



THE GRIMOIRE ARCANUM:

A Treatise Concerning Wizardry & The Inveiglement of Oblivion

By Novak Camposov, Lord, Sorcerer, Scholar, and Vanator

Many of the core lands in Fading Embers harbor a cultural taboo against the practice of wizardry, while maintaining an upper class of sorcerers in their societies.

If a PC is from one of these societies, the player might struggle to work out where their character stands on this biased dichotomy. Why is one bad, and the other not? How would the PC have been taught to think about wizards?

This resource is intended as a handout to players, detailing the in-game beliefs about the innate dangers of practicing wizardry. Players very familiar with DnD will notice how elements of the warlock class are mistakenly intertwined with those of the wizard class.

The Tome & Author

- 'The Grimoire Arcanum' is widely accepted as THE definitive book explaining the differences and dangers of wizardry as compared to sorcery. It was written within The Kingdom of Solace, but is also found in Campia Nistor, Galatia, Urzica, and all the neutral lands between them.

- It is an academic work, wherein the author purports to parse the fiction from the facts of wizardry by the thorough and logical examination of relevant information compiled since the 2nd Freeze. These materials include original historic records, confirmed wizardly artifacts, official legal transcripts, and informative scrolls from The Kingdom's Vanatorae Hexen (witch hunters). The author also includes their own firsthand expertise and experiences in the capture of numerous wizards, alongside personal interviews with convicted wizards awaiting execution.

- The author was Novak Camposov, a sorcerer and noble from a Lesser House within The Kingdom of Solace. In his short life, Novak was a lawyer turned professional investigator. He earned many

accolades, not least of which was that of honorary Vanator, personally award by King Ivan Olaru II. Novak Camposov disappeared at the age of 25, two months after publishing his masterpiece work. He was legally declared dead five year later, leaving behind his widow and two young children.

General Summary

- The basic premise of the work is that the practice of wizardry taps the Weave of Magic via dangerous and naïve methods. (1) The deviant memorization and regurgitation of arcane formulas are ultimately as unnatural to non-sorcerous mortals as breathing air is to a fish. (2) Furthermore, unconstrained wizardry inevitably trends toward dark paths, such as necromancy. (3) Finally, wizards progressively surrender their independence and personal agency to unknown and abominable entities who instruct and empower the wizards' artificial access to the Weave of Magic.

- Ironically, society's just and commendable persecution of wizards reinforces the instinct to conceal their unnatural practices, thereby forcing them to rely progressively more on their repugnant patrons. It is an unavoidable vicious cycle that benefits only the puppeteer.

- There is heavy suspicion that the mythological origins of elvenkind may grant that race a certain resilience to the inherent dangers of wizardry. This theory, although admittedly unproven, would explain the arcane stability of the half-elven *ailushae* merchant fleets, while still accounting for their reported low birthrates and pernicious rumors of wizardly practices.





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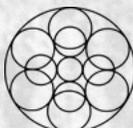
Spell Books

- All wizards must possess a spell book of some kind (scrolls, tomes, inscribed metal disks, carved skin tattoos, etc.), which is their primary conduit of magical power. Their mortal minds alone cannot retain the arcane knowledge forced into memory. Therefore, all wizards require the constant study and re-memorization of their aberrant instructions to maintain the unnatural powers they have accessed, but ultimately cannot control.
- Because of its critical importance, a wizard guards their spell book above all other belongings and considerations. If not physically carried on their person, the book will either be well concealed in their coven, or magically stored in a pocket of the Border Ethereal, in much the same manner as their familiars.
- The spell book is always encrypted, not only to protect the wizard from society's laws, but also to provide an aspect of leverage to the unknowable entities that both empower and entrap the wizard.
- All spell books contain some amount of necromancy, as that discipline offers the easiest, albeit most dangerous and unnatural, path to power.
- Extremely powerful spell books have been known to self-immolate or even vanish upon the wizardly owner's death. Such profane works are a potent channel for the un-mortal intelligence instructing the wizard's progress. Spell books of such power often possess their own persona and intellect, or at least facsimiles that pass mortal inspection.



Familiars

- Most wizards eventually conjure a familiar to enhance their powers. Although it often takes an innocent animalistic form, the creature is in fact a manifestation of the entity manipulating the wizard. The most obvious sign of this is the familiar's ability to perennially return from destruction with the simple repetition of the original ritual.
- The familiar serves many functions for its naïve 'master.' A wizard may perceive through the senses of their familiar, command the creature telepathically, and even channel spells through the creature as an extension of themselves. Sometimes the connection is strong enough for the wizard's own voice to come through the familiar's mouth.
- As the wizard grows in power, so too can the familiar's own strength grow, evolving its physical form into more monstrous creatures such as imps or dragonettes. While such familiars provide greater assistance to the wizard, so too does their presence allow outsiders to recognize the wizard for what they are.
- The wizard can hide their familiar in an extra-dimensional pocket of the Border Ethereal, where it can be recalled back the world with but a simple mental command. If the familiar is destroyed in combat, the creature must be resummoned through repetition of the ritual. However, doing so further strengthens the bond between creature and conjurer. These subsequent rituals allow the familiar to evolve its corporeal form.





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Oblivion

• Overtime, a wizard's natural affinity for necromantic powers drives them to ever-deeper depths of depravity, numbing their hearts to the suffering of others. Ultimately, this dehumanizes other humans and demi-humans to the wizard, who comes to view other living beings as threats, victims, and spell components.

• Unknown to the wizard at the start of their journey, the greater their proficiency to drain power from the Weave of Magic increases, so too does the bond with their instructor grow and harden. At a point, the wizard begins to lose their own sense of identity as the un-mortal thing pours into their mind, warping the wizard's perceptions from the cognizant singular first-person of 'I' to the parasitic plurality first-person of 'We.'

• They soon come to anticipate their imminent 'Birth' and the accompanying revelation of their name. To the author's knowledge, no reputable source has witnessed such a horrific occasion, only the before and the aftermath. It seems, however, that the doomed wizard does not expect their original consciousness to survive the process. Nor are they even concerned of the transformation.

• The process of final metamorphosis will fail if the wizard's capacity for channeling magic is not hardy enough, or if their soul breaks from the stress of sharing its mind with the un-mortal. In such a case, the wizard's body and mind bend and warp as they transform into one of a myriad of abominable creatures, all that remains of the parasitic miscarriage. This includes aberrations like: Gibbering Mouthers, Noxious Floaters, Phantom Sappers, Screamers of Insanity, and so on.

• It seems the only avenue of escape left (other than execution) to a wizard who realizes their fate before the merging of psyches is unfortunately to push further into the practices of necromancy in the pursuit of lichdom. Obviously, while the creation

of such an abhorrent undead is a bane to the mortal world, it does seem counter to the wishes of the un-mortal benefactor, who requires a living conduit.

