—Throne of Omnilex: Contains magic which turns one Summon spell into three.

779 VALUABLE: Worth # of GP just rolled

MANUAL: Nephilidia

SPECIAL: Nephilidia after 800C—Gospel of Slime: Sacred text of the Nephilidians, her clerics gain an extra Cause Serious Wounds, Curse, or Power Word spell once per day and a level. Any other caster gains 1000xp.

780 VALUABLE: Worth # of GP just rolled

MANUAL: Gaxen Kane

SPECIAL: Gaxen Kane after 800C—The Grophylic Swoon: The great goblin epic poem of the First War. Reading even a page will drive any non-goblin permanently insane. Note: all poems are prized by manticores. Even this one.

781 VALUABLE: Worth # of GP just rolled

MANUAL: Peacock Isles

SPECIAL: Peacock Isles after 1900C—The Vyradja: General text of magic and philosophy. Any caster gains 1000xp if they spend a week reading it.

782 VALUABLE: Worth # of GP just rolled

MANUAL: Scorpion Lands

SPECIAL: Scorpion Lands after 1200C—The Red Pyramid: a description of the fiendish devices of the Necropharoah. Leveling up while reading it grants advantage on saving throws vs traps of all kinds.

783 VALUABLE: Worth # of GP just rolled

MANUAL: The Lands of the East

SPECIAL: East after 1900C—The Gates of Discord: A book of magic. 15 minute rituals anyone can perform activate Weird Vortex, Chaos, Contact Outer Sphere, and Forget spells.

784 VALUABLE: Worth # of GP just rolled

MANUAL: Dwarven Cultures

SPECIAL: Vlegt before 1200C—Saga of Vovvynd Spaul: Dwarven epic of wild heroism and vast exaggeration. Leveling up while reading it gives a smattering of dwarven knowledge including advantage to hit on trolls and giant-sized creatures.

785 VALUABLE: Worth # of GP just rolled

MANUAL: Sea Elven Culture

SPECIAL: Cesaire after 100C—The Last Pearl: A book of sea elven war magic which anyone can cast including 15 minute rituals that activate Speak With Plants, Water Breathing, Strange Waters II, and Airy Water spells.

786 VALUABLE: Worth # of GP just rolled

MANUAL: The Devoured Land (see Frostbitten & Mutilated)

SPECIAL: Vlegt before 900C—The Cloven Edda: A magic user who levels up with this spell can access any of the witch spells in Frostbitten & Mutilated. If you don't have it: buy it.

787 VALUABLE: Worth # of GP just rolled

MANUAL: Voivodja (see Red & Pleasant Land)

SPECIAL: Vlegt after 2200C—A Location Vermillion and Desirable: Lists all mirrors through which one can enter and leave Voivodja.

788 VALUABLE: Worth # of GP just rolled

MANUAL: Death rituals

SPECIAL: Cesaire after 1900C—The White Seasons: A book of the dead. Allows anyone to cast Raise Undead as if a 5th level caster.

789 VALUABLE: Worth # of GP just rolled

MANUAL: Traps

SPECIAL: Vlegt after 2400C—The Ozrias Runes: Allows anyone spending 15 minutes to case a spell someone present can already cast to be attached to a drawn, written or tattooed rune, and activate under conditions the caster describes.

790 VALUABLE: Worth # of GP just rolled

MANUAL: Potion-making

SPECIAL: Gaxen Kane after 400C—Omnibus Mil Morpheum: Level up with this manual of alchemy and you can duplicate any potion given an Int check and an hour. Works once per sample.

791 VALUABLE: Worth # of GP just rolled

MANUAL: Reptile biology

SPECIAL: Vlegt before 1400C—Codex Saurianaxx: Everything you ever wanted to know about dragons, including the location, name, kind, disposition and age of the nearest one and the behaviors, garb and rituals of their worshippers.

792 VALUABLE: Worth # of GP just rolled

MANUAL: Insect/arthropod biology

SPECIAL: Scorpion Lands after 2200C—Kyr'Aleen Compendium: Level up with this book and you instantly know the characteristics of any insect species you see, including how dangerous any poisons they have might be.

793 VALUABLE: Worth # of GP just rolled

MANUAL: Bird biology

SPECIAL: Peacock Isles after 700C—The Scrolls of the Simurgh: Level up with this and learn the language of birds.

794 VALUABLE: Worth # of GP just rolled

MANUAL: Mammal biology

SPECIAL: Cesaire after 1800C—The Hunter's Enchiridion: Level up with this and get advantage to damage on any animal you can sneak attack.

795 VALUABLE: Worth # of GP just rolled

MANUAL: Unnatural (monster) biology

SPECIAL: Gaxen Kane after 700C—Thee Folio of Fiends: Describes every monster. Takes two minutes to consult. As accurate as any rules-as-written game book ever is.

796 VALUABLE: Worth # of GP just rolled

MANUAL: Marine biology

SPECIAL: Cesaire after 1500C—The Iltar Text: Describes rituals and formulae which allow up to ten creatures to grow gills permanently. They can breathe water but will need to drink twice as much as normal when on land.

797 VALUABLE: Worth # of GP just rolled

MANUAL: Hallucinogens and drugs

SPECIAL: Broceliande after 800C—The Lavender Pearl: Decadent elven poem also doubles as a drug guide, allowing those who level up while reading it to save at advantage versus intoxicants and hallucinatory effects. Note: all poems are prized by manticores.

798 VALUABLE: Worth # of GP just rolled

MANUAL: Lycanthropes

SPECIAL: Vlegt after 500C—The Vealdean Lycanthropica: Contains a two-hour ritual which reverses lycanthropy.

799 VALUABLE: Worth # of GP just rolled

MANUAL: The undead and death rituals

SPECIAL: Vlegt after 1200C—The Second Path: Anyone reading aloud from this book casts Turn Undead as a cleric of their level.

800 VALUABLE: Worth # of GP just rolled

MANUAL: Lockpicking (LotFP: level up and add a pip to Tinkering)

SPECIAL: Broceliande after 1900C—Fourfiths Guide to Mechanisme: A guide to locks, allows the same benefit as the Manual result above plus allows the user to open one non-magical lock that isn't supposed to be able to be unlocked with normal lockpicking skills.

801-900

Magic Weapons

801 Attachable steel fangs. Enables bite for d4 (even if grappled, usually).

802 Iron fist gauntlet: Wearer's punch does d8+Str bonus. Only someone with a Str bonus can use it.

803 Magic goblin shortsword Earcutter—d20 damage to elves but makes you talk backwards

804 Hammer of Exorcism: Does d8 damage and drives out any demon possession. Does d12+Cleric level hp to demons.

805 Thursday Blade: Longsword does triple damage once per day every Thursday.

806 Consecrated dagger, advantage to hit and damage vs whatever humanoid species the nearest hostile humanoid species considers its enemy.

807 Shield made of null-magic metal. Basically gives a reflex save/dex check against magic attacks that might be blocked by a shield.

808 Morningstar of Ridiculous Wounding. This magic weapon can hit gods, demons, etc. as if it were a +6 weapon (though it has no bonus), however a successful hit on an intelligent creature will strike the target as hilarious, causing them to laugh so hard their armor class is reduced by 1. Successive hits will seem even more hilarious, again reducing the target's AC by 1 for each hit. If the target survives the combat s/he/it will continue laughing for 8 more rounds.

The user becomes increasingly grim and humorless. His/her charisma is reduced by 1 for all purposes except intimidation checks for each foe slain with the morningstar.

809 Lachrymaxe. This weapon appears to be merely a very ancient and finely-made battleaxe, however, it feeds on misery, and gains a +1 for each intelligent creature whose tears are rubbed onto the blade (up to a maximum of +5). Each application of tears must be from a different species.

The Lachrymaxe is intelligent, though it will never engage in a duel of wills with its owner. It will, however, whisper to the wielder constantly, subtly encouraging him/her to slay, to conquer, and to tread the jewelled thrones of the Earth under his/her feet.

810 *Hideous Cleaver*: Inflicts d12+Str damage at advantage to exposed flesh. Save each round to stop chopping living things.

811 Runic arrow inflicts 3d6 lightning damage—works once
812 Runic arrow causes enemy to act as *Faerie Fired* and fail all saves until removed—works once
813 Runic arrow sticks into anything (penetrates any AC) and powerfully magnetizes on contact, everything metal in 20' leaps toward target—works once
814 Runic arrow disintegrates metal on contact—works once
815 Runic arrow inflicts Sleep as 5th level caster—works once
816 Runic arrow covers enemy in paralyzing ice every round until the victim breaks out (Str roll)—works once
817 Runic arrow inflicts blindness every round until victim saves—works once
818 Arrow contains reservoir full of powerful intoxicant—target must save or be drunk—works once
819 Runic arrow teleports foe 10' in a random direction—works once
820 As 811 but shuriken
821 As 812 but shuriken
822 As 813 but shuriken
823 As 814 but shuriken
824 As 815 but shuriken
825 As 816 but shuriken
826 As 817 but shuriken
827 As 818 but shuriken
828 As 819 but shuriken
829 As 812 but chakram
830 As 813 but chakram
831 As 814 but chakram
832 As 815 but chakram
833 As 816 but chakram
834 As 817 but chakram
835 As 818 but chakram
836 As 819 but chakram
837 As 811 but chakram
838-839 As 812 but crossbow bolt
840-841 As 813 but crossbow bolt
842-843 As 814 but crossbow bolt
844-845 As 815 but crossbow bolt
846-847 As 816 but crossbow bolt
848-849 As 817 but crossbow bolt
850-851 As 818 but crossbow bolt
852-853 As 811 but crossbow bolt
854-855 As 819 but crossbow bolt
856-857 As 813 but dart
858-859 As 814 but dart
860-861 As 815 but dart
862-863 As 816 but dart
864-865 As 817 but dart
866-867 As 818 but dart
868-869 As 819 but dart
870-871 As 811 but dart
872-873 As 812 but dart
874 As 812 but dagger
875 As 817 but dagger
876 As 818 but dagger
877 As 815 but dagger
878 As 815 but sickle
879 As 817 but sickle
880 As 818 but sickle
881-882 As 812 but caltrops
883-884 As 816 but caltrops
885-886 As 817 but caltrops
887-888 As 818 but caltrops
889 *Slicer*: Throwable shortsword on magic wire, the wire extends up to 100' but it always taut and inflicts d4hp on anyone who trips over it.
890 *Tooth of Vorn*: Bastard sword. Choose to-hit and damage: for every minus to hit it's +2 to damage.

891 *Steel Cyclone*: Morningstar or far-eastern chain weapon with a 10' chain, when swung it increases the user's AC by 2 and always entangles while doing (d8) damage. Instead of entangling, the user may choose to attack all targets in range for d6. Save to avoid leaping into swarms of enemies.

892 *Mutilator*: Dwarven axe, advantage vs creatures over 15' tall: to hit, to damage, to climb on them, escape grapples, everything etc. Always save to avoid attacking giants though.

893 *Vorpal Blade*: Longsword inflicts d100hp and decapitation on a critical hit but this has a 50% chance of slicing open the fabric of reality and releasing d4 demons of 2d4 hd.

894 *The Krullwheel*: Magic throwing axe, chakram, or telescoping shuriken always returns to the users' hand and does d4hp to every target in a 180 degree arc. Roll one to-hit roll and see who is hit.

895 *Despiser*: Morningstar coated in ancient blood, triple damage to ironclad, gnolls, and jackalmen. Possessor must save to not attack them on sight.

896 *The Serpentine*: Linked steel whip, inflicts d6 hp and entangles a limb or weapon on a hit.

897 White-elf warmask, finely made: +1 AC

898 *Bludgeon of Vorn*: Spikeless flail rusts anything on contact and inflicts d8. Possessor must save to not attack enemies of Vorn on sight.

899 *Gorhorn*: Long knife of polished horn does 3d6 damage to lawbreakers. Possessor must read the relevant local law aloud first.

900 *Star of Akayle Ozph*: Pulsating oversized misbegotten shuriken, when thrown does d20 damage to every creature in the room, including the user.

Other Magic Items

901 Ring of Vomiting (save each round)

902 Deck of Illusions

903 Pair of 1' diameter holes. Put anything in one and it comes out the other.

904 Ordinary-looking (but fresh) apple. Cures d8 hp.

905 Spell-reflecting ring: works half the time, even on area-effect spells.

906 Candle that stops burning only when undead are within 100'.

907 Ring of Bat Control: Works for ten minutes per day

908 Shield of Arrow Attraction (cursed)

909 Scroll: Steal spell spell. Any Magic User can use it. Save or lose a spell to the caster (who may not be able to cast it).

910 Billiard-ball-sized sphere rolls toward the nearest enemy. Takes three rounds to activate.

911 Gauntlet removes curses so long as it is worn.

912 Small inscribed cube has a lock. If removed it releases one of each kind of Living Spell.

913 Unwinding hourglass: turn it over and the last hour didn't happen. Works once.

914-915 Charm of immunity: *Sleep*

916-917 Charm of immunity: 1st level spells

918-919 Charm of immunity: 2nd level spells

920-921 Charm of immunity: *Polymorph*

922-923 Charm of immunity: *Slow* or *Hold*

924-925 Charm of immunity: Mind-affecting magic

926-927 Charm of Immunity: Death magic

928 Assassin's face: This mask allows the wearer to imitate the last humanoid creature they slew.

929 Serpentsphere: Crushing this small glass ball turns everything snake-shaped in a 60' radius into snakes: arrows, sticks, rods, etc.

930 Webglove: Throw a web-spell, 1/day.

931 Brooch of perfect hair. Wear it and your hair is always perfect.

932 Cloak of Obscurity: Animal-intelligence things ignore you, other creatures just don't care that you're there unless you're intruding or hostile.

933 Grappling claw on rope. Animated steel claw holds stronger than any grappling hook.

934 Cloak of Tentacles: d6 tentacles automatically come out and attack anyone who comes within 10'. D4 damage 12 Str. But if you sleep in it, it will kill you.

935 Ring allows one wearer to walk through one wall once per day.

936 Wine of Immediate and Total Inebriation (bottle). Save.

937 Ale of Alternate Friendliness and Pugnacity (2 bottles) No save. Act as charmed by server, then attack, then charmed again, alternating rounds for 12 rounds.

938 Carcosan wine (bottle): Drink enough to be drunk and you'll understand lunatics' motivations.

939 Gin of Vorn (bottle): Drink enough to be drunk and you'll smell demons.

940 Voivodjan punch (bottle): Drink enough to be drunk and you'll be good at puzzles.

941 Chaos Waste vodka (bottle): Drink enough to be drunk and you'll be immune to fear, attack at advantage to hit and damage and fight whoever you see for 10 rounds.

942 Broceliande Brandy (bottle): Drink enough to be drunk and it heals d4 and makes you immune to cold for an hour.

943 Halfling Whiskey (bottle): Drink enough to be drunk and you make all your saves for an hour.

944 Sign of Antithesis. This talisman looks like the holy symbol of some local god or demon only upside-down and with a closed eye superimposed on it. It makes the wearer entirely invisible to the deity or power in question. Cleric spells and paladin abilities granted by the entity in question will not affect the wearer. The sign is made of ordinary materials and can be destroyed as easily as any piece of jewelry. Any cleric will recognize one.

945-946 Chalk of Sealing: Drawing a protective perimeter with this chalk will prevent anyone inside from being seen or harmed in any way so long as they remain asleep. Enough chalk to draw one circle, 15' radius.

947-948 Vial of multicolored dust. When opened or shattered it creates a cloud filling about a refrigerator-sized area in mid-air. It lasts for 5 days. The mist affects any magic effect passing through it as follows: (d4 1-disperses effect 2-redirects effect toward randomly determined other target 3-Wild magic effect 4-Solidifies effect into a small mammal which drops immediately to the floor, where it sleeps for d4 hours.) The vial can be opened or broken in the middle of someone else's turn on a successful dex check.

949-955 Scroll: 1 spell. Level d4, Random. Usable by anyone.

956 Hand of Glory: Pickled murderer's hand candle emits a light only the user can see. Works five times.

957-958 A small vial of blue forgettng dust—inhalng it causes the victim to forget the last hour.

959-960 Dropping this cube into water will cause a hallucinatory steam. Hallucinations result in effects equal to a *Confusion* spell.

961-962 Dropping this cube into a body of water at least the size of a bathtub will cause a 60x60x60 area of it to turn into a jello-like substance. No effect on the water inside living things but does *Slow* water-elemental monsters.

963 Device the size of a pocket watch containing inlaid images of clouds, suns, etc. capable of predicting the weather one day ahead of time.

964 Deck of working Tarot Cards (Works as a *Fortune* in *Vornheim: The Complete City Kit*)

965 Ring: Invisibility to attractive people

966 Magic user scroll: Steal Face (Level 4: Take and convincingly wear someone's face until it rots off or they get it back. Range: Touch.)

967 A Goblin Key that'll lock any door.

968-969 Pair of beads. Crushing bead A will instantly bring crusher to the location of bead B.

970 A form of waxy cosmetic made from crushed carmine beetles which can be applied to the lips. Using it and then kissing any object will cause a mouth to form wherever the kiss was. The new mouth will be sentient and can answer any questions that the object in question would be expected to know (if a living being is kissed, only the body part kissed will be able to speak) for d4 rounds before disappearing.

971 Scroll: Rust Object (3'x3'; patch becomes useless. Anyone can read it. Range: Touch.)

972 Mineral salts. Adding these to a pool of water and bathing in it for 20 minutes heals 2 hp of damage and grants spellcasters full rest.

973-978 Scroll: 1 spell. Level d8. Random. Usable by anyone.

979-980 D4 magic cigarettes: Smoke is charm spell

981-982 D4 magic cigarettes: Smoke grants infravision

983-984 D4 magic cigarettes: Looking through smoke reveals invisible

985-986 D4 magic cigarettes: Blowing the smoke in someone's face acts as a *Stinking Cloud* on them alone.

987 Ivory statuette of a crocodile. Will turn into a real crocodile if immersed.

988 Vial of hallucinogenic spores (4 doses) Causes hallucinations in d4 targets until they save: Individual in a swamp-strips off armor to keep from sinking

989 Vial of hallucinogenic spores (4 doses) Causes hallucinations in d4 targets until they save: Spiders attacking-individual strikes/attacks floor area to kill them

990 Vial of hallucinogenic spores (4 doses) Causes hallucinations in d4 targets until they save: Individual has shrunk-shouts for help to return to normal size.

991 Vial of hallucinogenic spores (4 doses) Causes hallucinations in d4 targets until they save: Item held is a viper-individual.

992 Vial of hallucinogenic spores (4 doses) Causes hallucinations in d4 targets until they save: Individual is suffocating-runs gasping in random directions.

993 Vial of hallucinogenic spores (4 doses) Causes hallucinations in d4 targets until they save: Associates are diseased-avoids everyone.

994 Vial of hallucinogenic spores (4 doses) Causes hallucinations in d4 targets until they save: Leech on back-individual tears off anything worn on back and attacks it.

995 Vial of hallucinogenic spores (4 doses) Causes hallucinations in d4 targets until they save: Individual is HUUUGE, keeps trying to stomp everyone.

996 Harpy's egg. If a witch or wizard subjects it to a certain alchemical process before it hatches it will give birth to a natural disaster. If not, a harpy the size of a cornish game hen will hatch and assume the nearest PC is its mother. It will act like an evil, flying child of its age.

997 Set of 5 rods, 1-foot long. They will hang in space exactly where the owner sets them until they remove them with their own hand.

998 Mushroom. Makes you 2 feet tall for an hour.

999 Magic warpaint-- +2 hit and damage, -6 wisdom. Lasts half an hour. d4 doses.

1000 Yellowish goo. Purifies water, makes water elementals docile.

Useless Books

Occasionally a PC may pull a random book off the shelf. It'll be one of these. They have hidden clues in them to adventures they may one day have.

1. The Scolding of Queen Principia

A garbled farce. Seven ruined men poke a chicken with sticks. None survive.

Sample:

Montague

She's off her guard! Now is the time sir!

Lord Scropshire

Very well, I shall...ah! I've been peck't!

Cropsford

Really, Lord Scropshire, I do...

Lord Scropshire

Ah! The pecking has not in any way abated! I'm now bleeding from the eyes!

Hidden clue: This (and the presence of other works like it nearby on similar themes) may tip the players off to the fact that the fearful avian creature they will soon encounter near the library (perhaps a gargantuan ibis, a roc, or an eldritch cock) is, like the creature in the book, immune to physical attacks.

2. The Sallow Bridegroom

Sisters compete for the love of a Duke who turns out to be a piece of cheese carved in the shape of a man. They share him. Suppressed by the church.

Sample:

Cornucopia

I dare not touch him for to touch him is to touch myself in my most slender places.

Andyne

"Slender"? What?

Cornucopia

I never liked you. But I liked that boy—even though he is made of cheese.

Hidden clue: The drama is based on a true story from the much younger days of the powerful crone Andyne. If the PCs should ever encounter her, they might realize she still still possesses a fondness for cheeses—and a hard time distinguishing the living from the inanimate.

3. The Pinking Draught

A magic elixir causes no end of trouble for a family of assholes.

Sample:

Ephesius
But I put it in my butt!

Albinioni
Well take it out, I want to suck on it!

Ephesius
I'll take it out when I'm done absorbing its magical properties through my butt!

Hidden clue: If the PCs ever come upon a potion labelled “Pinking Draught” (not too soon, let it lie) they may realize it’s nothing but trouble. It is: the potion causes anyone who uses it to become sure it does exactly what they most wish it would—though in truth it has no effect. The illusion lasts one hour and there is no Save.

4. The Wolves of West Clopping

A brooding tale of slow revenge wherein a cobbler and a tart bandit contrive a nightmarish demise for a priest caught fondling their daughters on All Hallow’s Eve.

Sample:

Bagatelle
Would you like some tarts?

Father Sloque
Where, good sir, did you acquire so many tarts?

Bagatelle
Oh, I have my ways. Of...acquiring tarts.

Father Sloque
Well they’re very good tarts.

Bagatelle
Thank you!

Father Sloque
So you wanted to talk to me about...mmm...excuse me. Wow these are really good tarts.

Bagatelle
Yes I...acquired them specially for you. Because I wanted you to....have tarts.

Father Sloque
Well I definitely got them. Boy howdy!

Bagatelle
(tenting fingers)
Yes...

Hidden clue: A former cobbler named Ella Tagab (“Bagatelle” backwards) will eventually come into the lives of the PCs—and he will be wealthy, secure, and possessed of something the PCs want very badly. If the PCs realize he is the same Bagatelle from the play and threaten to expose the murder he committed in his youth, he will fold immediately.

5. The Clutching Cow

A rogue ungulate seizes the scions of a great house. Considered the apex of Baroque literature by many critics at the time, and a precursor to the gothic novel by modern scholars, this jagged psychodrama explores the ever-splintering relationships between the self and the demands of the external world, construed both as a natural and social construct.

Sample:

Silas
Hey, it's that cow!

Cow
(grabbing Silas)
Moo!

Silas
It hath me!

Cow
Moo!

Silas
This sucks! I am being dragged off by a cow!

Cow
Moo!

Silas
Fuck!

Hidden Clue: This work is beloved of the “Philosophic Prince” Morach Van Heem of Battaviglia, and any who have read it may come into his good graces by discussing with him its symbolism and themes.

6. The Severed Blessing

Considered an early example of socially-engaged theatre, this gripping tragedy depicts a pair of nuns who discover their love for one another just before the Inquisition does.

Sample:

(Inquisitor pulls lever)

Sister Clara
Oh no I'm being executed in an awful way!

Sister Anastasia
I wish social mores were more advanced than they are presently!

Sister Clara
I as well my love! Aghhhh...

(Clara is dropped into Excellent Beadle)

Hidden Clue: One of the torture devices in the book is called “The Excellent Beadle”. If the PCs later encounter a seemingly innocent priest, monk, priestess, etc who says they are taking them to meet The Excellent Beadle they'll be tipped off their host is not what they seem.

7. The Erotic Beaks

A philandering pair of plague-doctor brothers deceive their respective inamorata by refusing to remove their pointed masks. A lewd travesty, universally despised.

Sample:

Madame Orvieto
Oh Cyril it's so long and fascinating!

Jeremy
Yes, and filled with aromatic herbs!

Hidden Clue: The brothers are named Cyril and Jeremy. The wicked twins the PCs will one day encounter (also using their semblance to dissemble) are also named Cyril and Jeremy.

8. The Eight Mistakes of Oswald de L'Orme

An unsettling work of experimental theatre by the depraved genius Andromache Parlour—executed for witchcraft and heliocentrism. All the lines are spoken by nude and corpulent men standing astride statues of their own children caked in red ice.

Sample:

Ninth Shadow
You have made another mistake Oswald de L'Orme!

Oswald de L'Orme
What is it? Was it the thing I did with the wine bottle?

Angel of Prostitution
Calumny! Striation!

Ninth Shadow
(whispering)
Fun cakes

Hidden Clue: If the PCs should come across statues of children caked in red ice, they might be clever enough to say something like “Ah, I didn't know you were putting on a production of the Eight Mistakes” and thereby give their host impression of being cultured.

9. These Pale and Rigid Ranks

A savage satire of contemporary morals, this tragicomic tale relates the life of an unscrupulous dentist as told by his own teeth. As his rates skyrocket and his handiwork decays, they begin to take on dark, paranoid personae reflecting the ills of both dentistry and society as a whole.

Sample:

Molar
How can I see a cavity when I have a cavity inside myself?

Bicuspid
Your mother was twenty whores.

Canine
Arf.

Hidden Clue: The PC will one day come upon a statue of a colossal head with the phrase “Hi gradus pallidus tensa atque rigida efficiuntur” carved into its base. Any cleric or anyone making a language roll will realize it's a reference to the title of this play—and that they should, therefore, examine the teeth carefully.

10. The Tale of Snodgrass

A man loses track of his mother on market day only to find she has been kidnapped by Poseidon.

Sample:

Poseidon

Though she once whelped and raised you, a slave to your whims and mewlings, Irma is now my queen and will reign with me beneath the waves for all eternity .

Snodgrass

Um, ok? She seems happy.

Irma

(whispers)

Look at his abs!

Poseidon

Ok cool.

Snodgrass

Cool.

Hidden Clue: A mountebank will one day attempt to run a long con the PCs by claiming their mother was “kidnapped by a seaman on market day”. Familiarity with this work may put them on their guard.

11. The Egotist

A captain in the king’s guard tortures those around him with his overweening arrogance until a humble but perspicacious lady challenges him and wins his heart. Said to have been a great inspiration to Jane Austen.

Sample:

Nurse

What have they done to my puddings!

Captain Poquelin

I don’t know dumbass but I’m impressive.

Lady Almondine

(enters)

Nurse there’s not nearly enough boning in this corset!

Captain Poquelin

I’ll say!

Hidden clue: The reserved, uxurious and pious Captain Raphael Poquelin has suffered much on account of this play as he feels it has caused the women of the Broceliandaise court to mistake him for a cad and a bounder. Any who remark upon the coincidence of the names and share his woes will be brought into his confidence.

12. The Impregnable Fortress

From the pen of Rollo Ortega del'Osoria comes this groundbreaking and early attempt at the Theatre of Inertia concerning a fortress that's really hard to get into.

Sample:

General
Are we in yet?

Calderon
Nope.

General
Did you try the battering ram?

Calderon
Yep.

General
What about the catapult?

Calderon
We threw the rocks right at the door.

General
And?

Calderon
Nada.

General
What about the Iron Rhinoceros?

Calderon
That's not a thing.

General
Hm.

Hidden Clue: del'Osoria would become a mystic obsessed with the notion of an "impregnable fortress", filing the book that would be known as the "del'Osoria Codex" with architectural diagrams and protection spells. Anyone reading it will gain two levels in Architecture and access to d6 new protection spells. While the book is occasionally referenced in lists of lost tomes, this play is the only clue as to its contents.

13. The Carrot

This play, written entirely in rhyming couplets, deals with attempts by a humble peasant to locate a carrot belonging to his cruel lord, a vegetarian as strict as he is voracious.

Sample:

Peasant
Over dale or under hill?
Perhaps upon some window's sill?

King
If you don't find my fucking carrot,
I'll make a hat from your ass and force you to wear it

Hidden clue: The Countess of Crewthe has heard in passing—she cannot remember from who—that this play is of interest—and will ask the PCs if they've heard of it and what it is about. If they know, (or better yet, have it with them) she will mark them as quite erudite, and shower the favor of the court upon them.

14. The Knight of Noses

A curse obliges a knight to store thirty noses in his chambers and wear a different one on each day of the month. The courtiers mock his affliction until a savage reversal occurs.

Sample:

Serial Mutilator
(cuts off everyone's nose)
Lol

Courtiers
Ub...could we borrow...

Knight of Noses
Seriously?

Hidden Clue: There's also a tavern called the Knight of Noses. Each day of the month it "clones" a different other tavern in the city: the personnel, decor and events within mirror those in some other inn precisely, save for any interference from those who wander in to the Knight itself off the street.

15. The Glossy Chop

A pair of diners differ over the origin of a thin coating of moisture atop a piece of pork loin. Much praised in its day for its striking realism.

Sample:

Obragon
Mayhap a mignonette sauce!

Voynich
I think that it is pee.

Hidden Clue: The PCs may run into an alchemist obsessing over a mysterious goldish potion they fear to open labelled "The Voynich Solution" created by his dead mentor (a great enthusiast of the theatre). The play should tip them off as to its contents.

16. The School for Emperors

A pair of mighty rulers gamble on the outcome of a duel between two beggars, not knowing the beggars are themselves their own parents, once thought dead but in fact driven into destitution by the stresses of their office.

Sample:

Emperor of the East Wind
Ha look at that jerk!

Emperor of the Western Desert
Yep he sucks because unlike us he doesn't have royal blood in his veins and is instead a normie.

Beggar
Actually I'm your dad, fucking zing.

Hidden Clue: In a few months the PCs may find themselves on a flyblown street watching a pair of beggars circle one another with flensing knives while a pair of high-born fops look on from a high balcony. They may then realize the text was a premonition and all four men are emperors in disguise.

17. The Expedition

The elders of a small town menaced by unknown forces from beneath the earth hire a band of adventurers to harry the terror to its lair and defeat it.

Elders
But who shall assay this perilous task?

Thief
(spinning dagger on fingertip)
I have for decades apprenticed to the crafts of stealth in movement and the opening of locked doors!

Elders
Indeed? Excellent!

Warrior
(hefting an axe the size of a child)
I, veteran of a dozen wars, am skilled with shaft, steel and all arms of combat.

Elders
Outstanding!

Wizard
(as lightning erupts from cupped hands)
I enslave the very forces of the cosmos, conjuring fire and terror from the very air.

Elders
Right on!

Bard
(strikes harp)
My silver tongue sways any man to my cause, and my songs inspire heroic courage!

Elders
Hahahahahahahahahahahahaha

Bard
No seriously I want to go

Hidden Clue: To prevent the unlettered from befouling the stacks, Kharsos The Examiner demands any visitor to the Library of Nachtim-Nightwallowing answer three of five questions about books before permitting them entry. One is—which adventurer was not hired by the Elders to go on The Expedition in the play of that name?

18. The Masterpiece

A fierce and passionate artist, encouraged by his loyal muse, contrives his finest work yet: a portrait of the goddess of mercy in alabaster and red-veined marble, but the attempt only reveals his flaws and ultimately leads to his undoing.

Lorraine
Is it finished? May I see it?

Lagneau
Almost, almost...Wait, how many arms does a girl have?

Lorraine
Two, my love

Lagneau
Merde!

Hidden Clue: On the next level of the dungeon is a statue of the goddess of mercy in alabaster in red-veined marble. It will have two arms, but—upon careful examination—the right arm and shoulder will be shown to have been added at a later date by a less-talented hand. Cracking off the second arm will reveal a lever which opens a secret door.

19. The Second Expedition

A sequel to The Expedition, the village (saved at the end of the previous work) is once again bedeviled, this time by demons accidentally unleashed by the first party. A new company is formed to face this threat.

Sample:

Bard
(still brandishing harp)
Look, I can do magic!
(Strums aggressively, a fireball flies from the harp)

Elders
Yyyeah. Next.

Hidden Clue: Another of Kharsos the Examiner's questions (see 17 above) is "What is the name of the sequel to The Expedition?"

20. Glendower The Brephophagist

A maiden's long search for a husband appears to have reached a happy conclusion until it is revealed that her suitor eats babies.

Sample:

Elizabeth
Glendower, have you seen Doctor Minniver, he...AGHHH!

Glendower
...ngumb...num...Oh hey Elivabeff

Hidden Clue: Well now the party knows what "brephophagist" means—and this is LotFP so it will likely come up. Don't let them look it up if they don't remember.