

# Madame Mombi's Forbidden Tomes

A collection of arcane books for  
Shadows over Vathak.

*Hello Dearies,  
I be Madame Mombi. Some  
call me a cottage witch, a  
soothsayer, storyteller, and  
even hag child. But, all ye  
need to know is I have some  
fine books you'll not be findin'  
elsewhere.*

*I been collectin' these books  
fer years now. Some I find,  
some I trade a fool fer, but  
that's my business.*

*So, have yerself a gander and  
listen close, as knowledge can  
be a deadly mistress. And I  
ain't got all night to let you  
be readin' them.*



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**PATHFINDER®**  
ROLEPLAYING GAME COMPATIBLE

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Be they blasphemous scriptures, anti-vindari propaganda, or medical texts emphasizing singularly unethical practices, Vathak is filled with books that most people would prefer stay hidden. Unearthing these tomes, however, can provide great insight to the reader, enhancing their magical or alchemical repertoire and preparing them for the bleak future that awaits them.

This is more than a collection of spellbooks. Each of these tomes provides some insight into the happenings of Vathak, but at a cost: while knowledge is still power, here, it is also madness.

Each spellbook or formula book is a unique reflection of the personality and capabilities of its creator. Many of these tomes contain more than just spells, such as notes on the caster's other research, personal diaries, naturalist sketches, or even political treatises. Some contain preparation rituals, each of which grants a boon—or sometimes a hindrance—to spellcasters who use the book to prepare their spells.

Descriptions, protections, preparation rituals, and spell content can be mixed and matched as desired from different books. Higher-level books can easily serve for lower-level casters—just drop the spell levels that aren't applicable and remove lower-level spells as desired. Similarly, if you desire longer books, combine two together or add spells or formulae of your choice to the desired levels. These books also work as spellbooks and formula books for new characters. Just copy the list, hand it to the player, and go.

A standard spellbook includes all cantrips from the Pathfinder Roleplaying Core Rulebook except those in the wizard's oppositional schools. Each book features a value, which represents what a character must pay for the book on the open market, though finding a seller may be difficult. The character may sell the book for half that value. Any book with a preparation ritual has two sets of costs, one for the book without the preparation ritual, and one for the book with the ritual.

### Using Preparation Rituals

When a spellcaster who prepares spells uses a spellbook or formula book with a preparation ritual, as long as he prepares at least three spells (not including cantrips) or formulae from the spellbooks, he gains a temporary boon granted by the ritual. The boon lasts until its effect is spent (as specified by the boon description) or the spellcaster prepares spells again (at which time it can be reapplied by preparing at least three spells from the book). A spellcaster can only take the effect of one preparation ritual when she prepares spells, no matter how many spellbooks with preparation rituals she uses to prepare spells.

\* Spells found in the *Shadows over Vathak* setting book.

# The Baseborn Baron

**Author:** Kazimir Sivakov (illusionist 3)

**Descriptor:** Five copies of this short text exists, each bound differently than the others. The interior of each is the same, however, and they are all meticulously printed on fine vellum and lightly perfumed. "The Baseborn Baron" is a playbook from a two-day event hosted by an ambitious (if shortsighted) member of the Dark Passions Society. It is apparently an interactive play, with some of the parts going to five clients; character descriptions and a basic plot outline are given for their benefit. As written, the two days of hedonism and melodrama are to culminate in the death of one of the clients ("to be chosen based on the lady's or lord's quality of performance"). In the cast section, only aliases are given.

**History:** The event was a debacle—possibly the biggest blunder made by a Dark Passion in recent memory. Allegedly, the two days of hedonism were soured by an ongoing feud between two of the lords, and the melodrama was moved from the realm of fiction into constant bickering between the two parties. When the climax arrived, the host broke character, called the event a failure and attempted to leave. Feeling cheated of their bloody show, the two feuding lords murdered the host before he could leave the theater. The clients then took their playbooks and left, while the rest of the Dark Passions troupe tried to clean up the mess.

**Protection:** none

**Examination Period** 1 week; **Knowledge (Arcana)** DC 13; **Sanity Loss** 1d3

**Value:** 275 gp

### Spells

2nd—*alter self, invisibility*

1st—*charm person, deepen shadow\**, *disguise self, silent image, ventriloquism*



# Songs of Aegis

**Author:** Jonas Flynn (abjurer 5)

**Descriptor:** This collection of children's poetry, originally commissioned by the Church of the One True God, is bound in red leather with delicate silver scrollwork. The poems, written on bleached vellum pages, are simple, but lovingly crafted. Most call for the child to live in a righteous manner to receive the protection of the One True God.

**History:** For several years after its authoring, the highly praised book was passed freely amongst churches in major vindari cities. Jonas, with benevolent intent, wove protective spells into the poems in the hopes that some children might learn to understand the magic within and see it as a blessing from the One True God. Once a few children did seem to manifest divine power, Lukas Eggers, a rival of Flynn's, argued that the book attempted to subvert divine authority with arcane magic, and that the protective "gifts" were an usurpation of the rewards that might be granted by the One True God. Jonas was hanged for heresy, and all but the original copy of Songs of Aegis were gathered and burned.

**Protection:** none

**Examination Period** 1 week; **Knowledge (Arcana)** DC 15; **Sanity Loss** 1d3

**Value:** 545 gp

## Spells

3rd—*haste, magic circle against evil*

2nd—*bear's endurance, miserable pity, protection from aberrations\*, protection from arrows*

1st—*mage armor, dancing lantern, enlarge person, protection from evil, shield*

## Preparation Ritual

*Benevolence of the Flock (Su)* This boon may be spent whenever the character receives magical healing from a divine caster whose patron deity is the One True God. Doing so grants an additional 5 temporary hit points to the character healed. These fade after one minute per caster level of the divine spellcaster. This boon may not be triggered by the recipient's own spells.

# The Right to Resist

**Author:** Anonymous (evoker 6)

**Descriptor:** Bound in flexible leather and covered with a deep indigo fabric, the small book has leather straps for tying it to the reader's legs or arms for concealment. This manifesto, written in romni, is meant to both incite the romni into resistance against vindari expansionism, as well as to act as a primer for would-be evokers. The book is filled with methods of evasion and attack for use against the vindari, both magical and mundane, using (allegedly) proven tactics in the romni's struggle. The margins are filled with newer notes and stories from romni who have attempted to set up cells of rebellion around the continent, recipes for explosives, and as much anti-vindari propaganda as will fit.

**History:** Taken as a whole, this book has many authors, each considering themselves champions of romni freedom. In truth, the book has done more harm than good—many of the recipes and spells added in the margins are hastily written (or just wrong), and entire tribes of romni have been arrested because of their possession of the book. As many times as it's been confiscated, however, The Right to Resist continues to find its way into the hands of oppressed romni.

**Protection:** A vindari wizard has placed an arcane mark in this book (caster level 8; search DC 25 to discover). Any time this book is brought into a vindari held city, there is a 5% chance each day that the possessor will be hunted by vindari officials looking for romni rebels.

**Examination Period** 2 weeks; **Knowledge (Arcana)** DC 16; **Sanity Loss** 1d6

**Value:** 815 gp

## Spells

3rd—*boil skin\*, fireball, heroism, lightning bolt*

2nd—*baleful illusion\*, burning gaze, darkness, misdirection*

1st—*burning hands, flare burst, mage armor, vanish, vigorous rest\**

## Preparation Ritual

*Defiant Stand (Su)* When you cast a spell that deals hit point damage, you may spend this boon as a free action to increase the damage dice of that spell by one die type. This recklessness comes at the cost of a -2 circumstance penalty to your AC and CMD until the end of this combat.



# Penitence and Mastery

**Author:** Hooked Willard (alchemist 7)

**Descriptor:** Part diary and part amateur scientific research, this book was made by monstrous hands. The cover is a gutted holy text from the Church of the One True God with the title scraped off; the pages are likewise reused from other texts (originally mostly blank with any text scratched out or written over). The pages are loose, but the book is held shut by a slender padlocked chain. The cambion author muses on his cursed existence, and deep depression and self-loathing seep through almost every entry. Throughout the book, Willard speculates that his mother, whoever she was, must have bedded with a servant of the Old Ones and that Willard is her punishment. He details an ongoing experiment to fulfill that punishment by become a true monster, with the aid of potions and self-flagellation.

**History:** Willard was given to a monastery at birth and managed to educate himself, unbeknownst to the clergy. At nights, he practiced alchemy, stealing his required materials from whomever he could. His experimentations eventually paid off, as he developed a potion that turned him into an insane, ravenous beast. He currently resides in the monastery, amongst the bones of the clergy who couldn't save him.

**Protection:** simple lock (DC 20)

**Examination Period** 2 weeks; **Knowledge (Arcana)** DC 16; **Sanity Loss** 2d6

**Value:** 1,055 gp

## Spells

3rd—*eruptive pustules*

2nd—*acute senses, pseudopod\**, *vomit swarm*

1st—*ant haul, anticipate peril, stone fist, touch of the sea*

## Preparation Ritual

*Mutagen Addict (Su)* When the alchemist consumes a mutagen, he may spend this boon to receive a +1 morale bonus to all melee attacks he makes while under the effects of the mutagen. If the character has access to this boon and has gone a full day without consuming a mutagen, he suffers a -1 morale penalty to all melee attacks made until he spends this boon again.

# Case Study, Patient #27705

**Author:** Attendant Seren Costache / Patient #27705 (enchanter 9)

**Descriptor:** This collection mismatched paper is loosely bound in cheap leather. The interior cover is stamped as property of The Hospital for Eternal Forgiveness in Hydranaburg. The study follows the failed treatment of an unnamed patient at the asylum, including a primitive psychiatric evaluation and detailed illustrations of the etchings carved into patient's cell walls. The tone of the study shifts midway through, as the treatments and evaluations seem to become vengeful, and the attendant/patient relationship becomes intermingled and confused. The study ends abruptly, with no noticeable progress made for the patient.

**History:** The case study was recently found in the Hospital of Eternal Forgiveness in a hidden cell, the scrawling on the walls matching with the illustrations in the book. No remains were discovered in the room besides the book and a discarded ink and quill set. The hospital has no records of either Seren Costache or Patient #27705, and the cell has since been revealed.

**Protection:** none

**Examination Period** 2 weeks; **Knowledge (Arcana)** DC 19; **Sanity Loss** 2d6

**Value:** 2,195 gp

## Spells

5th—*dominate person, mind fog*

4th—*confusion, crushing despair, fear, phantasmal killer*

3rd—*marionette possession, rage, suggestion, visions of the beyond\**

2nd—*hideous laughter, share memory, touch of idiocy, voice of madness\**

1st—*cause fear, charm person, interrogation, memory lapse, shocking grasp*

## Preparation Ritual

*Share Malevolent Insight (Su)* When a humanoid or monstrous humanoid fails a save against a spell that you have cast from the enchantment school, you may briefly touch minds with them, transferring one point of sanity loss from yourself to the victim. This is a mind-affecting effect, but is not language-dependant.



# Flight from the Filth Reaches

**Author:** Gunnvör Östberg (universalist 12)

**Descriptor:** This ratty tome is bound in charcoal gray leather and marred by bite marks. The pages within appear blank at first glance, but closer inspection reveals that the words are lightly indented into the page. The book is written in a strange dialect of gnome and follows the first-hand account of a family of svirfneblin as they escaped the Filth Reaches and the Spawn of the Old Ones that pursued them. Several of the svirfneblin apparently reached the surface, but the book does not give the location of their arrival or the details of what occurred there.

**History:** When first circulated, it was taken as a work of fiction, sloppily written, at that. Once the Spawn of the Old Ones began appearing, however, a group of researchers understood that this was the first account of those horrors, many of which have yet to be seen.

**Protection:** Average lock (DC 25)

**Examination Period** 2 weeks; **Knowledge (Arcana)** DC 22; **Sanity Loss** 2d6

**Value:** 4,555 gp

## Spells

6th—*contingency, move earth, repulsion, shadow walk*

5th—*corrosive consumption, crushing vice of the dark earth\*, polymorph, wall of stone*

4th—*arcane eye, charm monster, greater invisibility, mass enlarge person*

3rd—*major image, mass vigorous rest\*, spiked pit, tiny hut*

2nd—*acidic mote\*, blur, protection from aberrations\*, spider climb*

1st—*cause fear, crafter's fortune, magic missile, ray of enfeeblement, true strike*

## Preparation Ritual

*Harried Escape (Su)* The character may expend this boon as a free action to double his movement speed for one round. During that round, any square that the caster entered is considered difficult terrain until the beginning of his next turn. Activating the boon consumes a great deal of the character's energy, however, and he suffers two points of constitution damage.

# Unfiled (or, Book of the Harvester)

**Author:** N'yeahla the Harvester (transmuter 14)

**Descriptor:** This grisly tome is a collection of bhriota tattoos, taken from generations of master and apprentice wizards. The skins have been dried and cured, but they still smell of musky sweat. The cover is crafted from interlocking animal bones fastened with twine. The spells within are ordered by their original possessor, a short history of whom is presented on elk skin sheets between each section.

**History:** Bhriota aren't known for writing or keeping books, and their wizards tend to keep their spells somewhere easily accessible: tattooed onto their flesh (or the skin of an apprentice). The legend of the Harvester is passed through bhriota families and tribes during times of relative peace. It is said that he hunts down those few bhriota who choose the wizard's path in the guise of a young mage, pretends to apprentice with the wizard for weeks or months, and eventually slays the master for the victim's spells. Several of these books have been found, and the story of the Harvester has been told for generations beyond counting. Many bhriota consider the legend to be an allegory to warn against wizardry. It can be assumed that, if real, the Harvester is either several hundred years old, or there have been multiple bhriota acting as the Harvester.

**Protection:** The interlocking bones that form the cover of this book form a harmless (but annoying) trap: if the character fails to loosen the bones in a specific manner (disable device DC 16) the book falls apart, and he must make a reflex save (DC 14) or spill its contents. This adds 1d4 days to the examination period, as the character must figure out the proper order of the pages.

**Examination Period** 2 weeks; **Knowledge (Arcana)** DC 24; **Sanity Loss** 2d6+1

**Value:** 7,635 gp

## Spells

7th—*caustic eruption, greater age resistance, greater polymorph, instant summons*

6th—*children of the void\*, disintegrate, transformation, unwilling shield*

5th—*contact other plane, monstrous physique III, polymorph, wall of horror\**

4th—*greater darkvision, greater false life, fleshworm infestation, mnemonic enhancer*

3rd—*boil skin\*, fly, gentle repose, haste, tongues*



2nd—*alter self, bear's endurance, festering wounds\**,  
*pseudopod\**

1st—*enlarge person, mage armor, restore corpse, vocal  
alteration, youthful appearance*

### Preparation Ritual

*Resistance to Transformation (Su)* Spend this boon as an immediate action when afflicted with any Polymorph or petrification effects that force the character into a fixed shape. The character returns to his normal form at the beginning of his next turn.

## If Hides Behind the Stars

**Author:** Evann Bowerman (conjurer 16)

**Descriptor:** Bound in simple black leather, this study of constellations and celestial bodies has confounded both astronomers and astrologists alike. Most of the constellations are well-known, and the predictions seem logical, but Bowerman predicts that the constellations are soon to shift. Following each shift, he gives an unintelligible name for the new constellation followed by a few raving pages of prophesy. No explanation is given for why he gave a book of cosmological study such a strange name, but that text is repeated again and again on the final four pages of the book.

**History:** It Hides has made its way through several universities and monasteries in the short time since its creation, though it has had very little impact. It is often referenced for its scientific assets, and a few abridged copies have been made and given less ominous titles, such as The Stars. Bowerman himself died in his hilltop home, a victim of raiding bhriota.

**Protection:** average lock (DC 25)

**Examination Period** 3 weeks; **Knowledge (Arcana)**  
DC 26; **Sanity Loss** 2d6

**Value:** 13,830 gp

### Spells

8th—*discern location, greater planar binding, maze,  
symbol of insanity*

7th—*create demiplane, dark dreaming\**, *limited wish*,

*plane shift*

6th—*acid fog, getaway, planar binding, true seeing*

5th—*dismissal, icy prison, reality twist\**, *teleport*

4th—*black tentacles, summon monster IV, true form,  
wandering star motes*

3rd—*blood biography, sepia snake sigil, sleet storm,  
weapon of nightmares\**

2nd—*darkness, fog cloud, glitterdust, phantom trap*

1st—*comprehend languages, hypnotism, obscuring mist,  
unseen servant*

### Preparation Ritual

*Ghastly Premonition (Su)* The boon may be expended after the character has failed a Sanity check for a Fear event. The character treats all sanity loss dice rolled for that event as 1's. If the character ever recovers all of his lost sanity points, this preparation ritual cannot be performed again until It Hides Behind the Stars has been reexamined.

## A Look Beneath, a Treatise on the Necessity and Merits of Vivisection

**Author:** Eron Weiss (necromancer 17)

**Descriptor:** This voluminous tome's unadorned brown leather cover is covered in cracks and dents from use, and a tooled band of heavy steel wraps around its center. The contents live up to the book's title, detailing the anatomy and physiological workings of many natural creatures, unnatural creatures, and humanoids, deriving useful scientific knowledge from the dissections. Weiss goes further, to describe using vivisection as a means of torture and magical study: using necromancy to revivify or halt specific interior workings of the body (mostly using romni and bhriota in his examples), he presents a process called "Augmenting with Undeath." The results he details from his experiments are mixed, though the text claims to show promise. Possession of the treatise imparts a +2 bonus to heal checks and knowledge (nature) checks, when anatomical or biological knowledge would assist.

**History:** A highly controversial book, Weiss' masterpiece has been helpful in making many veterinary and medical breakthroughs, though the cost of these advances has been highly debated. The tome continues to be passed



around amongst well-meaning healers and scientists, but the temptation given to continue Weiss' augmentations has ended several careers (and lives).

**Protection:** This book carries faint traces of the disease Death's Touch. Handling the book or giving it a casual read won't trigger a check, but if it is fully examined the character must make a fortitude check or begin suffering from the disease's effects.

**Examination Period** 3 weeks; **Knowledge (Arcana)** DC 27; **Sanity Loss** 3d6

**Value:** 16,140 gp

#### Spells

9th—*soul bind, stop time*

8th—*binding, clone, horrid wilting, temporal stasis*

7th—*control undead, forcecage, temporary resurrection, waves of ecstasy*

6th—*circle of death, create undead, infestation of the worm\*, mind crush\**

5th—*fabricate, suffocation, symbol of pain, undead anatomy*

4th—*animate dead, arcane eye, mark of the yellow king\*, phantasmal killer*

3rd—*gentle repose, hold person, sands of time, vampiric touch*

2nd—*blood transcription, cat's grace, ghoul touch, spectral hand*

1st—*chill touch, enlarge person, inflict pain\*, ray of enfeeblement*

#### Preparation Ritual

*Transient Organs (Su)* Spend this boon and a prepared spell as an immediate action when successfully hit by a sneak attack or critical hit (before damage is rolled). Treat the attack as if you were wearing armor with moderate fortification. This effect lasts for a number of rounds equal to the spell that was spent. Healing effects you receive that heal dice of damage heal only half the total rolled plus the normal bonuses (this effect ends after you have had 8 hours of rest).

## The Hypostatical Golden Fragments

**Author:** Father Heinrich Golden (Diviner 19)

**Descriptor:** Bound in rich white leather and decorated with an ornate gilt cross, this collection of writings has

been deeply scarred and charred over the years. Inside is the collected wisdom of an infamous priest of the Church of the One True God, Father Heinrich Golden—mostly the methods and rationale for behaving in a God-like manner. Most of the fragments expand on standard Church doctrine, but the later fragments detail complex rituals and modes of thought considered heretical by the Church.

**History:** As fanatical about magical study as he was the Church, Heinrich's quest to become more Godlike (along with no small amount of arrogance) inspired him to do more than imitate the One True God—after a decade-long pilgrimage across the continent, he thought he had discovered a way to reach godhead himself, merging his essence with the One True God. He was assassinated before he could enact this ritual. Possession of this book is considered extremely heretical by the Church of the One True God.

**Protection:** none

**Examination Period** 3 weeks; **Knowledge (Arcana)** 28; **Sanity Loss** 3d6

**Value:** 17,840 gp

#### Spells

9th—*etherealness, foresight, greater create demiplane, imprisonment, meteor swarm, undo existence\**

8th—*dimensional lock, discern location, moment of prescience, sunburst*

7th—*banishment, control weather, power word blind, vision*

6th—*chain lightning, contingency, geas/quest, true seeing*

5th—*contact other plane, curse of disgust, permanency, planar adaptation*

4th—*agonize, detect scrying, dimension door, fire shield*

3rd—*fireball, seek thoughts, tongues, weighty bludgeon\**

2nd—*city rumor III\*, compassionate ally, protection from aberrations\*, see invisibility*

1st—*anticipate peril, burning hands, comprehend languages, true strike, unnatural presence\**

#### Preparation Ritual

*Insightful Preparation (Su)* Expend this boon as a swift action to cast a prepared spell as if it were quickened (per the Quickened Spell metamagic feat). You must be able to cast spells four levels higher than the quickened spell. Spending this boon causes the caster to suffer 1 point of Sanity loss per spell level of the quickened spell. This Sanity loss cannot be prevented.





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