

History of Evil Mages and Apprentices (partially cursed)  
(from Dragon Magazine #82)

After one week of studying this book, an evil owner must save vs. spell at -2 every week after that or be imprisoned in the book in a manner similar to a *magic jar* spell. A brief recounting of the owner's life and times will then appear on one or more of the book's blank pages. (Other previous owners are described on other pages, their life essences are also held within the book.) A single owner can be released from this captivity by a *limited wish* or *alter reality* spell. If the book is burned, damaged, or destroyed by non-magical means, the trapped characters are still imprisoned within the remains, and now cannot be released singly by anything short of a *wish* spell. If the book or its remains are burned, damaged, or destroyed by magical means, the captives will be released, all at once, but each must roll less than their Intelligence on 1d20 or be afflicted with some form of insanity.

XP Value: 2,000

GP Value: 10,000

