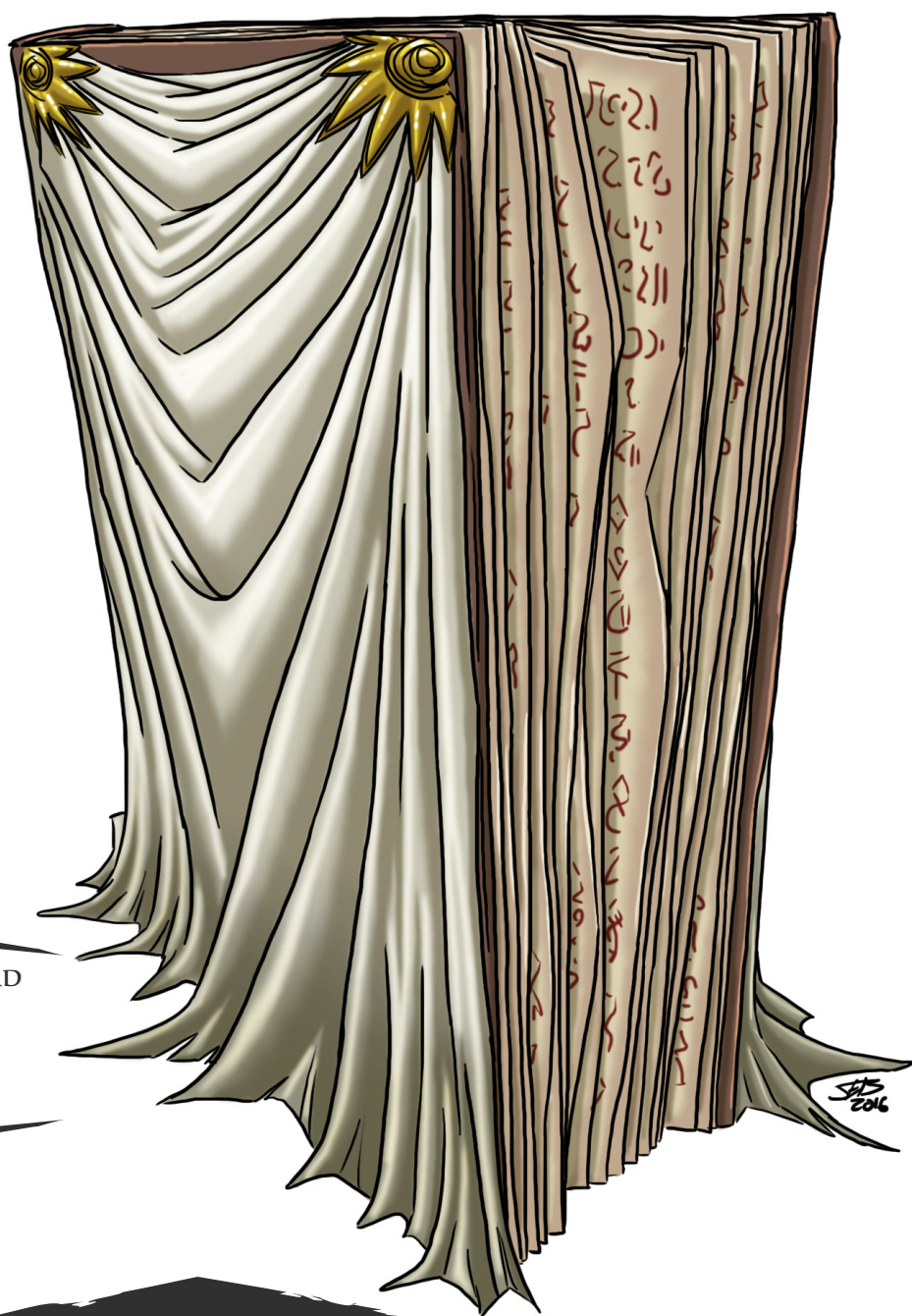


SINISTER SPELLBOOKS

CERTAIN SPELLBOOKS hold more than just spells—some contain power beyond mortal understanding. To the uninitiated and unprepared, the tomes described herein are best forgotten... but if you are prepared for their dread power, they can become a great asset. Though only wizards prepare spells from arcane tomes, these spellbooks are useful even to other spellcasters. A wizard may only copy a spell out of one of these spellbooks if it is normally on his or her spell list; other characters may only copy rituals that they are able to cast.

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CODEX OF KHIRUZAM

Wondrous item, rare (requires attunement by a bard, cleric, warlock, or wizard)

When a creature fails its saving throw against a damaging spell you cast, the book gains 1 charge. Whenever you roll damage for a spell you cast, you may spend 1 charge to reroll up to three damage dice. You must use the new results. The *codex of Khiruzam* can hold up to 8 charges; the first time in a day that it would gain a ninth charge, roll d100.

On a result of 01–05, the book blackens, turns to ash, and disintegrates over the course of 3 rounds. It reappears elsewhere in the world in 24 hours. On a result of 06–25, the book casts *fireball* as a 3rd-level spell, centered on its attuned bearer. Its spell save DC is 15.

On a result of 26–100, a new spell appears in the book. You must succeed on a DC 20 Intelligence (Arcana) or Intelligence (Religion) check to comprehend the spell. The spell is randomly generated; roll 1d6 for its spell level and roll 1d4 to determine the spell's class list: 1, bard; 2, cleric; 3, warlock; 4, wizard. As long as the book is attuned, you may cast spells added in this way as if they are on your class spell list. The book can hold up to six spells in this way.

Plot Hook

This infernal book was created as a cunning prison for the fiend Khiruzam by a diabolical warlock named Ker-Asher; the fiend now suffers the indignity of imprisonment.

Ker-Asher made the pages from the parched skins of mortals and the ink from Khiruzam's blood, binding the devil's soul into the book. One last vial of Khiruzam's ichor remains, hidden in his abandoned palace; with it one might write the words to free him, or destroy the *codex* entirely.

LIBRAM OF THE CRIMSON WASTING

Wondrous item, very rare (requires attunement by a bard, cleric, druid, sorcerer, warlock, or wizard)

When a creature within 60 feet of you deals damage to you with a spell, you may spend a spell slot as a reaction to infect them with the crimson wasting. The Constitution saving throw DC to resist this disease is equal to 10 + the level of the expended spell slot. A creature that succeeds a saving throw against the crimson wasting is immune to further infections for 24 hours.

Additionally, you may inscribe up to seven necromantic spells of 1st level or higher into the *libram of the crimson wasting*. Your spell attack rolls, spell damage rolls, and saving throw DCs for these spells receive a +2 bonus.

Plot Hook

This book, penned in the blood of three elder vampires, contains high and dire secrets of necromancy. It possesses a nascent will of its own, the confused and thirsting dreams of the three. It was written by a corrupted priestess, who used the *libram of the crimson wasting* to slay an angel and animate it as a vampire. To this day, the vampiric angel haunts the ruins near where it was created, spreading horror and a terrible thirst for blood wherever it goes.



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Crimson Wasting (New Disease)

The crimson wasting is a disease carried by vampires who were diseased when they were converted. The disease is communicated through blood; whenever an infected vampire, vampire spawn, or zombie deals damage to a creature below half its maximum hit points, it must make a DC 13 Constitution saving throw or contract the crimson wasting.

The disease's symptoms manifest after 1d6 hours and include the withering of flesh around the mouth and hands, bleeding from the gums, and blood-flecked vomiting. The infected creature suffers one level of exhaustion, its maximum hit points decrease by 2d6, and it gains vulnerability to radiant damage.

GREEN BOOK OF KA-JORRA

Wondrous item, rare (requires attunement by a bard, sorcerer, warlock, or wizard)

You may inscribe up to twenty spell levels of illusion spells into this volume. Whenever a creature fails a saving throw against an illusion spell inscribed into this book that you cast, it takes 1d10 psychic damage. This may occur more than once per casting, if the spell allows repeated saving throws.

Additionally, the spell save DC of your illusion spells increases by 1.

Plot Hook

The master illusionist Ka-Jorra penned this magnum opus during her long exile, only to have it stolen from her. One who returned it to her could expect her gratitude; one who freed her could expect to keep the *green book*, in a yet greater form.



At the end of each long rest, an infected creature receives a new saving throw against the same DC. On a failed save, the creature gains another level of exhaustion and its maximum hit points decrease by an additional 2d6. On a successful saving throw, it recovers one level of exhaustion and its maximum hit points increase by 2d6, up to a limit of its normal maximum hit points. Once the creature's exhaustion is reduced to 0 and its maximum hit points are restored to normal, it recovers from the crimson wasting. If it reaches six levels of exhaustion or a maximum hit point total of 0, it dies and rises 24 hours later as an infected vampire spawn.

HERIM'S FINAL MANUSCRIPT

Wondrous item, very rare (requires attunement by a cleric, druid, sorcerer, or wizard)

This spellbook can contain only five spells of 1st level or higher. When you cast one of those spells with this book in hand, you may change its damage type to lightning or thunder. If the spell normally deals lightning or thunder damage, you may instead resolve the spell as if it had been cast with a spell slot one level higher than the one you used (to a maximum of 9th level). You may use either of these benefits three times per day. These uses refresh at sunrise.

While attuned to this book, you also gain advantage on saving throws against spells and effects dealing lightning or thunder damage.

Plot Hook

The sorcerer Herim learned the wisdom contained in this tome from the storm giants of the highest peaks. The trials shattered his body, and he finished this work on the day that died. The storm giants would grant *Herim's final manuscript* to one who survived their three trials: Ykuollia the Spear-Maiden, whom one must best in combat; Puckle the jester, whom one must best in wit; and the Seventy-Seven Thunders, which one must endure without flinching. One who attains the *manuscript* might find that Herim's ghost left unfinished business in the world.



PROPHECIES OF NI-SHAAN

Wondrous item, legendary (requires attunement by a spellcaster who can speak Abyssal)

Bound in a scroll case of glyph-protected silver, this manuscript holds the secrets to summoning and destroying demons. It holds the spells *banishment*, *dispel evil and good*, *gate*, *planar ally*, *planar binding*, and *plane shift*. You may cast any of these spells that are on your spell list as if you know them. Once per day, you may treat up to one spell from this list as if it is on your class spell list; once chosen, you may not change that spell until one week has passed.

Once during any long rest, on a successful DC 15 Intelligence (Arcana) check, you can learn the name of a powerful demon, suitable for use with *planar ally*. The DC increases by 2 for each name you have previously gained in this way. On a failed Intelligence (Arcana) check, you do not recover hit points, Hit Dice, or expended spell slots from that long rest.

You gain advantage on melee spell attacks when casting *dispel evil and good* or *plane shift* to banish a demon.

Whenever you deal damage to a demon while holding this scroll open in one hand, you may reroll all dice that result in a 1 or 2. You must keep the new result.

Plot Hook

The demon Ni-shaan heard a prophecy uttered by the Oracle of Chun concerning the destruction of the mightiest demons of the Abyss. Hoping to warn her fiendish masters, she transcribed the prophecy upon an ancient scroll and prepared to return to the Abyss. Before she could depart, however, she was imprisoned by the oracle's guardians and the scroll was seized from her. Ni-shaan, sealed atop the oracle's now-abandoned mountain, now speaks to heroes in their dreams to lure them to her prison. Ni-shaan longs not only to be free, but to find the lost prophecies before the celestial powers and the fiendish lords who seek it.

FRAGMENTS OF THE LUMINOUS WORD

Wondrous item, legendary (requires attunement by one or more spellcasters)

These ancient orichalcum tablets allow up to three spellcasters to attune to them simultaneously. Each attuned spellcaster treats the fragments as one item that they have attuned. Attuned spellcasters may prepare one additional spell of up to their highest spell level available, though that spell must deal fire or radiant damage and be chosen from the collective spell lists of currently attuned spellcasters. You do not need to remain in possession of one of the *fragments* to remain attuned to it, but you must examine at least one fragment briefly as part of any long rest that you take, or your attunement ends.

When you cast a spell that deals fire or radiant damage, you may expend one Hit Die to add it to the spell attack roll or the damage dealt.

Additionally, when an aberration makes a saving throw against a spell or effect you cast, it does so with disadvantage.

You also gain resistance to cold damage.

Plot Hooks

These orichalcum tablets describe the council of the creator deities as they ignited the sun and stars, driving back the chaos and darkness of the aberrations. They burned their words of power into orichalcum to preserve them, but the tablets were broken when the gods clashed over the fate of the world. Dispersed across the world, the planes, and perhaps even the Multiverse, there are an unclear number of tablets (or groups of tablets) depending on the mystical tradition you ask: four, ten, twenty-four, and many other numbers have been proposed. When all of the *fragments of the luminous word* are gathered once again, mortals can use them to compel even the gods to war, to peace, or to make the world anew.

One coffer of *fragments of the luminous word* has fallen into the hands of a holy order of clerics and paladins called the Flame Chanters. They believe that the sins of the world are beyond mending, but their god has not given them enough power to punish all of the wicked. They seek to gather all of the *fragments* so that they can force the gods to mete out justice as they see it. The sin of hubris, however, is quite lost on them.

No force in the cosmos, however, seeks the tablets as ruthlessly as the Horrors from Beyond the Stars, the forces that command the aberrations on the Material Plane. 🐉