

TYRANTS! SAGGAKAR



A SHACKLED MIND IS A CLEAR MIND

Tomes and unique lore books of Saggakar
Jean-Philippe 'JP' Chapleau

TYRANTS! SAGGAKAR

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TYRANTS! SAGGAKAR

BOOK AND TOMES

FOREWORD

Ever since that day around 1996 when I put my hands on the famed *Call of Cthulhu* by Chaosium, I have loved the idea of using books in RPGs. Whereas before my use of books in RPGs was limited to the "Book of golem-making" or books that gave stat boost, but without any worry or concern for the book themselves.

With age, I began to appreciate their content and the story around them. Understanding the contexts, knowing the authors, and the books' stories, then took shape in my mind. It was not everything that you got yourself a copy of the Nameless Cults, the edition, version, and state was at least as important as the in-game bonuses (and sanity loss).

This document initially was to be part of the [GOSTOR](#) line, but as I began to work on it, it became clear that to it needed to be part of a setting. Otherwise, the book just becomes a fairly stale collection of stats.

A book is something that is written and that becomes a record of its subject. Historical books of today tell us not only about their main topic, but we can also learn about their authors, their time, their situation, and even about some of the under currents. I have been reading a fair amount of historical books, such as Caesar's *Gallic Wars* and Plutarch's *The Fall of the Roman Republic*. Through these books, I have been able to get some insight into the mind of their authors. I strongly recommend both.

The book "*The Club Dumas*" by Arturo Pérez-Reverte which was turned into a the great movie "*The Ninth Gate*" starring Johnny Depp centers around such a unique historical tome - in this case the three last copies of a unique tome and the infighting that could happen between owners.

Because of this, I see tomes as great rewards, or in other words: treasure!

JP

READING THE ENTRIES

This section gives a short description of the content of each entry.

Full Name gives the exact name of the book if different than the usual name. The usual name of the book appears as the title of the section.

Author gives details about the author of the book.

Origin details where the book was first written. Dates BE are before the founding of Saggakar.

History details some of the highlight of the history of the book and any major event

Description describes the book and what it looks like.

Content describes what the book is about. Since few books "only" contain spells this details what the prose includes.

Language gives the original language in which the book was written. Generally, a book in the original language is more detailed and more complete than other, later copies.

Locations give the known location of the book. Private collectors often have copies of these tomes in their collection.

Reference gives the skill bonus given by spending 5 minutes to reference the book. If the PC lacks the Knowledge skill, having the book does not allow one to make a check, unless mentioned.

Spells gives the list of spells found in the original. This list is far from exhaustive. Feel free to add to the list as need be.

Other Versions gives a list of other versions of the book. These versions are often of lower quality or poorly translated. Their game effects and contents are listed.

Cost gives the cost of the book. Some books are marked as unique or limited; such books may not be purchased. The price given is for a basic book, a bejeweled or masterwork cover or binding may fetch much more.

Special specifies any special access unlock when a PC owns that tome. The tome is considered a requirement to any access granted.



TYRANTS! SAGGAKAR

BLOODLESS

Full Name: Bloodless

Author: Unknown

Origin: The book first appeared in the seediest parts of Mitaka. It is assumed that the author encountered a family of vampires in or near Tyranem or Mitaka.

Description: This manuscript is written on papyrus and bound in animal sinew. The cover is made of dark wood. The front is pierced with four fangs arranged to look like a vampire's jaw.

The book is highly prized by necromantic cults who believe the book contains a secret code. The prose is often choppy with additional or missing words, lending itself to the belief that it contains a secret code. Others have postulated that the book is a translation from another language made by someone who had an incomplete grasp of Common.

Contents: The book contains a poetic and romantic love affair between a man and his vampire lover. The story of their meeting, of how he begins to help his lover hunt for the sustenance he needs, is both romantic and has many passages outright erotic.

As the book progresses, the story become more and more disjointed and impossible to follow as a coherent whole. The ending of the book is filled with poetic allegories.

Language: The book is written in Common. Because of the choppiness of the writing, translations in other languages are viewed as useless.

Locations: This book is easy to find in areas of higher learning.

Reference: The book provides no bonuses. Unless the code - if there is any - can be cracked, its cypher unlocked.

Spells: *summon nature allies I (wolves only), summon swarm, vampiric touch*

Other Versions: The book has two known major version: one with the spells, and one without the spells.

Cost: A complete version sells for 1,000gp. Incomplete versions without the spells sell for 400gp.

THE BLOODY BROTHERHOOD

Full Name: Rise and fall of the Bloody Brotherhood

Author: Hinric Shanteen

Origin: The book comes from beyond the Mists. It was first reported five decades ago in Faremh.

Description: The original book was written in a scrapbook form with pieces of scrolls covered with scribbling. Later versions have tried to order and arrange some of the notes.

Contents: The book is an abbreviated history of a Brotherhood of the Dark Gods. The story details the rise and fall of the Brotherhood as it took control of a large section of the world under the leadership of a ruthless priestess. The authors speculate about a new rise for the Brotherhood.

Language: The manuscript is written in Common, however many of the documents within are written in a variety of languages. Copies translated in Common tend to be more coherent.

Locations: The original is in the imperial archives in Saggakar. Copies of various qualities can be found throughout the world.

Reference: +4 competence bonus to Knowledge (history, nobility or local) when dealing with non-First One worshippers of the Dark Gods.

Spells: None

Other Versions: Other than the original, any Common version grants a bonus of +3. Any version with the final "*Future of the Brotherhood*" chapter removed, the bonuses drop to +2.

Cost: The original is worth 500gp, but is unique. Common versions sell of 300gp and the version without the Future chapter, sell for 200gp.



TYRANTS! SAGGAKAR

DE BELLIS MALEFICARUM

Full Name: De Bellis Maleficarum

Author: Unknown, is believed to be a hajit noble of some importance, perhaps a priestess of Amaretat.

Origin: The book was written in the 1st century in Lassam.

Description: The original of the book is lost to history, only copies exist today. Most of them are written on long scrolls or in partially bound tomes. The original is rumored to have had a bounding of demon skin.

Contents: The book was written about a war that happened in the early days of the Great Curse that turned most of the population of Lassam into cambions. The author tried to compile a list of the great covens and traced their family trees.

The book links many of the families to powerful outsiders, both demonic and angelic. Each greater outsider is described with some of his secret desires. This book helps a petitioner obtain the creature's services much easier.

Language: The oldest copies are written in Hajit. However, a number of translations are exists in Common, Exodite, Hajit, and Kynean.

Locations: This tome is rare but is relatively common, particularly in the Hellassam.

Reference: If a reader casts a *planar ally* or *planar binding* spell (including lesser or greater versions), and he succeeds at identifying the creature he summoned (Knowledge (planes) DC=10+outsider's CR), he may count his level as two higher for purpose of counting the spell's duration.

Used as a resource for outsiders, the tome grants a +2 bonus to Knowledge (planes)

Spells: *greater planar ally*, *greater planar binding*, *lesser planar ally*, *lesser planar binding*, *planar ally*, *planar binding*

Other Versions: The book has two known major version: one with the spells, and one without the spells.

Cost: A complete version sells for 20,000gp. Incomplete versions without the spells sell for 200gp.

IMPERIAL DYNASTY

Full Name: The Path of Imperial Power

Author: Kazeer the Toothless, a first cousin of the Red Empress.

Origin: The preface states that Kazeer was commanded to write this book by the Red Empress to detail honestly the event of her rule (mid-4th century). The style of the writing is consistent. However, the book is clearly a political piece aimed at making the Empress look good.

Description: Copies are bound in a variety of way but printed to be readable and easy to copy.

Contents: The book tells of Okareza's arrival at the head of an army of ptahn, the quelling of the rebellions, the Red Night of Kyr, and her choice of the color crimson as her own. The book details the Red Empress' siege of Saggakar and the politicking of her court. It culminates with her murder, which the author specifically excludes Prince Arem from the suspect list.

History and lineage of the rulers of the conquered nations are given. Non-First One rulers are rarely named and little information about them is given.

Allies and slaves who turn to the service of the Red Empress are named and their stories recorded.

Language: The book is written in Exodite.

Locations: The book is readily available and can be found in most libraries.

Reference: The book grants a +2 bonus to Knowledge (history or nobility) checks regarding the Red Empress and her court.

Spells: None

Other Versions: No incomplete or cheap versions have yet been seen.

Cost: The book costs 150gp.



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KEYS TO VICTORY

Full Name: Keys to victory – Defeating the First Ones.

Author: Wanezza, a ptahn theoretician and philosopher

Origin: The book has two parts. One part was written in Saggakar in the 5th century. The other part was written beyond the Mists, detailing places where the First Ones have been defeated or where they do not rule.

The First Ones actively seek to destroy any copies of this book. Those found with it in their possession can expect heavy fines and lashes. Wanezza was burned in Saggakar, having been forced to recant and renounce the book as feverish lies.

Description: The book is written on papyrus sheet bound into a book by silver rings.

Contents: The book details the weaknesses of the First Ones' regime in Saggakar and beyond the Mists. It is unclear how Wanezza obtain that knowledge, having read tomes and travelogues brought by travelers or new arrivals is the accepted answer.

The book focuses on the philosophical dangers of tyranny and details paths that would allow more people to thrive. The ideas presented herein are considered seditious and dangerous.

Language: The oldest copies are written in Exodite. However, a number of quality translations in Hajit and Kynean exist.

Locations: The kyneans of Nyen'to have taken a great liking to this book and have been printing many copies of it, smuggling them across the world.

Reference: The book grants a +2 bonus to any Knowledge check regarding the First Ones' way of thinking or any First Ones' organization.

Spells: None

Other Versions: The book has two known major version: quality ones and cheap knock-offs. Cheap copies only grant +1 bonus on Knowledge check

Cost: A quality version sells for 300gp. Cheap versions sell for 120gp. The increased cost is due to the book's illegal nature.

THE MANY-HEADED WAY

Full Name: The Many-Headed Way

Author: Murky-Claw

Origin: The book was written in the 6th century BE in the swamps of Nooraka

Description: The original book was written on waterlogged wood planks bound by leather.

Contents: The book details an encounter between Murky-Claw and a great wyrm black dragon in the dragon's lair in a swamp in Nooraka.

The dragon explained that the world before the coming of the mammals was ruled by dragon and scalykind. It tells of a world that was much warmer and mostly covered with marsh and swamps.

The dragon explained that the Mists are a cursed brought on the mammals upon the world and that the gods fought back, that the Mists steal only the mind of mammals.

The dragon told the shaman about a many-headed creature that controlled the weather and that hid in every stream, every river, every lake, every swamp, and any other body of water. This creature Murky-Claw associated with a hydra.

The book is filled with anti-mammal rhetoric and maxims. Most of the tales the dragon relates could not be proven or appear outright wrong. The tone of the book is extremely racist and offending.

Language: The book is original written in Draconic. Incomplete, partial copies are available in Common, Exodite, and Hajit. Even the original has been copied with

Locations: Versions of the book are available in most drakonian, lizardfolk, or troglodyte enclaves. Institutions of higher learning usually have a copy.

Reference: This book grant a +2 bonus to all Knowledge (arcana) dealing with dragons and Knowledge (religion) dealing with the Many-Headed Serpent.

Spells: *Form of the Dragon I, Form of the Dragon II, Form of the Dragon III*

Other Versions: The book is the foundation for the belief in the Many-Headed Serpent, and as such is readily available.

Cost: Complete versions of the book sell for 7,500 gp; versions without spells sell for 200 gp



TYRANTS! SAGGAKAR

SIEGE WARFARE

Full Name: Siege warfare: A guide to successfully reducing enemy fortifications

Author: Alexei Tichevsky, chief engineer to the Tsar

Origin: The book comes from beyond the Mists. It appeared two centuries ago.

Description: The leather-bound tome has covers made with flattened pieces of metal armor. Later copies often use the same covering.

Contents: The book contains notes on the building and defending of keeps. There are also extensive notes on the keeps of many nations from beyond the Mists.

Plans for innovative war machines, and gunpowder recipes appear within. Many who wish to become gunslingers started by reading this book.

Language: Common

Locations: Many martial schools throughout Saggakar use this book as a reference on siege warfare.

Reference: +4 competence bonus to the following any skills dealing with military fortifications, war machines or gun powder.

Spells: None

Other Versions: Abridged versions exist granting a bonus from +0 to +3.

Costs: With so many versions of the book, the cost is (bonus x 100gp).

Special: Owning a complete edition version book (+4 bonus) makes the gunslinger class legal for play.

SONS OF THE MOON

Full Name: Son of the Moon, under the watchful eye of nature.

Author: Shankar Wakeros a druid infected with lycanthropy.

Origin: The book came through the Mists in the last five years.

Description: A manuscript written on tanned leather and bound in silver thread.

Contents: The book gives extensive notes about lycanthropes and their relation to the moon. Many chapters are made to find a way to spread lycanthropy. Throughout the book style alters between academic to poetic and includes a number of chants and songs to the glory of the moon and the beast within.

Language: Common

Locations: Only a single copy is known to exist, held by the shamans of the Assar Wastelands.

Reference: +4 competence bonus to any Knowledge skill dealing with lycanthropes.

Spells: *beast shape I, beast shape II, darkvision*

Other Versions: There is no alternate version of the book at this time.

Cost: The book is unique. A complete edition would fetch around 2,000 gp. A complete version without any spells would fetch around 500gp. The rarity of the tome increases its price.



TYRANTS! SAGGAKAR



TSAR FEODOR'S TRAVELOGUE

Full Name: From north to south: travelling through the Protectorate

Author: Tsar Feodor the First

Origin: The book came through the Mists a century ago.

Description: The book is cheaply bound and intended to be sold.

Contents: The book details the travels of the Tsar as he seeks to stop the civil unrest that plagued his predecessor's reign. The book is written with a positive light that seeks to bring peace through the spreading of good deeds. The Tsar insists that by making his people work on great projects, the people are happy.

Many First Ones have taken to this book as a way to pacify their people. Whereas the Tsar sought the good and happiness of all, the First Ones perverted the teachings to a tool of oppression.

Language: The travelogue is written in Common and is clearly intended for the masses.

Locations: This book is openly and easy to find in any respectable library.

Reference: +1 bonus to Knowledge (geography nature) on plains and cold terrain.

Spells: None

Other Versions: Unless incomplete, the book provides the full benefit to the reader.

Cost: This book sells for 150-200gp.

WISHES OF MY MOTHER

Full Name: Wishes of my Mother: How I learned to understand the world

Author: Kem'Sol'Ne'Karan'ur'To'Brockly, a hajit scribe

Origin: The book was written in the 3rd century BE.

Description: The book usually comes in the form of a long scroll or papyrus.

Contents: The book contains a number of prophecies and saying gathered from elder women presented in a series of short dialogs. Following the dialogs, Brockly goes on to explain what she thinks the word means and tries to adopt the stories and sayings to her current world.

Mingling philosophy, political discourse, and religious assumptions, the book seems to be "always current" and is a favorite of many hajit and followers of Amaretat.

Language: The language is hard to understand because of its style. Reader without at least 1 rank in both Knowledge (arcane) and Knowledge (religion) do not understand the book. The book does focus a lot on hajit themes and culture.

Locations: The book is hard to find outside of Seher. Many shrines of Amaretat may have a copy.

Reference: +1 bonus to Knowledge (history or local) when dealing with the hajit.

Spells: None

Other Versions: The book only provides its bonuses if it is complete.

Cost: This book sells for 100gp.

