

# BOOKS OF THE REALMS VOL VIII

## MENZOBERRANZAN

100 BOOKS FOUND WITHIN UNDERDARK STRONGHOLDS  
IN THE FORGOTTEN REALMS AND BEYOND



# *Books Of The Realms Menzoberranzan*

**Written by: B. Wraven Wright**

**Layout: Niklaus Evron**

**Cover Illustration: Jolene Beltane**



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d100	Title	Description
1	<i>Ched Nasad Trade Route</i>	This ornate scroll case appears to be made of metallic spider's web and contains a map that leads from the Indigoways Tunnel in Menzoberranzan to the pit that serves as the location of Ched Nasad. This map is written in Elvish.
2	<i>Volo's Guide To Gracklstugh</i>	This is a hand numbered edition of 5 out of 10 copies, with a hand written dedication that reads "To Drizzt, thanks for the reconnaissance on this one.. -Volo". Reading this book imparts the characters with the lore and maps found in the Gracklstugh chapter of the Out Of The Abyss hardcover adventure. This book is written in Common.
3	<i>Continual Faerie Fire</i>	The inside jacket of this book glows ale-brown when it is opened. This book provides the spell Continuous Faerie Fire, which allows the caster to create a magic black paint that permanently radiates an aura in the color of the casters choice in addition to the verbal components, this ritual requires 1 cubic foot of luminescent fungi for each 100 square feet of desired coverage.
4	<i>Tongue Of Qualith</i>	This is a small palm size obsidian stone carved to resemble a small book. When touched by anyone that has an Intelligence of 14 higher, the person realizes that they can read Qualith, the written language of Mind Flayers. Anyone with an Intelligence score of 13 or lower takes 1d6 force damage. Once anyone has taken damage from touching this object, they can not take this damage again.
5	<i>The Key Of Xxiphu</i>	This false book opens up and reveals a small obsidian obelisk. Upon touching it, the wielder must make a DC 13 Intelligence save or take 1d6 psychic damage. Any character who fails the save and takes this damages hears the following sentence in the voice of their native language: "Come to Xxiphu, child of Toril, and serve."
6	<i>Throwing Spiders</i>	This wooden boxed is carved to resemble a book. Inside, there are 5 throwing stars that are shaped like spiders. Each of these have the same statistics as a dart +1 along with following condition: once a creature has taken damage inflicted by one of these stars, the stars burrow within the creatures wound and inflict 1 point of damage per round until removed. If the star successfully hit with a critical strike, the burrow damage increased to 2 points per round.
7	<i>Zaknafein's Fighting Reader: Double Cross Down Parry</i>	This small instructional manual radiates magic. Once the reader spends 20 downtime days reading and practicing the illustrated maneuvers, the reader is able to perform the Double Cross Down Parry move: As a reaction, you may increase your AC by 2 by parrying a weapon attack provided you have a weapon in each hand. This book is written in Elvish.
8	<i>Mithril Hall Raid Map</i>	This is a brown leather scroll case that contains a map from the Indigoways Tunnel in Menzoberranzan to the NorthDark entrance of Mithril Hall. This map is written in Elvish.
9	<i>Drow Tooth</i>	Inside a small glass jar is a single tooth. Divination magic reveals that this is the tooth of the drow lich Deirex Jae'llat, and that this tooth also acts as a key that opens any door in his tower within the drow city of Ust Nathta.

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10	<i>I Am Gate</i>	A large single blue glass eye adorns the center of this green leather tome. Inside, there are a number of entries documenting encounters of surface dwellers by the Spectator known as Gate, a servant of the God Helm and guardian of a temple of Helm in the Underdark of undisclosed location. This book is written in Common.
11	<i>Slave Harvesting Map</i>	This is a musty, black leather scroll case that contains a map of the Underdark that leads from the Masterway Tunnel in Menzoberranzan to a cave in the Moonwood. This map is written in Elvish.
12	<i>Ecology Of The Death Kiss</i>	A large single red glass eye adorns the center of this grey leather tome. Inside, there are a number of entries and drawings describing this vampiric race of beholder. Reading this book imparts all the information found in the Death Kiss entry of Volo's Guide To Monsters. This book is written in Common.
13	<i>Melee-Magthere Ring Of Mastery</i>	This small wooden box contains the ring issued to those that have reached Master Status at the drow warrior academy of Melee-Magthere. Once per day, wearer can use their reaction to give their skin a black, scaly texture for 1 minute, giving the wearer 16 AC if they are unarmored. This silver dragon signet ring requires attunement and recharges it's power 24 hours after its last use.
14	<i>Drow Cleaver</i>	This dwarven tome is provides instructions for any dwarven caster type that can cast 5th level spell or higher to imbue any weapon that inflicts slashing damage with the property of drow cleaver: when you make a weapon attack against a drow, you do so with advantage. This book is written in Dwarfish.
15	<i>The Land With No Ceiling</i>	This is a small book of poems written by a renegade priestess of Lolth. The poems discuss a yearning to see the surface world again and the feelings she has for the human soldier that she spied upon while he was bathing. This book is written in Elvish.
16	<i>The Gouger</i>	This Ale-Brown leather covered book discusses the existence of The Gouger: a magically altered beholder who is compelled to hunt and eat beholders. This book is written in Undercommon.
17	<i>Yvonne's Haste</i>	This is a small leather reader that provides any reader that can cast 9th level spells the information on how to cast Yvonne's Haste: An ancient version of the haste spell that does acts to age the target by 1 year each time it is cast. This book is written in Elvish. This book is highly valuable to the right buyer.
18	<i>The Secret of Dyr</i>	This purple leather tome appears to have been newly minted, but an Arcana check at DC 15 reveals that this tome is ripe with preservation magic. This book provides the instructions for a drow caster of level 20 to perform the rituals needed to be transformed into a Drowlich. This book is written in Elvish, but the book otherwise appears to be full of blank pages until the reader has an Intelligence score of 18 or higher.

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19	<i>The Order Of The Dark Moon</i>	This is a small brown leather diary that tells of the anonymous authors encounter with the order of the dark moon: a group of drow monks that worship Shar. The book also contains a crude map of where their monastery is located outside of Menzoberranzan. This book is written in Undercommon.
20	<i>Bondalek</i>	This is a scroll tube that is made from a small stalagmite. When it is opened, a several scrolls discuss theories behind combining divine and arcane magic into powerful high magic. This book is written in Elvish.
21	<i>Danifae's Beauty Secrets</i>	This is a small grey leather reader meant for drow women to use various fungi of the Underdark to make makeup. Anyone that uses the instructions from this book when using their disguise kit to appear to be a female drow gets advantage on all deception checks. This book is written in Elvish.
22	<i>Dogma Of The Earthcaller</i>	This small grey leather reader contains the philosophy of Segojan Earthcaller, the patron god of Deep Gnomes: "The earth is the heart and soul of the Forgotten Folk. From its nurturing embrace spring forth the children of Garl, on its surface and amid its tunnels and caves they dwell in life and beneath its silken shroud they rest in death. Preserve and protect the natural world that lies beneath the roots of those who dwell on the surface. Dig burrows, tunnel and explore, for the Badger welcomes all gnomes into his domain. Ware the evil that ensnares those blinded by the avarice and destructive impulses of the Crawler Below and the Lord of the Burrow shall protect those who dwell in his demesne and live in harmony with his teachings." This book is written in Gnomish.
23	<i>Piscaethces The Blood Queen</i>	This book is covered in a thick grey leather that feel slightly slimy to the touch. This book discusses the goddess Piscaethces, the goddess responsible for the creation of the Aboleth, who wanders the various material planes. This book is written in Undercommon.
24	<i>Ghost Spiders</i>	This book is old and bound in the tattered remains of what appears to be what cloth. This book discusses the Szarkai, a race of albino drow elves who could pass as albino surface elves, and not be suspected as drow. Because of these features Szarkai often act as spies on the surface world. This book is written in Common.
25	<i>Map To Nedeheim</i>	This ancient map faintly glows with preservation magic and provides directions to the ancient subterranean Stone Giant kingdom of Nedeheim beneath what is now known as the country of Amn. This map is written in Giant.
26	<i>The Shape Of Water</i>	This is a small map scrawled out on Roethe hide that gives instructions on where The Shape Of Water, the aboleth capital city of Faerun, is located within the Glimmersea area of the Underdark. This book is written in Dwarvish.
27	<i>Scroll Of Birth Magic</i>	This ancient drow scroll gives the caster the ability to harness the magic of a drow birth and weaponize it against their enemies. Although the scroll is in tatters and the spell is incomplete, this would fetch a considerable amount of gold to the right buyer. This book is written in Elvish.

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28	<i>The Creed Of Maanzecorian</i>	This is a slate box with a number of notes written in Common. The pages tell of the doctrines of Maanzecorian, also known as the Philosoflayer, who embodies mind the mind flayer ideals of complete knowledge and comprehension.
29	<i>K'Yanel Memoirs</i>	This chapbook is written in Elvish and acts as a small diary for K'Yanel, the owner of a small dried fungus delivery service in Menzoberranzan. This book is written in Elvish.
30	<i>Dark Worship: Eilistraee</i>	This book is bound in black cloth and has a small (functional) sword on its cover. This book discusses Eilistraee, drow goddess of beauty, song, dance, freedom, moonlight, sword work, and hunting, within the drow pantheon. She is the patroness and protector of the few dark elves who longed to return to the surface and live there, at peace with other races. This book is written in Elvish.
31	<i>Dark Worship: Ghaunadaur</i>	Bound in green leather that is slimy to the touch, this book discusses Ghaunadaur: the god of abominations. While Ghaunadaur is no longer a member of the drow pantheon, he is still worshipped by many drow. His portfolio includes slimy creatures, outcasts, and rebels. This book is written in Elvish.
32	<i>Dark Worship: Kiaransalee</i>	This book is bound in what appears to be mummified drow skin and discusses Kiaransalee, the drow goddess of vengeance and undead. Kiaransalee was, in her mortal life a powerful lichdrow necromancer-queen from another plane beyond Toril. Upon becoming a demigod, she was made an unwilling vassal of Lolth and was until shortly before her death. The last page book is hand written with the following phrase: "...and yet I thrive...". This book is written in Elvish.
33	<i>Dark Worship: Selvitarm</i>	This book is bound in red metal plates (the remains of platemail armor) and discusses Selvitarm known also as The Spider that Waits, or Champion of Lolth. Selvitarm was the drow god of warriors and battle prowess, with his church basically consisting of a military sub-division of Lolth's church. This book is written in Elvish.
34	<i>Dark Worship: Vhaeraun</i>	This book is bound in simple black leather and discusses Vhaeraun: the drow god of drow males, thievery, territory, and shadow magic. Vhaeraun is the son of Lolth and holds the unique view among drow that males and females were equally valuable and is primarily prayed to by those drow males who seek a better life than slavery under Lolth's matriarchy and those who opposed it. This book is written in Elvish.
35	<i>Dark Worship: Zinzerena</i>	This book is bound in black cloth and has a small (functional) dagger on its cover. This book discusses the drow goddess of chaos and assassins, Zinzerena. Zinzerena was originally from Oerth, but she gained the wrath of other deities of that plane shortly after gaining godhood and fled to Menzoberranzan in Toril. Although slain by Lolth shortly thereafter, she has since returned to claim her portfolio after the Second Sundering. This book is written in Elvish.

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36	<i>Melee-Magthere Truths</i>	Purple Faerie Fire covers this small black reader. The contents of the book discuss the stories of surface elves mistreating drow and how they are all lies. This book is written in Elvish.
37	<i>Book Of Psionic Seals</i>	This book contains a number of patches of dried Mind Flayer skins, each with a tattoo that glows with Psionic energy. The book contains no text besides the title on the cover.
38	<i>Trade Journal</i>	This large but very flat book is the trade journal maintained by Gologaucx, a Duergar merchant of extraplanar exotic goods. This ledger shows recent trade activity with inhabitants of the elemental plane of earth. This ledger is written in Terran.
39	<i>Tugulackh's Deep Fire</i>	This is a small black leather reader that contains the recipe on how to make Deep Fire, a strong and spicy liquor made from fire lichen that is prized by the Duergar. This recipe is written in Undercommon.
40	<i>Goezer The Gazer</i>	When this black book is opened, a small green Gazer appears and tries to become the familiar of the first arcane spell caster it sees. The Gazer has all lore and statistics as found in Volo's Guide To Monsters.
41	<i>Laduguer</i>	This grey leather bound book discusses the doctrine of Laduguer, patron god of the duergar. The dogma expressed in the book teaches obedience to one's leader, empowerment through the exploitation of slaves, enrichment through the creation of magical weapons and protection through a strong military force. This book is written in Dwarfish.
42	<i>The Bridge To Maerimydra</i>	This is the small brown leather diary of a farmer from the Daggerdale area. Aside of talking about sheep and crops, there is an entry about how the farmer stumbled upon a secret magical teleportation rune that transported him to the drow city of Maerimydra. The farmer was fortunate enough to find and figure out the teleportation rune that sent him back. He has never set foot near that part of the bridge again, but has left detailed instructions on how to find it. This book is written in Common.
43	<i>Spell: Enchant House Insignia - Minor</i>	This is a 1 by 1 foot tome that gives instructions for arcane casters to perform the ritual needed to enchant a drow house insignia with four of the following spells to be casted by the attuned wearer once per day: blur, comprehend languages, water breathing, read magic, shield, feather fall, spider climb, unseen servant, jump, and water walking. The spells are cast at the level of the caster imbuing the insignia. This spell can only be performed by a caster that can cast all the spells being imbued, plus be able to cast spells at 1 level higher than the highest spell being imbued into the insignia.
44	<i>Spell: Enchant House Insignia - Intermediate</i>	This is a 1 by 1 foot tome that gives instructions for arcane casters to perform the ritual needed to enchant a drow house insignia of intermediate ranking. In addition to the powers of a minor house insignia, this level of insignia is imbued with four of the following spells: blink, knock, magic mouth, hold person, and wizard lock. The spells are cast at the level of the caster imbuing the insignia. This spell can only be performed by a caster that can cast all the spells being imbued, plus be able to cast spells at 1 level higher than the highest spell being imbued into the insignia.

d100	Title	Description
45	<i>Spell: Enchant House Insignia - Noble</i>	This is a 1 by 1 foot tome that gives instructions for arcane casters to perform the ritual needed to enchant a drow house insignia of noble ranking. In addition to the powers of an intermediate house insignia, this level of insignia is imbued with four of the following spells: dimension door, animate dead, summon monster (up to 5th level), shield, and tongues. The spells are cast at the level of the caster imbuing the insignia. This spell can only be performed by a caster that can cast all the spells being imbued, plus be able to cast spells at 1 level higher than the highest spell being imbued into the insignia.
46	<i>Cracker and Whacker</i>	This small book has a cover that is very oily and has a pungent smell. Inside, the reader sees a number of different names that the author has given his twin morningstars such as Rotter and Slaughter, etc. This book is written in Dwarvish.
47	<i>Of Deep Duerra</i>	This grey leather bound book recants the legend of Deep Duerra, also known as Queen of the Invisible Art or the Axe Princess of Conquest, the duergar goddess of psionics, conquest and expansion, and provides the story about how Duerra gifted the Duergar race with the powers of psionics. This book is written in Dwarfish.
48	<i>Cloaker Whistle</i>	This untitled false book opens up and reveals a small quartz whistle, not unlike those found in noble houses of the surface to train their dogs. With the use of an Identify Spell, the caster is able to discern that this is a Cloaker Whistle. When this whistle is blown, all Cloakers must move away from the blower by the safest available route possible, unless there is nowhere to move. If the Cloaker ends its turn in a location where it doesn't have line of sight of the whistle blower, the Cloaker can make a Wisdom saving throw at DC 15. On a successful save, the Cloaker can no longer be affected by the whistle. The whistle starts with 1d4 charges and gains 1d4 charges (to a maximum of 4) every 24 hours.
49	<i>Manual Of Brain Golems</i>	The cover of this book is made from a spongy material that is sewn in a way to resemble brain matter. The contents of this book describe the construction of a brain golem, but the book is actually fraudulent with no animated golem being created if the instructions in the book are followed.
50	<i>Llurth Dreier</i>	Inside this ornate wooden box is a small top that, when spun, recites a spoken prophecy that the god Ghaunadaur will manifest himself in the drow city of Llurth Dreier. The top recites the prophecy in Terran.
51	<i>Key To Mantol-Derith</i>	This is a false book that, when opened, contains a very plain black iron key. Divination magic reveals that this key belongs to a locked storage space in the drow warehouse area of Mantol-Derith. Mantol-Derith is on the other side of the Darklake from the duergar city of Gracklstugh in the Middledark area of the Underdark.



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52	<i>Menzoberra</i>	This ancient tome is bound in Mithril that has pages that clearly have preservation magic cast upon them. This book tells the story of Menzoberra, chosen of Lolth, and how after her defeat of the beholder that occupied the cavern founded the city of Menzoberranzan with Lolth's blessing. This book is written in Elvish and is worth 500 gp to a surface collector.
53	<i>The Diary of Talindra Ousstyl</i>	This book is magically locked and requires the use of the Knock spell to open it. This diary contains very graphic descriptions of Matron Mother Of House Ousstyl In Menzoberranzan Talindra's, dalliances and encounters with human males and females along with her secret desire to bear half drow children. This book is written in Elvish.
54	<i>Untitled</i>	This rolled up parchment is a bounty writ from Uskvil, one of the leaders of the Gray Ghost thieves guild in Gracklstugh. The bounty is a 500 gold reward for the death of the guilds other two rulers: derro twin sisters Aliinka and Zubriska. This writ is written in Undercommon.
55	<i>Seasonings and Spices In Drow Cooking</i>	This tome is covered in red cloth that is saturated with Drow Sleep poison, infecting anyone that touches the book per the Drow Sleep poison entry in the Dungeon Masters Handbook. The pages are blank inside.
56	<i>The Ages Of Lolth: Vol I</i>	This black leather book as a single silver spider that adorns the cover. This book discusses Araunshnee, the dark elven goddess of destiny and artisans and her ambitions to destroy her husband, Corellon, ultimately leading to her defeat and banishment of her and her children from the divine elven realm of Arvandor. This book is written in Undercommon.
57	<i>The Ages Of Lolth: Vol II</i>	This black leather book as two silver spiders that adorn the cover. This book discusses Araunshnee, now known as Lolth, conquering the Demonweb Pits within the abyss and make it in her lair. Her machinations to control the dark elves of Toril lead to war and the creation of the Island of Evermeet. This book is written in Undercommon.
58	<i>The Ages Of Lolth: Vol III</i>	This black leather book as three silver spiders that adorn the cover. This book discusses Lolth's machinations with dark elves of Toril, her hand in utilizing demonic magic to transform dark elves into drow and their ultimate exile into the Underdark. This book is written in Undercommon.
59	<i>The Ages Of Lolth: Vol IV</i>	This black leather book as four silver spiders that adorn the cover. This book discusses the creation and, due to internal strife, the destruction of Telantiwar the first drow city and the subsequent disbursal of drow throughout the Underdark. This book is written in Undercommon.
60	<i>The Ages Of Lolth: Vol V</i>	This black leather book as five silver spiders that adorn the cover. This book discusses Lolth's attempts and failures in trying to become the new goddess of magic after Mystra's death during the Spellplague as well as her conflicts with the Jaezred Chaulssin, a patriarchal drow organization that was still loyal to her slain son, Vhaeraun. This book is written in Undercommon.

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61	<i>The Ages Of Lolth: Vol VI</i>	This black leather book as six silver spiders that adorn the cover. This book discusses the events of the Second Sundering, with Eilistraee, Vhaeraun, (including their truce and friendship) and the rest of the drow pantheon returning to life and competing for the prayers of the drow of Toril with Lolth. This book is written in Undercommon.
62	<i>Memoirs Of Arathis Hune</i>	This red leather handbook contains the memoirs of Arathis Hune: an early lieutenant for the mercenary band known as Bregan D'aerthe. A successful DC 15 Investigation check reveals a small map inside the spine of the book that has a map to Bregan D'aerthe's secret base within the Clawrift in Menzoberranzan. This book is written in Elvish.
63	<i>Velkynvelve Passwords</i>	This is a small leather bound book that contains the passwords to be admitted to the drow slaving outpost Velkynvelve outside of Menzoberranzan. This book is written in Elvish.
64	<i>Diinkarazan and Diirinka</i>	The cover of this book is a swirling pattern of black, white, and grey. Inside, this book discusses the twin mad gods of the Derro, Diinkarazan and Diirinka. While most of the book is written in Undercommon gibberish, it does give a calendar of when the avatar of Diirinka appears in the Underdark, going on a mad killing spree until destroyed.
65	<i>Karonaknan Stognardus Ledger</i>	This is a large stone tablet that contains the accounting ledger for a gem mining operations ran by Dao. This tablet is written in Terran, and any creature holding the tablet that can speak Terran can use the stone ledger as a magical diving rod that points to the entry of any of the mines discussed in the ledger.
66	<i>Welcome To Arach-Tinilith</i>	This scroll is made of black, heavily textured paper made to resemble spider's webs. Inside is the room assignment of a drow priestess in training underneath it, the scroll continues to read: "A hungry spider must feed. Give yourself to it joyfully, for in the end Lolth will consume us all. Better to suffer the torments of the flesh now than to face the wrath of the goddess later." This scroll is written in Elvish.
67	<i>Untitled</i>	This is an untitled false book with a black stone inside. This palm sized piece of polished obsidian appears to be nothing but a paper weight, until handled by a Duergar. The Duergar then comes to understand that this is a key to a portal between the front gates of Gracklstugh and a portal found within the front gate of Dunspeirrin. The Duergar knows the location of both portals.
68	<i>The Art Of lirik Noframnik, King Of The Derro</i>	This book as a very ornate black leather cover. Inside, is a dedication to all the victims the author has slain, written in Undercommon in very elegant calligraphy. The pages of the book are blank, save for random blotches of dried blood of various color, implying they come from server different types of creatures.
69	<i>The Chaos Web</i>	This scroll is encased in an obsidian scroll case. This scroll is an attempt to undo the transformation of a drider via arcane means. The spell is still incomplete and nothing happened when it's cast.

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70	<i>A Slave's Life</i>	This book has no covers, with the pages in tatters. The anonymous author recounts their capture by a duergar raiding party, their sale to a Zhentarim agent, being captured by drow, and then the way their escape took place by killing an overseer and fleeing to the surface. This book is written in barely legible Common.
71	<i>Of Alhoons</i>	This book is bound in purple, rubbery hide of unknown origin. This book documents the authors observations and provides the same information as reading the Alhoon entry in Volo's Guide to Monsters. This book is written in Draconic.
72	<i>The Study Of Faerzress</i>	Purple leather binds this book, which discusses a number of magical experiments conducted by the anonymous mage that wrote this book. All attempts to take this magical crystal to the surface or imbue surface dwelling creatures with its power ultimately fail. This book is written in Undercommon.
73	<i>Surface Raid Map</i>	This ornate scroll case appears to be made of crystallized spider's web and contains a map that leads from the Eastways Tunnel in Menzoberranzan to the Drygully Tunnel near the High Forest on the surface. This map is written in Elvish.
74	<i>Path To Sshamath</i>	This is a small and rather worn pamphlet of what appears to be gibberish. If the reader can speak thieves cant and is (or at one time) a member of the Zhentarim, then the reader recognizes that these are written directions on how to find a secret passage in the Zhentarim fortress of Darkhold, and follow its path to the drow city of Sshamath. The letters in this book appear to be in Common.
75	<i>The Horde of Krashos Morueme</i>	This map is drawn on a large piece of leather that has been dyed blue and claims to show the location of this blue dragon's hidden horde in the ruins of Ched Nasad. This map is written in Elvish.
76	<i>Map Of Schnicktick</i>	Rolled up in a stone scroll case is a map to the tomb of King Schnicktick, the last king of Blingdenstone. The map leads to is tomb within the ruins of the city. This map is written in Gnomish.
77	<i>Of Zar'ithra</i>	Purple leather fashioned to appear as dragon hide binds this book. This book discusses the Zar'ithra: a subrace of drow that have the blood and traits of shadow dragons, normally found in the city of Chaulssin. This book is written in Elvish.
78	<i>The Mindstalker Wars</i>	This ancient and dusty tome tells the story of the he Mindstalker Wars, also known as the War of Cloven Thoughts, where a series of wars were fought between the illithids of Oryndoll and the dwarves of Shanatar. Ultimately, the shield dwarves of Clan Duergar were captured as Mindflayer Slaves and transformed into the Duergar race due to cruel experimentation by their Illithid captors around -8000 DR. This book is written in Undercommon.
79	<i>Zaknafein's Fighting Reader: The Matron's Whipping</i>	This small instructional manual radiates magic. Once the reader spends 20 downtime days reading and practicing the illustrated maneuvers, the reader is able to perform the Matron's Whipping move: When you successfully hit a target with your whip when you are in melee combat with it, your next attack roll gains advantage. This attack roll must occur within the same turn in which you attacked with the whip. This book is written in Elvish.

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80	<i>Songs Of The Bae'qeshel</i>	This is a small black leather reader that contains the songs that Adder, a halfling bard known to commit nefarious crimes, learned from dark drow bard maidens he encountered (and claims to have bed) when he fled to the Underdark to hide from authorities. This book is written in Common.
81	<i>The Judicators</i>	This book is bound in leather with brass scales not unlike those found on scale mail armor. This book discusses the unholy paladins known as the Judicators, who serve the drow god of war Selvitarm. Warriors must go through a grueling and punishing training program before being bless with their divine powers. This book is written in Elvish.
82	<i>I Was An Aboleth Servitor</i>	This is a single scroll of lengthy paper (written on both sides) that is rolled up in a grey leather tube adorned with three red glass marbles. This tells the story of a drow slaver who was separated from his caravan and was captured by Aboleth. After decades of service as an Aboleth Servitor, the slaver escaped and nearly dies as the slaver transforms from an Aboleth servant back into a normal drow. This book is written in Elvish.
83	<i>A Guide to the Underdark</i>	This book is bound in black leather with gilded pages. The inside has a hand written dedication that states: "To Alustriel, thank you for all your help. Best, -D". Reading this book conveys the same information as "The Underdark" portion of the Sword Coast Adventure's Guide. This book is written in Common
84	<i>The Diary Of Noamuth Lil</i>	This small purple leather reader has the imprint of a spider laying on its back. In the book, "The Wanderer" writes about her willingness to leave the protection of her house in pursuit of her traitorous brother, who is not named in any of it's writings. This book is written in Elvish.
85	<i>Ode To Byok</i>	This dark walnut carved box is clearly from the surface lands. Inside, there is a poem on a single sheet of wadded up paper entitled 'Ode to Byok' where an anonymous drow warrior laments the passing of his riding lizard steed. This poem is written in Elvish.
86	<i>Memoirs of an Illithid-Human Crossbreed</i>	Naneetha Shinalstar, War Mage of Saelmur claims that although she looks human, she is actually the result of a Mind Flayer-Human Crossbreeding Experiment. Although she claims that she has never made any contact with any Mind Flayers, she does discuss her latent psionic talents and her preference for eating the brains of animals. This book is written in Common.
87	<i>Musings Of The Eldest</i>	This is a small quartz replica of an Aboleth that fits in the palm of a medium creatures hand.
88	<i>The Story Of Garl Glittergold</i>	Slabs of granite act as the front and back cover of this binder of loosely collected papers. This book tells the story of the creation of the Gnome race. Garl Glittergold, patron god of all gnomes, discovers the first gnomes while exploring a cavern before telling them a joke and leading them into Toril. This book is written in Gnomish.

d100	Title	Description
89	<i>Wanted: Liriel Baenre</i>	This book is otherwise blank, but between the pages is a writ of bounty folded in half. When read, it describes that the Hostetower Arcane is offering 100 gold pieces to anyone that knows the whereabouts of the drow spellcaster, Liriel Baenre. This writ is written in Common.
90	<i>Dealings With Illuun</i>	This is a small wooden cube that holds various scraps of paper that capture the notes taken by Bobnik Kravnaughtnitz, a gnomish adventurer who made deals with Illuun, an aboleth who laired in Undermountain. This book is written in Gnomish.
91	<i>Ecology Of The Beholder</i>	A large single blue glass eye adorns the center of this brown leather tome. Inside, there are a number of entries and drawings by the anonymous author's encounters with beholder's over their years of adventuring. Reading this book provides the character all of the information provided about beholders in the Monster Manual. This book is written in Common.
92	<i>Paper Spider</i>	This is a pad of black paper, and any color ink that is applied to the paper turns to silver. The paper can contain enough text for 480 letters before the limit of each page is reached. Upon whispering the name of a creature to the paper, the paper then proceeds to fold itself into an origami spider and crawls to the creature its intended to deliver the message to. The creature has an AC of 16, 1 hp, speed of 30 and can climb on walls. The paper spider disappears in a flash of smoke, destroying the message if it takes 1hp damage or can not reach its intended target within 48 hours of being deployed. The pad has 1d4 sheets of paper when found.
93	<i>Bloodstone Poultrice</i>	This book is written in Gnomish and describes how those who are proficient in the healing skill can administer a bloodstone to an open wound, thereby removing the effect of 1 type of poison from a creature. The stone then crumbles into dust.
94	<i>Stonereaver</i>	This dusty spellbook is written in Dwarfish and provides directions on how to imbue a weapon with the 'Stonereaver' property: when a weapon is enchanted with Stonereaver, it acts as a Sword Of Sharpness per the Dungeon Master's Guide when it is used on an attack against creatures composed of pure stone. This book is written in Dwarvish.
95	<i>Untitled</i>	This is an Untitled false book with a black stone inside. This palm sized piece of polished obsidian appears to be nothing but a paper weight, until handled by worshiper of Vhaeraun. The worshiper then comes to understand that this is a key to a portal between Ched Nasad and a portal found within a hollow tree in Deepingdale. The worshipper knows the location of both portals. If the worshipper does not speak the drow dialect of Elvish or the drow sign language, they know both while this stone is in their possession.
96	<i>Illithid Tadpole Extraction</i>	This book is written by Gromph Baenre and gives the reader very simple instructions on how to mix the salves and poultices that one needs to kill and expel a Mind Flayer tadpole out of someone who has been infested with one. This book is written in Elvish.

d100	Title	Description
97	<i>Map To Gravenhollow</i>	This appears to be a sealed geode, but when touched by a spell caster of level 10 or higher morphs into a map to the mystical library of Gravenhollow in the Underdark. The provides detailed cartography that magically renders itself based on the caster's location with directions appearing in the form of written language that the caster is most familiar with.
98	<i>Tome Of Zin-Carla</i>	This is a book bound in fossilized spider webs and gives a cleric of Lolth that can cast 9th level spells the ability to cast the Zin-Carla spell. Zin-carla gives a corpse a semblance of life. An advanced form of reanimation, the reanimated corpse is not simply a mindless zombie, but retains all the capabilities it had while it was alive. The corpse is also bound to do a single task, chosen by the caster that reanimated it and requires approval by Lolth. To give the corpse the abilities it had while it was alive, the spirit of the person who the corpse belonged to in life is called to inhabit the body, but given very little control over the corpse's actions beyond the use of its abilities. This book is written in Elvish.
99	<i>Ritual Of The Draegloth</i>	Red demonic skin binds this tome and allows for a priestess of Lolth to summon a Glabrezu for purposes of bonding with the priestess to bear a Draegloth child. Reading this book gives the reader the knowledge of Draegloth's as found in Volo's Guide To Monsters. This book is written in Elvish and Infernal.
100	<i>Escape Route To Blingdenstone</i>	This map is drawn on a dry, cracked hide of a Roethe and gives the reader the route from the Wanderways in Menzoberranzan to the deep gnome city of Blingdenstone. This map is written in Undercommon.

**Written by: B. Wraven Wright**

**Layout: Niklaus Evron**

**Cover Illustration: Jolene Beltane**



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