

NECROMANCER'S LIBRARY

This is a tiny supplement describing a library featured in my soon to be released one shot called The Temple of Myrkul, but it can be easily used in any adventure.

The library is supposed to be located in the Mere of Dead Men or nearby, which explains the assortment of books found inside. This detail however can also be ignored if you wish.

DESCRIPTION

The majority of the books were destroyed by dampness and green slime (see "Dungeon Hazards" in chapter 5 of the Dungeon Master's Guide). There are three patches of green slime currently attached to the ceiling. Their exact positions are up to you.

A character with a passive Wisdom (Perception) score of 13 notices burns of acid on one the bookcases and the rugs on the floor.

Whenever a character checks to see what book they have picked up, roll on the table below.

d20	Book
1	History of the Kingdom of Uthtower III: Uthtower and Yarlith - the Dividing
2	The story of the Dead Three
3	History of the Kingdom of Uthtower I: The court of King Ornoth Myrmoran I
4	History of the Kingdom of Uthtower V: The creation of the Twin Crowns
5	The magnificent foods of Calimshan
6	History of the Kingdom of Uthtower VI: The fall of Iniarv and the creation of the Mere of Dead Men
7	Dragons of the North
8-14	Astronomical Events of Toril III: Arcane and Divine signs
15	An old spellbook
16	History of the Kingdom of Uthtower IV: The many thoughts of archmage Iniarv
17	Basic Necromancy by Yarval Daybreaker
18	History of the Kingdom of Uthtower II: Council of Lords
19	Mending spell scroll
20	Chill touch spell scroll

AN OLD SPELLBOOK

This worn spellbook covered in black leather is quite unpleasant to the touch. It still contains the following spells: false Life, ray of sickness, animate dead.

ASTRONOMICAL EVENTS OF TORIL III: ARCANE AND DIVINE SIGNS

This old book was written by a member of the Academy of Stargazer that once resided within the walls of Castle Naerytar in the Mere of Dead Men.

Of particular interest is an event known as the Eye of Myrkul. One of the quotes states the following: "The power of Myrkul, the Lord of Bones, waxes when the Eye of Myrkul appears in the night sky. This rare celestial event involves the passage of a new moon through a certain ring of seven stars..."

BASIC NECROMANCY BY YARVAL DAYBREAKER

This manual is a harmless study exploring the ways of bringing the deceased back to life. Yarval describes the known and legal spells such as revivify and discusses religious and ethical questions of an act of resurrection. The notes are scribbled on the pages, presumably belonging to a priest of Myrkul. They've highlighted the most controversial topics and added their own extreme views upon the subject.

HISTORY OF THE KINGDOM OF UTHTOWER IN SIX VOLUMES.

This collection is fairly rare and can be sold to a knowing collector for no less than 5000 gold pieces. It is only possible to find no more than four of these books in the library. To complete the collection the characters will have to spend their downtime activities (see "Downtime Activities" in chapter 6 of the Dungeon Master's Guide). Alternatively, you can weave finding the rest of the volumes into further adventures. The information within can serve as story hooks, for example to find the Twinned Crown of Yarlith.

The following information is a briefest possible synopsis of the series:

"Upon the sudden death of King Ornoth Myrmoran I in 191 DR, the kingdom was briefly plunged into chaos as the late monarch's twin sons and their camps each pressed their claim to the throne of Uthtower.

Eventually, the so called Council of Lords decided to separate the land into two kingdoms. Uthtower and Yarlith.

To avert any argument over who would bear their late father's coronet, a certain archmage named Iniarv was commissioned to fashion identical crowns for the two branches of the Royal House of Myrmoran, known individually as the Twinned Crown of Yarlith and the Twinned Crown of Uthtower.

Over the years it was widely rumored that Iniarv had woven a powerful enchantment into the brothers' crowns, for they ruled for many years, well beyond the lifespans of most men. Furthermore, the twin monarchy never seemed to disagree in even the smallest matters, almost as if they were linked in mind."



THE MAGNIFICENT FOODS OF CALIMSHAN

This book describes the rich cuisine of this southern country, ranging from simple breadfruits to exotic items such as quelaerel - a spicy brown sauce made by abyssal leeches.

THE STORY OF THE DEAD THREE

This book is a retelling of the legend of Bane, the Lord of Darkness, Bhaal, the Lord of Murder and Myrkul the Lord of Bones. The story tells of their path from mortality to godhood.

VALORA'S GHOST

The ghost of a long deceased cultist of Myrkul still haunts the library. A magic experiment afflicted her hand with a gangrene like disease. Desperate, she cut it off, but even that didn't help. Sometimes she forgets that she's dead. In times like these she walks among the bookshelves looking for her spellbook or any other book that she thinks she desperately needs right now.

If the party contributes to her anxiety or provokes her, Valora might suddenly think they are the dead risen against their master. In that case she will try to possess a character. In the new body, as soon as she realizes her left hand is still in place, Valora will try to cut it off once again. It means she will make melee attacks against herself, given that she has access to slashing or piercing damage. If the body drops to 0 hp this way, it means the hand has been cut off.

Returning sense to Valora will require a successful DC 20 Charisma (Persuasion) check (you might lower the DC to 15 if a player roleplays particularly well). In a case of success she will leave the body and introduce herself. She will then ask to destroy her undead body (a skeleton with one arm in a sanctuary) including her hand (which is currently in the possession of Hydlo the troll). Valora explains that she will then be able to leave this place and come before the new god of death, Kelemvor.

Valora can possibly share the following information:

- Myrkul was destroyed in his mortal form.
- Myrkulites were following the prophecies of Strongor, waiting for the ascendance of the dragon Ebon Death, who would stand alongside Myrkul as an extension of his divine power.
- Myrkul tasked his followers to create the rings that he would need to complete his divine plan, but the god perished before the rings were needed.
- The body of Ebon Death rests in Uthtower - a tower which once was a heart of the kingdom of the same name, but for many years served as the primary temple of Myrkul in these lands. The ghost doesn't know that the tower has completely sunken into the waters of the Mere of Dead Men. Valora also doesn't know that the rings can lead to it as well as make it rise from the marshes and onto the surface.

