



THE PARTY FINDS A CURSED BOOK...

1. **[Rotting]** That is made from stitched-together troll flesh. Maggots squirm beneath the front and back cover, and puss never ceases to leak from the book's broken spine.
2. **[Alive]** That violently twitches and jerks in your hands whenever its spine is cracked open, as if the very act of being read is unbearably painful.
3. **[Locked]** That is bound tightly shut with locks of braided hag hair that are woven through rotten teeth and jagged fingernails pressed into the book's brittle cover.
4. **[Addressed]** That appears to be written specifically for whoever reads it. A cryptic message, addressed to the reader by name, appears on the first page when opened.
5. **[Watching]** That watches whoever holds it through a yellow, bloodshot eye that's smashed into a pocket carved in the front cover. The eye violently rolls back whenever the book is opened.
6. **[Planar Text]** Whose individual chapters are tied to different planes of existence, and each chapter's text only reveals itself when the book is located on the appropriate plane.

READING THIS BOOK... BUT READING IT ALSO...

1. **[Resistance]** Causes thick, gnarly scars in the shape of bite and claw marks to form across your body. These scars grant you resistance to necrotic damage.
 2. **[Rested]** Puts your mind in an unnaturally calm state. You can roll 1 hit die every 10 minutes you spend reading this book.
 3. **[Resurrect]** Teaches you how to perform an ancient resurrection ritual that can restore any soul. The ritual requires the blood or essence of a slain demon.
 4. **[Rewrite]** Offers you the chance to rewrite a specific and traumatic event from your past so that it has a happy ending.
 5. **[Spy]** Allows you to try and peer into the mind of a creature you are familiar with and read through their memories. The creature does not have to have read the book or be on the same plane of existence.
 6. **[Plane Shift]** Allows you to Plane Shift to the exact location you finish each chapter. You may only Plane Shift using this book once every 7 days.
1. **[Doomed]** Brings you 1 step closer to death. All of your future Death Saving throws are rolled at Disadvantage.
 2. **[Restless]** Causes you to slowly become addicted to reading the book until eventually it's all you can think about doing every waking hour.
 3. **[Possess]** Secretly attaches a demon to your soul. The next time you are reduced to 0 hit points, the demon takes physical form using your spilt blood before trying to devour your soul.
 4. **[Relive]** Causes the most traumatic moment or event from your past to repeat itself over, and over, and over again throughout your present and future.
 5. **[Twisted Memories]** Gives the book an opportunity to rewrite your memories and turn dear friends into bitter enemies.
 6. **[Bind]** Binds your physical body to the plane of existence you finish reading the book on. Leaving that plane of existence traps your soul within the book's pages.