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## Tutoril's Encyclopedias

Not all four books are included in every IE game, but each history encyclopedias is divided into a series scattered throughout the game world.

Tutoril's Encyclopedias takes the series of a history topic and compiles it into one book. Additionally, it is magical and offers different spells to use per book.

The main feature of the books is that there is a button in the book's description window that activates a reading sequence.

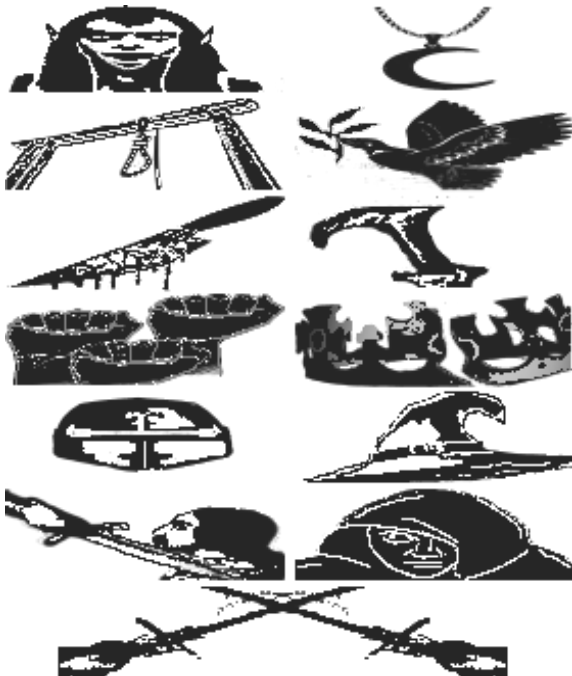
## Number of original books

- History of Shadowdale(13 Books)
- History of the Drow(2 Books)
- History of the North(10 Books)
- History of Waterdeep(6 Books)

## Description Icons

Each description image is divided into as many numbers as many books are contained in an encyclopedia.

### Hist. of Shadowdale



**Width:** 279p

**Height:** 325p

**Depth:** 32bit

### History of the Drow

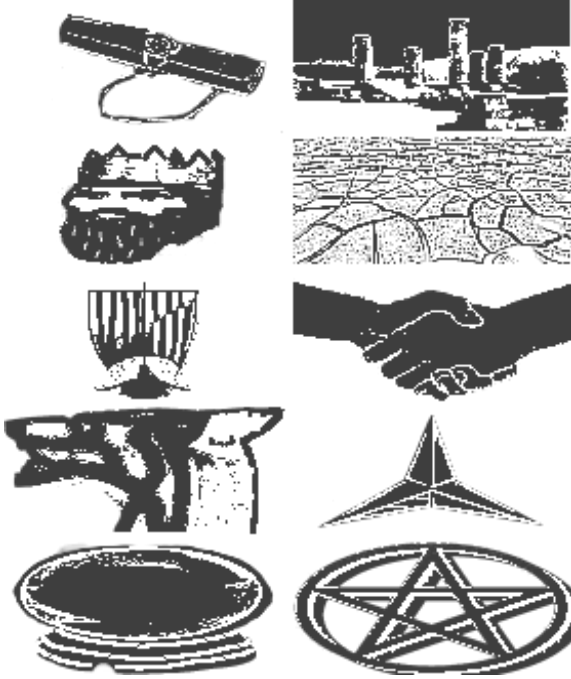


**Width:** 272p

**Height:** 327p

**Depth:** 32bit

## History of the North



Width: 278p

Height: 335p

Depth: 32bit

## Hist. of Waterdeep



Width: 272p

Height: 314p

Depth: 32bit

## Role playing Use Case

You have reached the bandit camp alone. It was a longer search and trip than you anticipated, and you feel a bit exhausted, but not so much that you feel truly tired. One of the possible causes, you think, is the heavy encyclopedias you have carried along with you. "I hope it was worth it!", you think. Well, you will have to make their worth count. Time has passed since your search for the villains' main camp, and it is dark now. Unfortunately, your nature does not allow you to see well in the night. Naturally, your hand grasps the "**History of the Drow**" encyclopedia, and you focus to tap its magic, which allows you to see in the dark like a drow. Great, you can now see some of the bandits who are not far away; some are humans, others are hobgoblins. Nevertheless, you realize that, not knowing how many possible foes you have between you and your main target, your hand grasps the second encyclopedia, "**History of Waterdeep**", to evoke its magic. A mainly reddish glow erupts from all creatures found in this area as a vision which also helps you to know how many of them are here. This is not good; there are too many to face them alone. "I need more information about the area," you think, and use the last but not least encyclopedia, "**History of the North**", whose magic enlightens your knowledge about the area and its structure. With this, you are able to locate the largest building, which is possibly the bandit lord's home and thus your main target. The last question arises in your mind: "I need to know if the entrance is possibly guarded, and how heavily, if so!", but there is nothing to worry about, as you already know that the magic of the "**History of Shadowdale**" encyclopedia's Farsight magic is the right call here.

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## Descriptions

The text of each book is read out from the game itself and then added to the specific encyclopedia.

- Infravision (History of the Drow )
- Clairvoyance (History of the North)
- Detect Alignment (History of Waterdeep)
- Farsight (History of Shadowdale)

## History of Shadowdale

STATISTICS:

The item can only be equipped in the left quick slot.

Charge abilities:

– Farsight once per day

Duration: 10 rounds

When Farsight is cast, the caster is able to view an area of an unexplored map. After casting the spell, simply click on a section of the map that you want to view. For the duration of the spell, the caster can spy on that area, noting creatures and fortifications.

Weight: 13

## History of the Drow

STATISTICS:

The item can only be equipped in the left quick slot.

Charge abilities:

-Infravision once per day

Area of Effect: The wearer

Duration: 2 hours

Upon the casting of this spell the recipient gains the ability to see with infravision, just as an elf or a dwarf would. This effect lasts for the duration of the spell or until dispelled.

Weight: 3

## History of the North

STATISTICS:

The item can only be equipped in the left quick slot.

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Charge abilities:

– Clairvoyance once per day

Duration: Instant

The Clairvoyance spell empowers the wizard to see in <PRO\_HISHER> mind the geographical features and buildings of the region <PRO\_HESHE> is currently exploring. It extends to a great range, but cannot reveal creatures or their movements. This version of the spell works both indoors and underground.

Weight: 11

## History of Waterdeep

STATISTICS:

The item can only be equipped in the left quick slot.

Charge abilities:

-Detect Alignment once per day

Duration: 2 rounds

Area of Effect: Everyone except self

This Detect Alignment spell enables the Mage to exactly read the aura of all creature in area. When a character is hit by this spell, he will glow red if evil, green if good, and white(blue) if neutral.

Weight: 7

## Inventory Icons

### History of Shadowdale



**Width:** 43p

**Height:** 44p

**Depth:** 32bit

### History of the Drow



**Width:** 43p

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**Height:** 44p

**Depth:** 32bit

## History of the North



**Width:** 43p

**Height:** 44p

**Depth:** 32bit

## History of Waterdeep



**Width:** 43p

**Height:** 44p

**Depth:** 32bit

## Ground Icons

The ground icons for all encyclopedias all have the same image, but with different highlighting than the original game.

The highlighting-color is **R:255, G:104, B:0**



**Width:** 20p; **Height:** 20p; **Depth:** 8bit

## Reading Sequence (Design)

Every encyclopedia has its own text which is shown in the same Reading Sequence except that the sequences image per book is different depending on the topic of the encyclopedia.

## History of Shadowdale

### Dialogue:

The cover of the book looks like slow-moving, deep and clean blood and the shimmering gold frame that adorns the cover looks like it is swimming in this blood. On the front it says “History of Shadowdale” with a big capital S and under the title it reads “Tutoril’s Encyclopedia” in smaller letters.

It feels warm and it's as if the fresh blood symbolizes the history that Shadowdale has been through. Yet it does not evoke offensive or intrusive emotions. It's more like it wants to tell the story of its

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legacy and the violence it experienced. It invites you to experience past intrigues and politics.

The magic that imbues the book reveals, when touched and concentrated, the true nature of malevolent beings.

The encyclopedia is very extensive and heavy, as it covers the content of an entire series of books. It is also unnaturally clean and well made. It is obvious that this encyclopedia was created with great effort, which is why the book has a high price.

The book is open and ready to read...

**Sequence image:**



## History of the Drow

**Dialogue:**

The dark cover seems to want to capture the viewer's gaze when viewed for a longer period of time.



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Even the golden frame that adorns the book increasingly fades into the background. The magic associated with the book is not intrusive and rather invites to delve into the depths of the dark history of the Drow.

When the gaze is even more focused, the magic of the encyclopedia allows one to see even in the dark underdark.

On the front it says “History of the Drow” with a big capital D and under the title it reads “Tutoril’s Encyclopedia” in smaller letters.

The encyclopedia is very extensive and heavy, as it covers the content of an entire series of books. It is also unnaturally clean and well made. It is obvious that this encyclopedia was created with great effort, which is why the book has a high price.

The book is open and ready to read...

**Sequence image:**





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## History of the North

### Dialogue:

The ice blue color that characterizes the cover, among other things, is clearly imbued with magic. When touched, the color transforms into a feeling of the cold of winter, which can be associated with the cold north that this book represents. On a subtle level, the book even resonates with the stormy violence of nature without being hurtful or unpleasant. The book aims to share the past of the harsh north and be an open but not rude host.

If focused on this feeling while holding the book, it's like being part of the area. The impression of being part of the whole land is subtle at first, but grows stronger moment by moment until nothing is unknown anymore.

On the front it says “History of the North” with a big capital N and under the title it reads “Tutoril’s Encyclopedia” in smaller letters.

The encyclopedia is very extensive and heavy, as it covers the content of an entire series of books. It is also unnaturally clean and well made. It is obvious that this encyclopedia was created with great effort, which is why the book has a high price.

The book is open and ready to read...

### Sequence image:



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## History of Waterdeep

### Dialogue:

The book's cover evokes the rich soil of a country and the gold frames that adorn the cover are like veins of gold pushed from the ground to the surface. If looked closely, the subtle earth-like cover appears to slowly change shape, inviting to learn more about its history by attempting to draw the user's touch into its depths.

In addition, it also smells fresh from the ground, interestingly not of earth, but more of fresh sea air. The magic of the encyclopedia ensures that the owner, while holding the book in his hand, can see how every living thing is enveloped in a soft, pleasant color, thus revealing the creatures true nature towards life.

On the front it says “History of the North” with a big capital N and under the title it reads “Tutoril’s Encyclopedia” in smaller letters.

The encyclopedia is very extensive and heavy, as it covers the content of an entire series of books. It is also unnaturally clean and well made. It is obvious that this encyclopedia was created with great effort, which is why the book has a high price.

The book is open and ready to read...

### Sequence image:



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## Location

### BGEE & SoD

The items can be bought from the **barkeeper in the Feldepost's Inn within Beregost**. The barkeeper sells the items directly from his stock (no dialogue options). Regular price is hundreds of gold per item.

### BG2EE

The items can be bought from **Galoomp the Bookkeeper in Waukeen's Promenade within Atkatla**. The bookkeeper sells the items directly from his stock (no dialogue options). Regular price is hundreds of gold per item.

### IWDEE

The items can be bought from **Gerth in Kuldahar**. The hobby historian sells the items directly from his stock (no dialogue options). Regular price is hundreds of gold per item.