

PILFERED TOMES
NECROMANCER'S DEN



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PILFERED TOMES: NECROMANCER'S DEN

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INTRODUCTION

The thieving party have stumbled upon the private library of an evil necromancer. In addition to the core spell books there are a number of tomes with different titles and subjects. So what do these shameless robbers find? What sort of subjects do these books dwell on and how much are they worth on the open market? Who wrote them?

This product offers a collection of 12 different tomes that are fitting for a fantasy campaign setting. An initial random roll chart is provided in case the Game Master wants to roll up a mere few books instead of offering the whole collection. Each entry includes the book's title, a colorful description, the author of the book, the weight and page count, and a base value. The base value is affected by the results of a secondary random chart while offers value adjustments.

ROLL TOME

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VALUE ADJUSTMENTS

Each of the books have a base value. This value is adjusted by the actual condition of the found book. Use the following chart to randomly roll up the condition of the book that the adventurers have discovered.

ROLL	CONDITION	VALUE ADJUSTMENT
1	Tattered Condition	25% Base Value
2	Poor Condition	50% Base Value
3 to 4	Fair Condition	75% Base Value
5 to 8	Average Condition	100% Base Value
9 to 10	Above Average Condition	125% Base Value
11	Excellent Condition	150% Base Value
12	Pristine Condition	200% Base Value

Black Crypt of Moonlit Pleasures

This tome of debauchery is bound in black leather with imagery of a nude woman under a crescent moon. Crouched at the woman's feet are skeletons that appear to be groveling.

Banned in a number of lands for its various written obscenities, Black Crypt of Moonlit Pleasures is a vulgar collection of short stories, poems, and bawdy lyrics with rather morbid or bizarre themes.

Throughout the tome are an assortment of erotic interests combined with elements of death, sadism, necrophilia, sacrifice, and cannibalism. There's quite a bit of grim humor as well, particularly in the nature of re-animated corpses and lustful spirits.

The writer, Zulmorpha the Shameless, has become rather famous for her bizarre, scandalous pieces that combine elements of erotica, horror, and the taboo. Despite claims that Zulmorpha was a wealthy "vampire mistress", the writer of this tome was in fact little more than an educated harlot with a sense of decadent wit. Zulmorpha once admitted that much of the inspiration for the tome came from the whispered fantasies of wealthy (and often aristocratic) clients.

Author: Zulmorpha the Shameless

Pages: 268

Weight: 5 Lbs.

Base Value: 350 gold

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Extended Rule

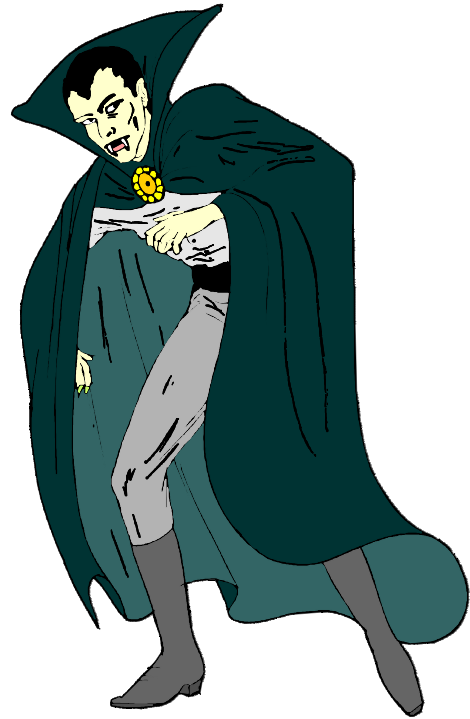
This tome is bound in red leather with lettering in shiny black and gold colored ink. Extended Rule is a collection of a dozen tales about rulers and/or wealthy individuals that continued to hold influence over kingdom/matters of business after becoming undead. After weaving a fanciful tale about each the author goes on to discuss both the benefits and the complications that each ruler encounters while continuing to run things in a state of unlife. While a few of the entries have been confirmed most of these tales are believed to be figments of the author's imagination. Critics of the book often argue that Nimbolus simply manufactured most of the stories in order to make them fit whatever discussion regarding politics or business that he wished to present. While the tales make for an entertaining read the overall values of these lessons are questionable.

Author: Nimbolus Barke

Pages: 240

Weight: 5 Lbs.

Base Value: 30 gold



Grafts of Creeping Glory

The covers of this odd book are bound in white leather and pressed with hundreds of faint images of different insects. The book explains in odd and cryptic prose of the many types of supernatural grafts that are possible to those that call (with purity of focus) upon low and dark powers to possess and empower living body parts. All of the 11 grafts described by the reclusive author are nightmares to those without the vision to appreciate the power they could bestow on the wielder. Nevertheless, it's clear from the various warnings sprinkled into the text, that even Antilius (who claims to have seen all 11 grafts successful applied and seems to possess two grafts himself) is wary of the effect of the wrong graft on a weak mind. The text of the book is decorated on every page with tiny tracks, as if a few crawling insects were walking across the fresh ink even as Antilius wrote the words. A bit over halfway within the work can you see the bodies of crushed insects pressed between the pages.

Author: Antilius Bandor

Pages: 332

Weight: 7 Lbs.

Base Value: 80 gold

Ligament and Unlife

Once the apprentice of a wealthy apothecary, Alris turned to necromancy out of fascination for the arts of reanimation. Alris became a scholar of how the body reacts and moves under the influence of necromantic power. He also placed considerable research into skeletons and how negative energies would connect and command the bones as though the skeletons had some sort of invisible muscle structure around them. This smallish tome, bound in dull gray leather, is a collection of the necromancer's observations, theories, and research. There are numerous rough illustrations that show how various bones and muscle structures connect.

Author: Alris Bloodmurke

Pages: 160

Weight: 4 Lbs.

Base Value: 50 gold

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Meridians of Spiritual Foci

This book is written as a series of interconnected fables about a tiger, monkey, turtle, sea dragon, snake, viper and a wind dragon. This odd book by the aging author and monk, Segil Petrus, can be enjoyed by a child as a tale of adventure, or by a town elder as a tale courage and wisdom. For people who are experts in anatomy, there are hidden messages in the tales that explores a series of meridians and pressure points that apply to nearly all humanoids. Monks, necromancers and some healers have been known to seek out the book as a training tool.

Author: Segil Petrus

Pages: 297

Weight: 5 lbs.

Base Value: 90 gold

Monumental Sacrifices

Written by the mysterious author Kral Lostbull, this small brown leather book is branded with a small scythe, and written in the small precise script of the Halfling tongue. This rustic book extols the power and the religious purity of creating cloth, wicker, and wood structures in order to sacrifice live victims for the purposes of coaxing greater supernatural power from the dark powers. The early parts of the book spend time explaining why this practice is effective and why "many mysteries" prefer living sacrifices. Much of the middle section of the book is focused on the best practices in order to build a sturdy structure that will last the struggles of the sacrifice until the structure is set ablaze and the sacrifice is consumed. The last portion of the book focuses on best methods of burning the sacrifice, and best methods to select the location and mystic power of the sacrifice site.

Author: Kral Lostbull

Pages: 167

Weight: 4 Lbs.

Base Value: 60 gold

Natural Necromancy

This book is bound in black leather with silver skulls with page after page of ponderously flowing elven script that describes how to find natural sources of necromantic energy. The beginning of this book describes how natural areas of negative energy are often sites of disasters, kill sites used repeatedly by hunters, or simply someplace where the dimensional barriers between worlds are frayed and thin. The second piece of the book describes how to tap into this energy and manipulate it for the purposes of heal or destruction. The last part of the book focuses on how to develop sites within these areas that soak up and store more of the energy for use later (referred to as "necromantic cells" in the text).

Author: Balen Bassteal

Pages: 213

Weight: 5 Lbs.

Base Value: 85 gold



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Necropolis Designs

This book discusses the tricky problems associated with building a Necropolis (an extremely large and well developed cemetery) near or within a town or city. Pippin Blackroads is an elven engineer and cleric who is interested in protecting city dwellers from undead threats and dark powers that would like to use a Necropolis as a base of operations. The book is broken into four sections – examples of the dangers of a failed necropolis, typical challenges and problems faced when designing cemeteries, solutions to these challenges, and designs for specific defensive structures that support both the security of the area and the life of the city. The book is quite popular because it considers defending cemeteries, and even evil necromancers can use this information to predict defenses in existing cemeteries and perhaps corrupt those systems to dark purposes.

Author: Pippin Blackroads

Pages: 315

Weight: 6 Lbs.

Base Value: 90 gold

Plague Pact

This horrid, foul smelling tome is covered in a sickly greenish yellow hide that is mottled with dull black splotches. Whenever opened the reader feels momentarily feverish and can detect the faint smell of vomit wafting up from the evil book's pages. Plague Pact is a horrid bit of writing that is banned in most civilized lands. A few rulers have been known to torture and execute anyone found with a copy of the tome in their possession.

Currently only a dozen copies of Plague Pact are known to exist. It is said that there is a small group of elite bounty hunters employed by an unknown source to hunt down anyone carrying the book. These bounty hunters are ordered to slay the person(s) in possession of Plague Pact without mercy and then are to destroy the tome by a combination dousing it in oil and setting it on fire. Needless to say all this fuss has made the tome rather desirable with collectors of the rare and forbidden.

The controversy surrounding the tome is focused on the promotion of plagues to build up undead army ranks. By spreading horrid contagion the author suggests that a necromancer can both weaken the surrounding opposition while increasing his supply of animated corpses. Xalmirkamus provides elaborate details into nearly twenty horrid ailments. Some of these are still confirmed to exist in remote parts of the known world while others represent the horrid plagues of past history.

It is whispered that anyone who reads the entire book will become a carrier of a most vile airborne plague (GM's choice whether this is true or not). The reader is immune to this ailment but those around the reader have no such fortune.

Author: Xalmirkamus Strangewick

Pages: 280

Weight: 5 Lbs.

Base Value: 2,500 gold



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The End of the Entity

This light green book is simply adorned with the book's title and the author's name in clear black script. The contents of the book explore six historical sites with well-documented tales of entities that have haunted specific structures and surrounding areas that are related to their death. Sirrah goes on to explain how these kinds of creatures can twist and alter the appearance of reality, and even bring inanimate objects to life with vengeful fury. The book ends with theories about why other undead are attracted to these kinds of entities, and methods that could be implemented to cast out or destroy them. **Author:** Duranne Sirrah

Pages: 230

Weight: 6 Lbs.

Base Value: 75 gold



The Shattered Mirror

This blue leather-bound tome has a mild cantrip placed upon it that causes the book to make a shattering noise whenever it is opened. The written and illustrated contents of the book detail the life of a necromancer and how many prior beliefs and ways of thinking must be removed from one's mind. True to the title, overcoming the simple superstitious beliefs of the peasantry is focused on quite a bit. Taboos and negative beliefs about the dead are challenged, and the author argues how many unliving forms (notably vampires and ghosts) are superior to the living. The latter part of the book deals with ways that one can go about living in a manner that will better ensure that they will rise as an undead form after their death. The author also discusses ways that one might seek out a vampire and willingly be converted through an unlife-giving bite. This particular section is quite amateurish in nature, making the reader wonder if the author truly knows much about vampires at all. Scholars of Havenforge's work have often questioned why the author chose to spoil such an otherwise masterpiece with such rubbish.

Author: Valdrik Harlfenforge

Pages: 196

Weight: 4 Lbs.

Base Value: 40 gold

Wine of the Vein

The deep red leather that binds this tome glows slightly when held by a necromancer. Wine of the Vein is an illustrated tome that discusses the values of blood in a variety of rituals and arcane practices. A fair portion of the text discusses the necromancer's own blood and how this fluid of life can also house the negative forces of death. The tome's contents are not unique as far as subjects go but is never the less well-written.

Author: Maelafius Drenche

Pages: 132

Weight: 4 Lbs.

Base Value: 50 gold