

*The Codices of Daishedra the Crow:  
The Book of the Radiant Lance*

A 1<sup>st</sup>-Level Wizard's Grimoire

for:

D. Vincent Baker's  
*The Wizard's Grimoire*

A Role-playing Game

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THE CODICES OF DAISHEDRA THE CROW:

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## Introduction

UNDER THE moon of counting-the-dead, in the year of leaping salmon, Daishedra the Crow arrayed a pavilion in the standing circle on Mount Mor. She composed herself there, and soon was visited by Entity Nteh, a being of uncertain, perhaps unreal, nature and origin.

When she emerged from her pavilion, she had wrest from Entity Nteh a series of formulae, which she interpreted and developed over the next decade. These formulae and her interpretation provided the basis for her *Codices III–XIV*.

By the time of her death, an impressive 135 years later, Daishedra the Crow had disavowed these codices. She denounced Entity Nteh as a mere coalescence, a conglomeroid of lesser plasmids passing itself off as an ineffable, and proclaimed that the series of formulae underlying this phase of her work was no more than an obscure joke at her own, and perhaps at humanity's, expense.

In deference to her new convictions, her followers organized a body of inquisitors, the Daishedrene Purgites, who pursued copies of her codices and, when they found them, destroyed them by rending them ceremoniously into fragments.

None survived intact. While some of the Daishedrene Purgites were reluctant to destroy such valuable and effective wizardries, the more vigilant and fanatic of their order ultimately prevailed. Only

after Daishedra's death could those who had tried to preserve her wizardry reveal the fragments that they had hidden, and undertake the reconstruction of her codices. In this way, only her *Codex IX* was fully restored, though her *Codices VIII and X* were both rendered tantalizingly complete.

Over all of the surviving fragments of Daishedra the Crow's codices, her shadow remains, in these three forms:

- First, a notorious safeguard that she embedded within all the texts: "Daishedra the Crow's Blinded Mirror."
- Second, her dying curse, pronounced upon all those who study and pursue mastery of her renounced codices. Wizards of subsequent eras have assigned blame to this curse for many of their misfortunes.
- Third, the lingering possibility that she was right, and that these codices are a joke at humanity's expense, whose malicious punchline their reconstruction and study will one day reveal.

Still: here it is, Daishedra the Crow's *Codex VI Fragments ii, iii & xiv*, inscribed upon vellum in colored inks and bound into a sealskin volume. This volume is called "The Book of the Radiant Lance," and is some wizard's precious belonging. Bring it into your own possession and you can study it, if you choose, the three-form shadow of Daishedra the Crow notwithstanding.

### **Prerequisites:**

To bring the Book of the Radiant Lance into play, as your character you must somehow get your hands on it. You can choose a spawning circumstances that you think will lead you to it, or else create a pointed spawning circumstance of your own.

Thereafter, studying this grimoire alongside your other grimoires should give you good results.

## Spawning Circumstances

- Tell your volunteers that you've come, by chance or direction, to the remnants of the standing circle on Mount Mor, and that while you are wandering between the stones, a strange voice addresses itself to you, from a source you can't immediately identify.

*Take time to ask questions to set the stage. Begin play by answering the voice, or by trying to find who is speaking.*

- Tell your volunteers that you've been too long away from your studies, pursuing other enthusiasms, and besides, your money is all spent, so now you're returning to work in earnest.

*Take time to ask questions to set the stage. Begin play by arranging your workspace for study.*

- Tell your volunteers that you've secured an invitation to visit the seclusium of the Mage Halro of the House of Kab, whose psyche has been overtaken by a whimsical plasmic entity, and who is disbursing his worldly possessions to those who dare ask.

*Take time to ask questions to set the stage. Begin play by approaching the door of Halro's seclusium.*

- Tell your volunteers that you're just tidying your workspace for your week's study, when someone announces themselves at your door: Lethele the Daishedrene, a wizardess who surpasses you somewhat in power and experience.

*Take time to ask questions to set the stage. Begin play by answering Lethele's summons.*

- Tell your volunteers that you are arranging your workspace, and you discover that someone — manifestly a spying rival wizard — has coalesced a plasmic sensorium beneath the lintel of your door.

*Take time to ask questions to set the stage. Begin play by addressing yourself to the problem.*

- Tell your volunteers that you've gone into the city to take a well-deserved break from your studies, but that you have no coin on hand to spend.

*Take time to ask questions to set the stage. Begin play by undertaking to come into possession of the coin necessary to eat, drink, and pursue recreation in the city.*

# The Book of the Radiant Lance

## A 1<sup>st</sup>-Level Wizard's Grimoire

TO READ and use the material in this grimoire, you must study and unlock it, section by section. Begin by unlocking Section I; the rest cannot be unlocked before the first. Thereafter you may study and unlock them in any order you choose.

Don't read ahead. You strictly must unlock each section before you read what it contains. You can use sticky notes to obscure the sections you haven't unlocked, if you don't trust your own discipline.

### Contents:

#### **Section I: Studying the Daishedrene Formulae**

To unlock Section I, all you must do is commit yourself to study of the Daishedrene Formulae, delivered to Daishedra the Crow by Entity Nteh on Mount Mor. When you've done so in play, unlock and read Section I.

**Unlocked:** ○

#### **Section II: Summoning a Lance of Piercing Blue**

To unlock Section II, you must first unlock Section I, then study Section II until you achieve an insight and thus a have breakthrough.

**Insight:** ○

#### **Section III: Summoning a Lance of Vivid Lemon-Green**

To unlock Section III, you must first unlock Section I, then study Section III until you achieve an insight and thus a have breakthrough.

**Insights** ○

#### **Section IV: Summoning a Lance of Spattering Gold**

To unlock Section IV, you must first unlock Section I, then study Section IV until you achieve an insight and thus a have breakthrough.

**Insight:** ○

## Section V: Dispelling Daishedra's Safeguard

To unlock Section V, you must find a way to dispel, subdue, or countermand “Daishedra the Crow’s Blinded Mirror,” the safeguard that she embedded within all her texts. You might do this by ***strenuously disputing a wizardous will*** or accomplishing some other countermagic.

When you’ve accomplished this in play, unlock and read Section V.

*Note for these purposes that her safeguard is an insensate configuration of plasmic forces, not a plasmic creature. This fact of its nature renders it vulnerable to certain countermagics, but invulnerable to others.*

***Dispelled Safeguard:*** ○

## Sections VI – VIII: The Secret Sections

**Section VI** is the first Secret Section. There’s only one way to unlock it, to be found somewhere in this grimoire.

**Section VII** is the second Secret Section. There’s only one way to unlock it, to be found somewhere in this grimoire.

**Section VIII** is the third Secret Section. There’s only one way to unlock it, to be found somewhere in this grimoire.

## Section I: *Studying the Daishedrene Formulae*

Unlocked: ○

Add 1 to your rating when you **exert yourself magically**, to a maximum of 3.

From this point forward, early in every session, you must tell your volunteers that you are subject to the dying curse of the ancient wizardess Daishedra the Crow, for choosing to study magics that she disavowed.

From this point forward, whenever you roll a miss or circumstances turn against you otherwise, you may choose to blame the dying curse of Daishedra the Crow.

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## Section II: *Summoning a Lance of Piercing Blue*

Unlocked: ○

As an act of wizardry, you can now **summon into your hand a lance of radiant light**. It is in color a piercing blue, in length some 2–3 meters long.

This radiant lance is in fact a hairline rupture in the membrane between this world and another, an alien world of inimical nature. Use it as a weapon: plunge it through the body or limbs of an enemy to inflict terrible gaping wounds, sizzling and charred from the virulence of the light.

But first, roll. **On any hits**, you may put the radiant lance to use, one use per hit. Judge for yourself when you have put the lance to use, except in this case:

If you're **exerting yourself violently**, for *I do [x]*, you may choose to:

- *Menace them with your radiant lance. Tell your volunteers that when you swing it through the air, it leaves the air shimmering with heat and smoking with its violence.*
- *Pierce them (or one of them) with my radiant lance. Tell your volunteers the wounds it inflicts, as above.*

Each of these counts as one use.

Once you've used up your hits, or if you choose to banish it before using them all, the radiant lance vanishes from existence.

**On a miss**, unlock and read Section VI, the first Secret Section.



### Section III:

Unlocked: ○

#### *Summoning a Lance of Vivid Lemon-Green*

As an act of wizardry, you can now **summon into your hand a lance of radiant light**. It is in color a vivid lemon-green, in length some 2–3 meters long.

This radiant lance is in fact a hairline rupture in the membrane between this world and another, an alien world of inimical nature.

Plunge it into the heart or core of any living thing, and that thing will burgeon and grow, or age, following out a version of its natural life in just a few moments. Ask your volunteers to describe the course of its growth or aging, and stop them when you choose by releasing the lance from your grip. It vanishes from existence, but the living thing remains as it now is, to live out the remainder of its life naturally.

But first, roll. **On any hits**, once for each hit, you may suggest to your volunteers the course that the living thing's growth or aging takes. Whether they take your suggestions is up to them.

**On a miss**, unlock and read Section VI, the first Secret Section.

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### Section IV:

Unlocked: ○

#### *Summoning a Lance of Spattering Gold*

As an act of wizardry, you can now **summon into your hand a lance of radiant light**. It is in color a scorching gold, spattering sparks; it is in length some 2–3 meters long.

This radiant lance is, in fact, a hairline rupture in the membrane between this world and another, an alien world of inimical nature. It is, in particular, hateful to plasmids, who will set aside any other interests or duties they have in order to avoid its touch.

First, roll. **On any hits**, you may use the radiant lance to menace and intimidate a plasmid, remnite, ghost, or other plasmic creature. Handle this as **exerting yourself violently** against it, with the hits you've rolled standing for the roll you would have made.

It has no such effect on insensate plasmic forces or configurations.

Once you've used up your hits, or if you choose to banish it before using them all, the radiant lance vanishes from existence.

**On a miss**, unlock and read Section VI, the first Secret Section.

## Section V: *Dispelling Daishedra's Safeguard*

**Unlocked:** ○

Daishedra the Crow embedded within all of her texts a potent safeguard, "Daishedra the Crow's Blinded Mirror." You've unlocked this section by dispelling, subduing, or countermanding it.

Look ahead and dispell Section VI, the first Secret Section. However, if you haven't already unlocked and read it, don't unlock or read it now. Mark it dispelled, but don't read it until you unlock it by summoning a radiant lance (Sections II–IV) and rolling a miss.

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## Section VI: *The First Secret Section*

**Dispelled:** ○

**Unlocked:** ○

If you have already dispelled this safeguard, instead of proceeding here, unlock and read Section VII, the second Secret Section.

If you have not already dispelled this safeguard:

By summoning a radiant lance but missing the roll, you've exposed yourself to the potent safeguard that Daishedra embedded in her text: "Daishedra the Crow's Blinded Mirror."

End this session now, abruptly.

Explain to your volunteer's what's happened, and start a new session at once, with a new spawning circumstance, leaving the events of this session entirely behind. It is an unknown later date. You will never have any memory of the intervening time.

At the end of this new session, if you choose, you may commit yourself to the destruction of Daishedra the Crow's *Codices III–XIV*, thus becoming a Daishedrene Purgite. If you do, unlock and read Section VIII, the third Secret Section.

## Section VII:

Unlocked: ○

### *The Second Secret Section*

You've summoned a radiant lance and missed the roll. You've dispelled "Daishedra the Crow's Blinded Mirror," however, so you are not exposed to that safeguard, only to the consequences of your miss:

You ***summon into your hand a lance of radiant light***, but it's not the lance you intended. It is in color a searing violet-white, in length some 2–3 meters long.

This radiant lance is, in fact, a hairline rupture in the membrane between this world and another, an alien world of inimical nature.

You have absolutely no control over it, except to release it from your grip, thus banishing it from existence, as quickly as you can. Ask your volunteers to imagine an inimical alien world and its emanations into this world. Ask them what the radiant lance does, what happens, and how long is it before you're able to open your hand.

At the end of this session, if you choose, you may commit yourself to the destruction of Daishedra the Crow's *Codices III–XIV*, thus becoming a Daishedrene Purgite. If you do, unlock and read Section VIII, the third Secret Section.

## Section VIII: *The Third Secret Section*

Unlocked: ○

Add 1 to your rating when you **exert yourself magically**, to a maximum of 5.

Your first act now must be to destroy the Book of the Radiant Lance. Keep only this section; rend the rest into unreadable fragments. If you're not able or willing to do so, lock this section again and read no further.

From this point forward, you are a Daishedrene Purgite. You are no longer subject to Daishedra the Crow's dying curse.

As an act of wizardry, you can now **scry the influence of Daishedrene Formulae**. Snap a bone or a twig in your hand, minutely examine the break, and roll. **On any hits**, explain to your volunteers the history of Daishedra the Crow's *Codices III–XIV*, if necessary. Tell them that if any fragment of them survives here, within the bowl of the horizons, not somehow hidden from your scrying, the broken bone or twig reveals to you the direction you must go to find it. Ask them if it does.

**On a miss**, explain to your volunteers that, although you're specifically scrying for fragments of Daishedra the Crow's *Codices III–XIV*, your broken bone or twig instead fixes upon any impingement of any alien world into this one. Tell them that if, anywhere here within the bowl of the horizons, there is any thinning or rupture in the membrane between worlds, the broken bone or twig reveals to you the direction you must go to find it. Ask them if it does.

**To pursue your calling as a Daishedrene Purgite**, you'll need "The Book of Doomed Wizards" from The Barbarian's Bloody Quest. Don't read it yourself; it's for your volunteers. Attach "Daishedrene Fragments," below, to it, and have it ready for your volunteers' use.

For your own use, download and read "A Player's Guide to 'The Book of Doomed Wizards.'"

When you are on the hunt for fragments of Daishedra the Crow's codices to rend, you can use the new spawning circumstances below.

**You might, eventually, recant your calling.** If you do, discard this text. None of it applies to you any longer, and you may continue your life and wizardous pursuits without further reference to it.

## New Spawning Circumstances

- Tell your volunteers that your hunt for the Codices of Daishedra the Crow has brought you to a village in the shadow of Mount Mor, where a wizard makes their seclusium. You have heard that the wizard holds congress with Daishedra's ghost. *Ask your volunteers the wizard's name. Take time to ask questions to set the stage, then begin play by approaching the wizard's seclusium.*

- Tell your volunteers that your hunt for the Codices of Daishedra the Crow has brought you to a wealthy city on a river. You have heard that a wizard comes to its marketplace to buy certain materials used in the study of the Daishedrene Formulae, but you have not heard where they have their seclusium. *Ask your volunteers the wizard's name. Take time to ask questions to set the stage, then begin play in the city's marketplace.*

- Tell your volunteers that your hunt for the Codices of Daishedra the Crow has brought you to a district of fields, where the people are bound to labor to provide a wizard's needs. The wizard has their seclusium in a villa on the hillside. *Ask your volunteers the wizard's name. Take time to ask questions to set the stage, then begin play on a track among the fields.*

- Tell your volunteers that your hunt for the Codices of Daishedra the Crow has brought you to a warlord's palace. You have heard that she keeps two wizards as advisors, and that one of them sometimes employs a Daishedrene spell, a luminous cowl that whispers to its wearer of uncertain paths. *Ask your volunteers the wizard's name. Take time to ask questions to set the stage, then begin play by approaching the warlord's palace.*

- Tell your volunteers that your hunt for the Codices of Daishedra the Crow has brought you to an island in an estuary, where a wizard, supposed to be a Daishedrene of old, has their seclusium. *Ask your volunteers the wizard's name. Take time to ask questions to set the stage, then begin play on a boat approaching the island.*

## Daishedrene Fragments

*An Addendum to “The Book of Doomed Wizards”*

### **Add this to the section “What I Gain”:**

Among the wizard’s belongings, possibly, is a fragment of one of Daishedra the Crow’s *Codices III–XIV*. If so, in addition to the item you choose from the original list, you may choose an unmarked entry below to offer them as well.

Mark the entry you’ve used.

- **An assortment of fragmentary notes in an unknown wizard’s hand**, not Daishedra the Crow’s, uninterpretable.
- **An assortment of fragmentary notes in Daishedra the Crow’s hand**, which, though they arguably refer obliquely to the Daishedrene Formulae, are not fragments of her codices, do not constitute any kind of grimoire, and have no value except to collectors of unimportant esoterica.
- **A small fragment of Daishedra the Crow’s Codex XII**, not extrapolated or reconstructed into any useful form.
- **A partial fragment of Daishedra the Crow’s Codex III**, useless to study.
- **A fragment of Daishedra the Crow’s Codex IV, Codex VII, or Codex XI**, too incomplete to certainly identify, let alone study.
- **Fragments of Daishedra the Crow’s Codex V and Codex XIV**, incorrectly concatenated and so rendered inert.
- **“The Book of Allegorical Raiment,”** the complete reconstructed text of Daishedra the Crow’s Codex IX, gravid with extraearthly menace.
- **“The Book of Several Assumptive States,”** a grimoire constructed from the incomplete fragments of Daishedra the Crow’s Codex X, notoriously flawed and dangerous to study.
- **“Pronouncements of Entity Nteh,”** the surviving partial text of Daishedra the Crow’s Codex VIII, not a grimoire. It duplicates to suggestive extent the slightly earlier work of Salabrusto the Wise. To study it, unlock and read Section V, the Secret Section, of “The Red Tome of Salabrusto the Wise” (not included with this document).