



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...

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.

BUT READING IT ALSO...

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.