

COMPENDIUM OF WRITTEN WORKS: FAERÛN



Downtime rules and mechanical benefits for 60+ books!



Robyn Nix & Steve Fidler

Compendium of Written Works: Faerûn

*A collection of over 60 books, tomes, codices,
pamphlets, and notebooks for every adventurer...
except those who can't read!*

Credits

Writing by Robyn Nix, Steve Fidler
Editing by Ashton Duncan
Layout by Lydia Van Hoy

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Preface

In a world where adventuring can often be dangerous, or even deadly, sometimes adventurers seek to arm themselves with knowledge. The written word is an ever-growing repository of knowledge across generations. It seems only natural that an adventurer might seek out bookstores, libraries, vaults of knowledge, or even book authors themselves to aid them in their travels. This supplement's purpose is to provide Dungeon Masters with creative ways to reward knowledge-seeking adventurers. This supplement has everything you need to give written materials more meaning in your campaigns, from scrolls an adventurer might find in the vast libraries of their campaign world to new ways to convey a character's book-learned knowledge.

How To Use This Supplement

Though not all items in this supplement are books, any written work is called "book" in this How To Use This Supplement section for simplicity's sake.

Books. Books in this supplement are laid out in loose collections by their subject matter. Feel free to use any relevant book as a treasure reward, or as a specific finding for whenever a player might be perusing a bookstore, library, or other such location.

Mechanics. The entry for each book includes a small description of how long the book will take to read during the character's downtime, using a rough reading average of about 20 pages per hour. After reading to completion, the character will gain the completion benefit listed in the book's description to reflect the knowledge they have gained from reading the book.

Tables. Included in this supplement are tables for selecting books at random, creating books, choosing library types, and more. Where there are multiple books with similar themes or subjects, rolling a random table can help a Dungeon Master make decisions on which book a player might find.

Handouts. At the end of this supplement are printable handout cards for each written work in this supplement.



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Introduction

Books aren't just for wizards! Now, any adventurer can scour the lands for dusty old tomes, peruse the local library for the next great thriller novel, or even approach the grand collection of Candlekeep with a highly sought after codex for trade. Knowledge can come in many forms, but the written word is still one of the most powerful ways to pass on knowledge from one generation to the next.

Knowledge of anything can be used for any purpose. Some use knowledge for nefarious reasons, while others use it to enlighten the world or do good deeds. Knowledge can arm an adventurer with tactics, insight, and skill while battling foes. Likewise, knowledge of history, politics, or religion can lead to revolt, rebellion, and even reformation. Whichever way a reader decides to use the knowledge they gain from a written work is ultimately up to them.



Non-Fiction Written Works

Non-fiction works can range in size from immense volumes of information to small pamphlets only a few pages in length, covering all manner of topics. Non-fiction works are often penned by masters of their topic, and can contain a wealth of information.

Creatures

Many authors throughout the Realms have set ink to paper with the singular goal of describing and documenting the various creatures that inhabit the lands. Some authors simply seek to understand or to educate, while others pen works with the sole goal of hunting and destroying certain creatures. Many of these books find their way into the hands of adventurers, who encounter all manner of creatures.

ANNIHILATING ABERRATIONS

This old tome has a damaged spine and is barely intact. Some pages are torn or creased. The parchment is yellowed from age.

Length & Reading Time. 327 pages. 17 downtime hours.

Completion Benefit. You deal an additional +1 damage per your character level to aberrations. The damage type is determined by whatever weapon, spell, or other source of damage that you use to deal this damage to an aberration.

BELLIGERENT BEASTS AND WHERE TO BATTLE THEM

This book has an owlbear hide cover. The interior pages have seen heavy use.

Length & Reading Time. 378 pages, 19 downtime hours.

Completion Benefit. You deal an additional +1 damage per your character level to beasts. The damage type is determined by whatever weapon, spell, or other source of damage that you use to deal this damage to a beast.

THE CARE AND KEEPING OF EXOTIC PETS

This small book has an illustration of an almiraj on the cover. It is bound in fine leather.

Length & Reading Time. 112 pages. 6 downtime hours.

Completion Benefit. You can add the **almiraj, baboon, badger, cranium rat, crawling claw, gazer, eagle, flying monkey, pseudodragon, tressym, and scorpion** to the list of creatures you can choose from whenever you cast the *find familiar spell*. You also have advantage on any Wisdom (Animal Handling) checks made when interacting with any of those creatures.

SPENDING DOWNTIME TO READ BOOKS AND GAIN COMPLETION BENEFITS

Whenever a player declares that they would like their character to read a book, have them keep a small tally of time spent doing so on their character sheet or on the book's handout (see the rear of this PDF for handouts of the books presented here). Have the player record each hour of downtime spent reading a book until their character reaches that book's reading time threshold. Once the character has completed the book, they can now benefit from the book's completion benefit as if it were a class or racial feature. The benefit is intended to be a permanent perk the player has earned for completing the book.

As the Dungeon Master, you can alter the length or benefit of any book as you see fit for your game. Additionally, if you are playing in a game setting other than Faerûn, you can alter the names of any book listed here to fit your game setting. You can also see the section at the end of this supplement called Creating Books, Libraries, and More for more information on making your own books and locations where characters could find books for your game setting.

THE COMPLEAT DRAGON-HUNTER

This book, formatted like a textbook of sorts, details the accounts of Smerdiuk Dragonbane. Each chapter is a step-by-step dragon hunt, starting with finding a dragon and ending with how to dispose of its corpse.

Length & Reading Time. 322 pages, 16 downtime hours.

Completion Benefit. You have advantage on Wisdom checks made to track dragons, as well as any ability checks made to harvest materials from a slain dragon. When you score a critical hit against a dragon, you roll one additional weapon damage die.

A DAUNTLESS DRUID'S GUIDE TO ELEMENTALS

The cover of this book has an ornate symbol depicting the four primary elements: air, earth, fire, and water.

Length & Reading Time. 278 pages, 14 downtime hours.

Completion Benefit. You deal an additional +1 damage per your character level to elementals. The damage type is determined by whatever weapon, spell, or other source of damage that you use to deal this damage to an elemental.

A GARDENER'S GUIDE TO PLANT MONSTERS

This simple handbook, written by a gardener who seemingly always had problems dealing with living plants as garden pests, gives detailed advice on how to deal with such garden pests.

Length & Reading Time. 225 pages, 12 downtime hours.

Completion Benefit. You deal an additional +1 damage per your character level to plants. The damage type is determined by whatever weapon, spell, or other source of damage that you use to deal this damage to a plant.



ON IDENTIFYING DRAGONS AND THEIR KIN

A small pamphlet with sketches of different types of dragons, including details on their habitats, diet, and mannerisms. This pamphlet includes information on half-dragons and dragonborn.

Length & Reading Time. 40 pages, 2 downtime hours.

Completion Benefit. After reading this, you have sufficient knowledge to identify dragons, half-dragons, and dragonborn. You have advantage on Wisdom (Perception) or Intelligence (Investigation) checks made to identify the color, breath weapon damage type, habitat, diet, and mannerisms of a dragon, half-dragon, or dragonborn within 90 feet of you.

THE ORDNING OF GIANTS

This thick tome is larger than most books in all dimensions. It is bound with thick metal rings in four punched locations along the spine, and the cover is made out of thin metal tablet-like plates. The content within covers the societal structure of giants, their culture, their religion, and much more. It also contains a thorough translation guide from Giant to Common.

Length & Reading Time. 459 pages, 23 downtime hours.

Completion Benefit. You have advantage on all Charisma checks you make when interacting with giants. Additionally, you can read, write, and speak Giant.

TALES FROM THE FEYWILD

This book contains accounts of various explorers who have been to the Feywild, the realm of the Fey. It includes a translation guide for Common to Sylvan.

Length & Reading Time. 387 pages, 20 downtime hours.

Completion Benefit. You have advantage on Charisma checks made while interacting with fey. Additionally, you can read, write, and speak Sylvan.

VOLO'S GUIDE TO MONSTERS

Volothamp Geddarm's most recent extensive work on the creatures found all around Faerûn. This repository contains lore, creature descriptions, and various artwork on over 120 creatures.

Length & Reading Time. 224 pages, 12 downtime hours.

Completion Benefit. After rolling initiative and if you are not surprised, you can immediately use your reaction to learn a single immunity, resistance, or vulnerability of one creature that you can see within 60 feet.

RANDOM CREATURE BOOK TABLE

d10 Creature Book

- | | |
|----|---|
| 1 | <i>Annihilating Aberrations</i> |
| | <i>Beligerrant Beasts and Where to</i> |
| 2 | <i>Battle Them</i> |
| 3 | <i>The Care and Keeping of Exotic Pets</i> |
| 4 | <i>The Compleat Dragon-Hunter</i> |
| | <i>A Dauntless Druid's Guide to</i> |
| 5 | <i>Elementals</i> |
| 6 | <i>A Gardener's Guide to Plant Monsters</i> |
| 7 | <i>On Identifying Dragons and Their Kin</i> |
| 8 | <i>The Ordning of Giants</i> |
| 9 | <i>Tales from the Feywild</i> |
| 10 | <i>Volo's Guide to Monsters</i> |

History and Politics

Historical and political works contain the history of a particular nation, people, or locale. These works often detail wars, land acquisition or loss, treaties, alliances, and more. These books are highly sought after by individuals who wish to understand the history of the peoples or nations of the world. These works can be used as cautionary tales or as inspirational guides for fledgling communities.

ELDER DAYS OF AMN

A complete history of the land of Amn is described in this textbook.

Length & Reading Time. 173 pages, 9 downtime hours.

Completion Benefit. You have advantage on ability checks made to recall historical information regarding the area of Amn. Additionally, you have advantage on ability checks made to navigate the area of Amn.

FALLEN LEGACIES: ARCHAEOLOGICAL AND HISTORICAL ANALYSIS OF THE MERE OF DEAD MEN

This hefty tome contains a wealth of information on archaeological finds from the Mere of Dead Men. It includes a historical outline of the time of the Fallen Kingdom, when thousands of humans, dwarves, and elves were slain there during the invasion of an orc army.

Length & Reading Time. 126 pages, 7 downtime hours.

Completion Benefit. You have advantage on ability checks made to recall information on the Mere of Dead Men. Additionally, you have advantage on ability checks made to navigate the area of the Mere of Dead Men.

THE GOLDEN AGE OF GOBLINS

This text describes various periods of goblin history and includes an outline of the rough structure of goblin society and politics.

Length & Reading Time. 133 pages, 7 downtime hours.

Completion Benefit. You have advantage on Charisma checks made while interacting with goblins.



THE HIGH HISTORY OF FAERÛNIAN ARCHMAGES OF MIGHTY

This tome describes a list of various archmages known across Faerûn from various periods of time. **Length & Reading Time.** 153 pages, 8 downtime hours.

Completion Benefit. You can recall the name of any person known as archmage within Faerûn at any point in history, up to 1366 DR. You have advantage on skill checks made to recall specific information on any such archmage.

HISTORIA TETHYRA

This book details the history of the nation of Tethyr, south of Amn and north of Calimshan. Also included are details on Tethyr’s government and social structures. **Length & Reading Time.** 368 pages, 19 downtime hours.

Completion Benefit. You have advantage on ability checks made to recall information regarding the history of the nation of Tethyr. Additionally, you have advantage on Charisma checks made while interacting with a Tethyrian person.

HISTORY OF THE CRUSADE

An “unbiased” account of King Azoun IV’s crusade against the Tuigan Horde written by the bard Thom Reaverson. **Length & Reading Time.** 198 pages, 10 downtime hours.

Completion Benefit. You gain insightful knowledge into the tactics used in full-scale battles. You have advantage on skill checks related to commanding an army of soldiers with 100 or more soldiers.

IMASKARI BOOK OF WAR (COMMON COPY)

The original version of this book is unknown in origin. Copies can be found written only in Common or Dwarven. This book details accounts of war tactics, weaponry, armor, and battle techniques. **Length & Reading Time.** 517 pages, 26 downtime hours.

Completion Benefit. Choose any two martial weapons to become proficient with. If you are already proficient with all martial weapons, you instead have advantage on all initiative rolls you make as long as you are not surprised.

LIFE BENEATH THE SAILS

This massive book of sea lore is composed of three volumes of ships’ logs. It contains a wealth of information on maritime law, traditions, as well as superstitions, helpful tips, and homilies, especially pertaining to the Sea of Fallen Stars. **Length & Reading Time.** 592 pages, 30 downtime hours.

Completion Benefit. You gain proficiency with navigator’s tools, and water vehicles. Additionally, you have advantage on skill checks made to recall information regarding maritime law, and the folklore of the Sea of Fallen Stars.

CREATING HISTORICAL OR POLITICAL TOMES FOR ANY SETTING

You can use this table to quickly draft up historical tomes for any setting, choosing or randomly deciding the content of a historical tome. Give the book the completion benefit of advantage on recalling information regarding that topic or another completion benefit as you see fit.

HISTORICAL OR POLITICAL TOMES SUBJECT TABLE

d6	Historical or Political Tome Subject
1	Kings, Queens, Nobility, Emperors, or other rulers
2	Ancient Civilization
3	Regional History
4	Coups, Revolutions, Reformations, or Political Upheavals
5	Natural Disasters, Pandemics, Plagues, or Cataclysms
6	Wars, Battles, Sieges, Assassinations, or Massacres

TO RULE A REALM, FROM TURRET TO MIDDEN

This manual includes tips and advice to readers who may be in leadership roles, government office, rulers' positions, nobility, or royalty.

Length & Reading Time. 451 pages, 23 downtime hours

Completion Benefit. Your Charisma score increases by 1. You have advantage on skill checks made to recall information about improving infrastructure systems (such as sewage, burial, healthcare, etc.), programs that assist a populace of a town, city, or nation, as well as basic defense of a town, city, or nation.

VALOROUS AND VANQUISHED, THE DEAD HEROES OF FAERÛN

A history textbook describing the lives, adventures, and deaths of various heroes throughout the history of Faerûn.

Length & Reading Time. 247 pages, 13 downtime hours.

Completion Benefit. When you roll a death saving throw, you can choose to roll 1d8 and add the result to your death saving throw. Once you have chosen to use this ability, you cannot do so again until you complete a long rest.

RANDOM HISTORY OR POLITICS BOOK TABLE

d10 History or Politics Book

1	<i>Elder Days of Amn</i>
	<i>Fallen Legacies: Archaeological</i>
2	<i>Analysis of the Mere of Dead Men</i>
3	<i>The Golden Age of Goblins</i>
	<i>The High History of Faerûnian</i>
4	<i>Archmages of Mighty</i>
5	<i>Historia Tethyra</i>
6	<i>History of the Crusade</i>
7	<i>Imaskari Book of War</i>
8	<i>Life Beneath the Sails</i>
	<i>To Rule a Realm, From Turret to</i>
9	<i>Midden</i>
	<i>Valorous and Vanquished, The Dead</i>
10	<i>Heroes of Faerûn</i>

Magic

The world is full of magic of all kinds. Some of it is well understood, while other magic is mysterious. Adventurers can find books written through the ages covering various topics of magic nearly anywhere. These are the kinds of books that spellcasters and scholars of all sorts tend to covet.

LEARNING BASIC MAGIC FROM BOOKS

Sometimes, a player might want their character to learn a cantrip from a spellcasting class without actually taking a level in that class. Feel free to create books to do just that! You can use the table below to choose a class spell list to help you narrow down cantrip choices. When you create the written work, you could use the name of the class or the cantrip you choose in the title of the book, as seen in this supplement's *Druidcraft for the Beginner*.

RANDOM CLASS FOR CANTRIP BOOKS TABLE

d6	Class Spell List for Cantrip Choice
1	Bard
2	Cleric
3	Druid
4	Sorcerer
5	Warlock
6	Wizard

THE ART OF NECROMANCY

This black leather-bound tome has no exterior writing. It can only be read by moonlight. Parts of this book are incomprehensible ravings by the author, Kazerabet.

Length & Reading Time. 530 pages, 27 downtime hours.

Completion Benefit. You can cast the spell *speak with dead*. Intelligence is your spellcasting modifier for it. Once you have cast the spell using this feature, you can not do so again until you finish a short or long rest.

DRUIDCRAFT FOR THE BEGINNER

This small book, bound with twine, contains teachings from an unnamed druid. It describes techniques for channeling the power of nature for even the humblest beginners.

Length & Reading Time. 93 pages, 5 downtime hours.
Completion Benefit. You can cast the *druidcraft* cantrip. Wisdom is your spellcasting modifier for it.

MAGIC THAT I HAVE TASTED

This book is a cross between a cookbook and a spellbook. It contains recipes for making all sorts of whimsical pastries with very minor magical effects.

Length & Reading Time. 72 pages, 4 downtime hours.
Completion Benefit. You have advantage on ability checks related to making the pastries listed on the chart below. You must be a spellcaster in order to create the pastries with the magical effects. If you are not a spellcaster, you can create the pastries, but they do not have any magical effects.

TASTY MAGIC PASTRIES TABLE

Pastry	Prep and Bake Time, Yield	Material Cost	Effect When Eaten
Sparkling Cupcake	4 hours,6 cupcakes	2 sp	A creature that completely ingests this cupcake begins to sparkle and glow for 1d4 hours. Attacks made against the creature are made at advantage for the duration.
Healing Crepes	1 hour,10 crepes	15 sp	A creature that fully ingests a crepe regains 1 hit point.
Slime Cheesecake	3 hours, 1 8-slice cheesecake	10 sp	A creature that fully ingests 1 slice of this cheesecake begins to spew small chunks of slime out of their mouth 2 minutes after eating. The slime is harmless, but uncomfortable .It spews from the creature's mouth for 1 minute. The creature must succeed on a Constitution saving throw or fall prone after the 1 minute of spewing has ended.

MIND OVER MUSCLE

This monograph written by Cuthbert the Unready is an extensive dive into the power of psionics.

Length & Reading Time. 177 pages, 9 downtime hours.
Completion Benefit. You can move a small object that you can see within 30 feet of you. The object can weigh up to 10 pounds, and the object can measure no larger than 1 foot in any dimension. You can levitate this object with the sheer power of your mind. You can move the object in any direction. The object must remain within 30 feet of you to be manipulated this way. You can levitate the object this way for up to 10 minutes once you activate this ability. After the 10 minutes have passed, you can not use this ability again until you complete a long rest.



NYCOPTIC MANUSCRIPTS

This pair of papyrus scrolls contain a plethora of information, especially regarding necromancy. Contained in these scrolls are cryptic prophecies of doom, a legend entitled “Loviatar’s Descent into the Netherworld” and an incomplete set of ritual instructions for creating **crawling claws**.

Length & Reading Time. 328 pages, 17 downtime hours (or 41 downtime hours for full completion, see below).

Completion Benefit. You have advantage on skill checks made to recognize the effects or traces of necromancy. If you spend an 24 extra downtime hours, you can repair the instructions for creating crawling claws. Once you have repaired the instructions, you can perform a 30-minute ritual to create a crawling claw. The creature will obey your commands, and it takes its own turn in combat. If it is reduced to 0 hit points, it disappears. You can only create one crawling claw at a time in this manner.

A SCHOLAR’S GUIDE TO UNDERSTANDING THE WEAVE

This textbook was written to aid scholars in studying arcana. It contains thesis work and dissertations on the topic of the Weave.

Length & Reading Time. 306 pages, 15 downtime hours.

Completion Benefit. You gain proficiency with the Intelligence (Arcana) skill.



TOME OF THE DRAGON (REPRINT)

While the original Tome of the Dragon written by Sammaster is a magical artifact of significant power, reprints of the book exist for circulation amongst members of the Cult of the Dragon. This dark, leather-bound tome bore a single gold symbol of the cult and no other embellishments.

Length & Reading Time. 1650 pages, 82 downtime hours.

Completion Benefit. You have advantage on Charisma checks made to interact with dragons. In addition, you have advantage on saving throws made to resist the Frightful Presence feature of dragons.

VOLO’S GUIDE TO ALL THINGS MAGICAL

Volothamp Geddarm wrote this tome to describe all manner of lost spells he encountered in his journeys. This book includes many tidbits of magical lore.

Length & Reading Time. 360 pages, 23 downtime hours.

Completion Benefit. Choose one spell from the Wizard spell list that is 3rd level or below. You can cast this spell once, using Intelligence as your spellcasting modifier, even if you are not a wizard. Once you have cast this spell using this feature, you can not do so again until you complete a long rest.

RANDOM MAGIC BOOK TABLE

d8	Magic Book
1	<i>The Art of Necromancy</i>
2	<i>Druidcraft for the Beginner</i>
3	<i>Magic That I Have Tasted</i>
4	<i>Mind Over Muscle</i>
5	<i>Nycoptic Manuscripts</i>
6	<i>A Scholar’s Guide to Understanding the Weave</i>
7	<i>Tome of the Dragon (Reprint)</i>
8	<i>Volo’s Guide to All Things Magical</i>

Religion

Religious texts are often sacred and valued by the people or organizations dedicated to a deity or pantheon. Typically, these sorts of texts include books treated as holy relics, prayer books, cultural introspections on the nature of religions or deities, and more.

ENCYCLOPAEDIA DEIFICA

This immense book describes the nature of the deities of Faerûn.

Length & Reading Time. 374 pages, 14 downtime hours.

Completion Benefit. You gain proficiency in the Intelligence (Religion) skill. If you were already proficient before you read this book, you have expertise with this skill instead.

EVOLUTION AND CREATION

This book, written by Terrance Balancehand, describes various creation myths found throughout Faerûn and compares them to scholarly studies of evolution.

Length & Reading Time. 433 pages, 22 downtime hours.

Completion Benefit. You gain proficiency with the Intelligence (Religion) skill. You can double your proficiency bonus whenever you make Intelligence (Religion) checks to recall information regarding creation myths.

THE ORIGIN MYTHS: A TREATISE

This collection of origin myth tales contains the origin myths of many different cultures, including elves, dwarves, dragons, halflings, orcs, giants, and more.

Length & Reading Time. 611 pages, 30 downtime hours.

Completion Benefit. You gain proficiency with both the Intelligence (History) and Intelligence (Religion) skills.

A STUDY ON THE AFTERLIFE

This scholarly work describes the beliefs of various Faerûnian people and their views surrounding the afterlife, or life after death. It aims to answer the question, "What happens to my soul after I die?".

Length & Reading Time. 239 pages, 12 downtime hours.

Completion Benefit. You have advantage on skill checks to recall information regarding the beliefs of the afterlife for various Faerûnian cultures & religions.

THE SUM OF THEOLOGY

This text is an inquisitive look into the various theologies of Faerûn, written by Saint Vetheera, a servant of Oghma, the God of Knowledge.

Length & Reading Time. 202 pages, 10 downtime hours.

Completion Benefit. Your Intelligence score increases by 1.

THE TALE OF LOLTH

This book details Lolth, the drow goddess. It describes her portfolio, drow practices, rituals, and worship. The ink of this book is only visible in darkness. For every hour that the book spends in direct sunlight, roll a d6. On a result of 6, the book takes 1 point of damage. The book has 6 hit points for the purposes of determining whether it is destroyed by sunlight.

Length & Reading Time. 81 pages, 4 downtime hours.

Completion Benefit. You have advantage on skill checks related to recalling information about Lolth or the worship of Lolth. Additionally, you may choose Lolth as your deity (such as becoming a cleric of Lolth) or you may choose Lolth as your patron for warlock features.

UNHOLY RITES OF BHAAL

This dark book contains information on the ritualistic practices of followers of Bhaal, a god of death often called the Lord of Murder.

Length & Reading Time. 245 pages, 13 downtime hours.

Completion Benefit. Whenever you reduce a creature to 0 hit points, you have advantage on the next attack roll or ability check that you make within 10 minutes.

THE WAY OF THE GODS

This small pamphlet describes prayers, rites, rituals, and more for various deities of the Faerûn pantheon.

Length & Reading Time. 59 pages, 3 downtime hours.

Completion Benefit. If you spend 10 minutes reciting a prayer or ritual in this book to a deity, you receive a temporary blessing from that deity. You gain a d4 that you may expend on an ability check, skill check, or attack roll that you make within 8 hours. Once you have recited the prayer or ritual from this book, you can not gain the d4 as a benefit again until you complete a long rest.

RANDOM RELIGION BOOK TABLE

d8	Religion Book
----	---------------

- | | |
|---|-------------------------------------|
| 1 | <i>Encyclopaedia Deifica</i> |
| 2 | <i>Evolution and Creation</i> |
| 3 | <i>The Origin Myths: A Treatise</i> |
| 4 | <i>A Study on the Afterlife</i> |
| 5 | <i>The Sum of Theology</i> |
| 6 | <i>The Tale of Lolth</i> |
| 7 | <i>Unholy Rites of Bhaal</i> |
| 8 | <i>The Way of the Gods</i> |

Skills & Hobbies

The fastest way to learn a new skill is to find instructional information about it. These books can help any knowledge-seeker learn a new thing or two.

DISCOURSES ON ART AND GEMS

This text contains a wealth of information on historical and popular artworks of the Realms. It also contains a thorough appendix containing information on various gemstones, their cut styles, jewelry-setting styles, and sketches of famous pieces of jewelry.

Length & Reading Time. 94 pages, 5 downtime hours.

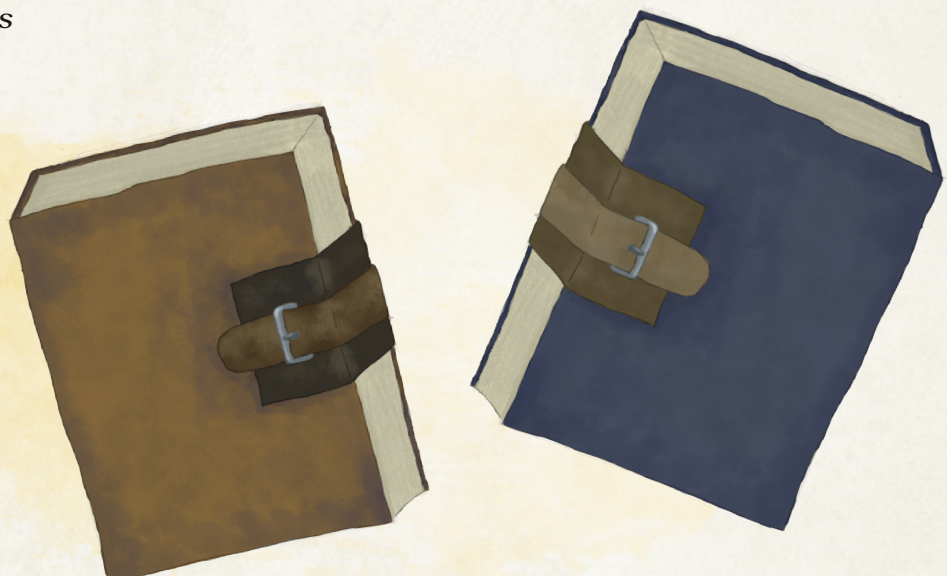
Completion Benefit. You have advantage on skill checks made to identify the artist of paintings and artwork. Additionally, you have advantage on skill checks made to identify gems, whether they are cut, polished, set, or not.

FAST HANDS AND FULL POCKETS

This small handbook by an unknown author features detailed instructions on the best ways to pickpocket someone. It includes crude pencil sketches of hand-to-pocket techniques.

Length & Reading Time. 18 pages, 1 downtime hour.

Completion Benefit. You can add your proficiency bonus to Dexterity (Sleight of Hand) skill checks when you are pickpocketing. If you are already proficient in Dexterity (Sleight of Hand), you have advantage on skill checks made to pickpocket.



SKILLS, HOBBIES, AND MORE

You can use this section to help you build books to “train” a player character in a variety of skills, languages, or other things.

Naturally, books can be fairly easily made for any of the skills that already exist in fifth edition. See the Creating Books, Libraries, and More section for more information.

You can also create books a character can read regarding the use of any artisan’s tools so that they might use that knowledge in pursuing a profession or hobby in their downtime.

Additionally, you can include books for other hobbies such as gaming, gambling, singing, playing musical instruments, acting, writing, creating art, and so much more.

KUTHOR LAGARR’S MARTIAL METHOD

A short book, designed to be pocket-sized and easy to reference. Contained within are the tactical notes of Kuthor Lagarr, the first warlord of Dragonmere. Found within are, unfortunately, no tactics designed for defeating four Cormyrean knights from horseback.

Length & Reading Time. 84 pages, 4 downtime hours.

Completion Benefit. You learn one maneuver of your choice from among those available to the Battle Master archetype in the fighter class. The DC for this maneuver is equal to 10 + your proficiency bonus. You have one superiority die, which is a d4. This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain any expended superiority die when you finish a short or long rest.

LYRES, HARPS, AND HORNS: SIXTY YEARS AT COURT IN SUZAIL AND ELSEWHERE

A bard’s account of their experience at court in Suzail and other locations. The book includes poems, songs, and sheet music written by the bard.

Length & Reading Time. 98 pages, 5 downtime hours.

Completion Benefit. You gain proficiency with the lyre, harp, and horn musical instruments. You have advantage on Charisma (Performance) checks you make while performing with a lyre, harp, or horn.

A MERCHANT’S MUSINGS

This small booklet contains many tidbits of advice and information targeted to merchants and peddlers of wares.

Length & Reading Time. 63 pages, 4 downtime hours.

Completion Benefit. You have advantage on Charisma checks made while haggling the trade or sale prices of items that you own and are trying to sell or trade to another creature.

ONE DROP OF POISON

This textbook contains lessons on poisons, harvesting natural poisons from creatures or plants, and the best ways to apply them.

Length & Reading Time. 366 pages, 19 downtime hours.

Completion Benefit. You are proficient with the poisoner’s kit. Additionally, you have advantage on skill checks made to harvest poisonous substances from plants or creatures.

SEEDS, CUTTINGS, AND TRANSPLANTS: A GARDENER’S TOME FOR ALL SEASONS

This handbook was written for beginner gardeners and experts alike. It contains information on the sunlight, moisture, and nutrient requirements of various garden plants.

Length & Reading Time. 373 pages, 19 downtime hours.

Completion Benefit. You have proficiency with gardener’s tools and the herbalism kit.

A STUDY OF FIRST AGE CALISHITE ARCHITECTURE

This manual contains descriptions of every manner of architectural style used in Calimshan.

Length & Reading Time. 215 pages, 11 downtime hours.

Completion Benefit. You have basic fundamental knowledge of general architecture. You have advantage on skill checks made to identify architectural elements used in Calishite construction.

RANDOM SKILLS AND HOBBIES BOOK TABLE

d8 Skills and Hobbies Book

- | | |
|---|--|
| 1 | <i>Discourses on Art and Gems</i> |
| 2 | <i>Fast Hands and Full Pockets</i> |
| 3 | <i>Kuthor Lagarr's Martial Method</i> |
| 4 | <i>Lyres, Harps, and Horns: Sixty Years at Court in Suzail and Elsewhere</i> |
| 5 | <i>A Merchant's Musings</i> |
| 6 | <i>One Drop of Poison</i> |
| 7 | <i>Seeds, Cuttings, and Transplants: A Gardener's Tome for All Seasons</i> |
| 8 | <i>A Study of First Age Calishite Architecture</i> |

Travel

Many folks of all kinds travel across the lands of Faerûn. From the Sword Coast to Mulhorand and beyond, travel books can help any explorer navigate their way throughout the lands.

AMARUNE'S ALMANAC OF THE REALMS

A spiritual successor to Elminster's Complete Ecologies, this series consists of journals written by Amarune Whitewave, ancestor of Elminster Aumar and Chosen of Mystra, and her husband Arclath Delcastle. These almanacs narrativize their travels throughout Faerûn.

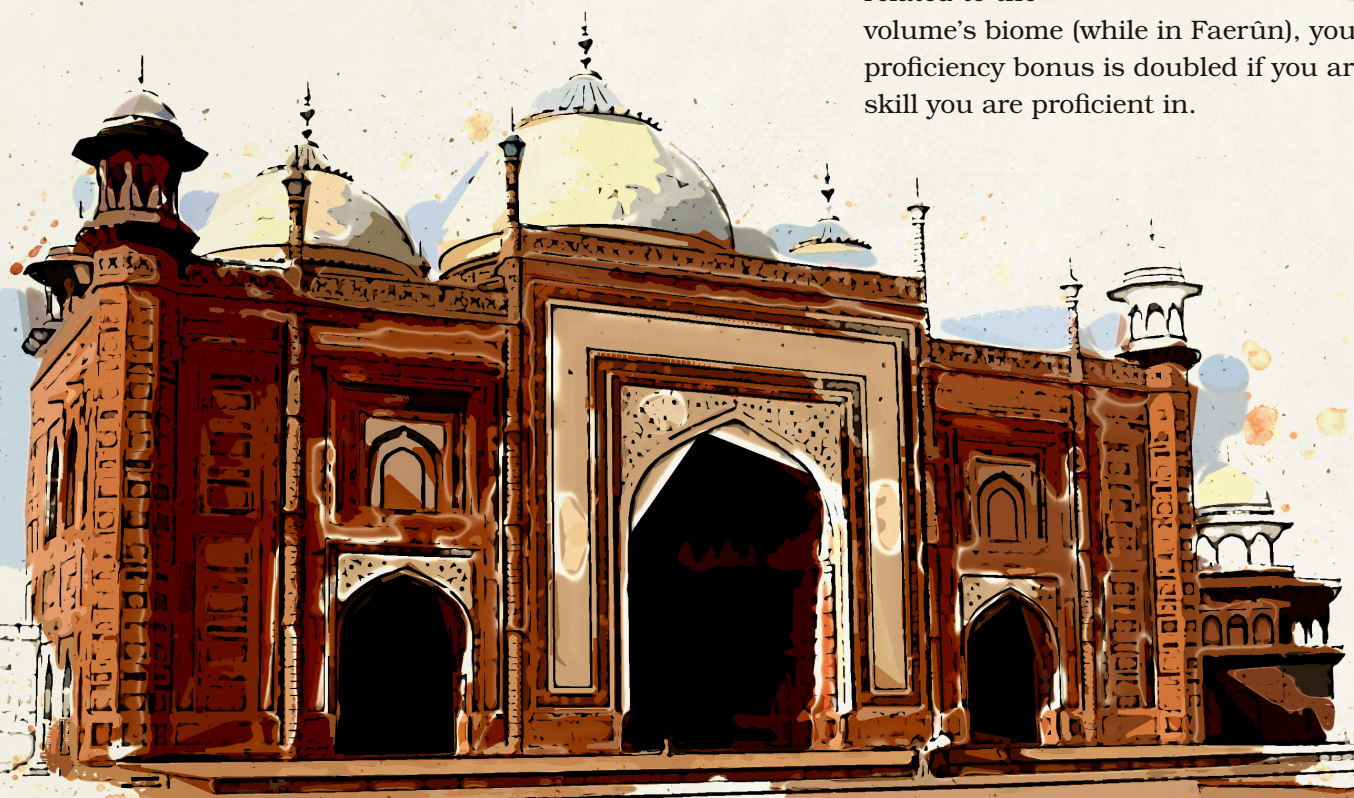
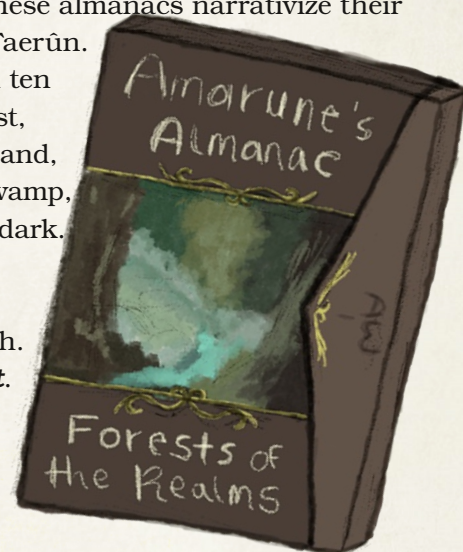
This series comes in ten volumes: arctic, coast, desert, forest, grassland, mountain, ocean, swamp, urban, or the Underdark.

Length & Reading

Time. 50 pages, 3 downtime hours each.

Completion Benefit.

Whenever you make an Intelligence or Wisdom check related to the volume's biome (while in Faerûn), your proficiency bonus is doubled if you are using a skill you are proficient in.



AN ECOLOGY OF THE PLANES (COMPLETE)

Written by Garth of Suzail in 1354 DR, this manual comes in 7 volumes. Each volume details many of the planes that connect Faerûn to the cosmos. In it are detailed accounts of portals to access each plane, a list of their known denizens, and more.

Length & Reading Time. 1232 pages, 62 downtime hours.

Completion Benefit. You can recall the location of permanent planar portals and have advantage on Intelligence and Wisdom checks you make to locate new portals and recall information about the planes. A keen reader (one with a passive Investigation score of 22 or higher) who reads this book will notice the presence of glyphs in the margins, which correspond to sigil sequences for a permanent teleportation circle within each plane.

ELMINSTER'S ECOLOGIES, THE COMPLETE COMPENDIUM

This hefty tome compiles all 9 volumes of the series, written by Elminster Aumar and various other authors. This book details the natural wildlife, local trees, and plants found in the following regions: The Heartland, Cormanthor, Anauroch, The Storm Horns, The Thunder Peaks, The Cormyrean Marshes, The Stonelands, The Goblin Marches, The Sea of Fallen Stars, and The Great Gray Land of Thar.

Length & Reading Time. 1128 pages, 57 downtime hours.

Completion Benefit. You are able to identify any plant, flower, herb, or tree within the locations listed above without needing to make a skill check. You have advantage on skill checks related to identifying fauna from the regions listed above. Additionally, you have advantage on saving throws made to resist the effects of contact with natural flora, such as contact rashes, poison from ingestion, or other such effects.

A MANYREALMS GALLIMAUFRY

This compilation of maps is considered to be one of the most well-known of its kind, as compiled by Trammeth Anstrelgor.

Length & Reading Time. 36 pages, 2 downtime hours.

Completion Benefit. You can use the maps included in this compilation to aid you in navigation of Faerûn. You have advantage on skill checks to navigate Faerûn while using these maps.

TRAVEL GUIDES AND WHAT THEY'RE GOOD FOR

Any adventurer can easily flip through a travel guide for the local region they are visiting. A travel guide is useful for finding the "best places" for just about anything. The best shop! The best pub! The best-paying jobs!

Travel guides also tend to contain maps of the region, city, roadways, and more. They often also contain depictions of places to visit for their cultural or historical significance.

MY JOURNEYS AROUND THE SEA OF FALLEN STARS

This book documents the extensive travels of Nelve Harssad in the area of the Sea of Fallen Stars. The book is a vast repository of lore and knowledge of the area.

Length & Reading Time. 290 pages, 15 downtime hours.

Completion Benefit. You have advantage on skill checks made to navigate the Sea of Fallen Stars and its surrounding areas.

A SAGE'S TRAVEL GUIDE TO THE NORTH

This small textbook contains geographical and information on the locales of The Lurkwood, The Evermoors, Icewind Dale, The Spine of the World, Mirabar, and various other northern locations.

Length & Reading Time. 173 pages, 9 downtime hours.

Completion Benefit. You have advantage on Intelligence (History) checks to recall information regarding geographical features in the areas listed above.

VOLO'S GUIDE TO THE SWORD COAST

Volothamp Geddarm's travel guide to the Sword Coast region is a small pamphlet describing the Sword Coast, from Luskan in the north to Baldur's Gate in the south.

Length & Reading Time. 59 pages, 3 downtime hours.

Completion Benefit. You have advantage on skill checks related to navigating the Sword Coast. Additionally, you have advantage on Charisma checks made to negotiate the prices of travel coaches along the Trade Way, the Coast Way, the Long Road, and the High Road.

VOLO'S GUIDE TO WATERDEEP OR ALTERNATIVELY, VOLO'S WATERDEEP ENCHIRIDION

A guidebook to the city of Waterdeep, complete with a copy of The Code Legal, authored by Volothamp Geddarm.

Length & Reading Time. 27 pages. 1 downtime hour.

Completion Benefit. You have advantage on skill checks related to recalling information about Waterdeep.

RANDOM TRAVEL BOOK TABLE

d8	Travel Book
1	<i>Amarune's Almanac of the Realms</i>
2	<i>An Ecology of the Planes (Complete)</i>
3	<i>Elminster's Ecologies, the Complete Compendium</i>
4	<i>A Manyrealms Gallimaufry</i>
5	<i>My Journeys Around the Sea of Fallen Stars</i>
6	<i>A Sage's Travel Guide to the North</i>
7	<i>Volo's Guide to the Sword Coast</i>
8	<i>Volo's Guide to Waterdeep</i>

Fiction Written Works

Unlike non-fiction, fiction works are generally read purely for entertainment. These written works confer no mechanical completion benefit, but they still make great works to read during downtime!

DEMONIC INFESTATIONS

A small booklet containing a collection of stories about demonic possessions.

Length & Reading Time. 119 pages, 6 downtime hours.

THE DEEPWALKER CHRONICLES

A compiled set of 5 novels about adventure, magic, love, and mystery.

Length & Reading Time. 347 pages, 18 downtime hours.

A DOVE AT DAWN

This gripping tragedy tells a story of unrequited love amidst a warring kingdom. The harrowing tale ends in loss, but in the most unexpected ways.

Length & Reading Time. 282 pages, 15 downtime hours.

EBERRONICON: A POCKET GUIDE TO THE WORLD

This unusual tome bears markings and symbols unfamiliar to most scholars, and, as such, it has been deemed a work of fanciful fiction. Surely, the machinations described here are beyond even the designs of the artificers of Lantan and brilliant magical minds of Halruaa. Even the dragons of this world bear little resemblance to those who hunt the night skies of Toril.

Length & Reading Time. 54 pages, 3 downtime hours.

THE MAZTICAN DREAM

"The ground opened beneath us, and after a long and frustrating fall, we tumbled into a wide cave. Inside we found temples of gold, people of a culture we'd never experienced, and deific idols of a jaguar-faced man. I knew then; we were far from the Triboar Trail."

The above is an excerpt from this fantastical tale of adventurers transported through the ground beneath them into an unknown world. With only days to find their way home, the adventurers must find their way home before an accursed ritual is performed, sacrificing their lives.

Length & Reading Time. 331 pages, 17 downtime hours.

THE MOONLIGHT MORNINGSTAR MURDERS

A thrilling murder mystery.

Length & Reading Time. 209 pages, 10 downtime hours.

THE MOONSHAE CHRONICLES

This fictional account of an adventurer in Moonshae was written by an unknown author from Flamsterd of the Moonshae Isles.

Length & Reading Time. 176 pages, 9 downtime hours.

THE POISON CHALICE

A tale of political intrigue in the city of Menzoberranzan, written in Elvish by an unknown author.

Length & Reading Time. 189 pages, 10 downtime hours.

SLUMBERTIME STORIES FOR SPRIGS

This collection of fables, fairy tales, and bedtime stories is one of the most complete in all of Faerûn.

Length & Reading Time. 158 pages, 8 downtime hours.

RANDOM FICTION BOOK TABLE

d8	Fiction Book
1	<i>Demonic Infestations</i>
2	<i>The Deepwalker Chronicles</i>
3	<i>A Dove at Dawn</i>
4	<i>Eberronicon: A Pocket Guide to the World</i>
5	<i>The Maztican Dream</i>
6	<i>The Moonlight Morningstar Murders</i>
7	<i>The Moonshae Chronicles</i>
8	<i>The Poison Chalice</i>
9	<i>Slumbertime Stories for Sprigs</i>
10	Reroll



Creating Books, Libraries, and More



aking your own books to fill your world with information treasure troves for players can be a fun and rewarding experience! Not all books need to have a mechanical benefit, but you can easily use any of the mechanical benefits presented in this supplement in books you create for your game. You can alter these, too, as you see fit. Changing the titles of books is also a simple way to put books into your game, especially if your game is set somewhere other than The Forgotten Realms.

Feel free to use the following tables and information to build new books for your games.

Skill Books

Books regarding a certain skill can simply give a player proficiency in that skill. You can even include books on skill subjects in a player's starting loot to help narratively explain how they may have gained a particular skill. Some skills, such as History or Religion, might be better suited to books presented in this supplement, but general knowledge books on the subject can still be used for this purpose.

SKILL BOOK TABLE

d20	Skill Book
1	Roll again
2	(STR) Athletics
3	(DEX) Acrobatics
4	(DEX) Sleight of Hand
5	(DEX) Stealth
6	(INT) Arcana
7	(INT) History
8	(INT) Investigation
9	(INT) Nature
10	(INT) Religion
11	(WIS) Animal Handling
12	(WIS) Insight
13	(WIS) Medicine
14	(WIS) Perception
15	(WIS) Survival
16	(CHA) Deception
17	(CHA) Intimidation
18	(CHA) Performance
19	(CHA) Persuasion
20	Roll again



Type of Book

Books come in all shapes and sizes, with all sorts of binding techniques, paper types, and more! You can use the following table to help create books of all different kinds.

BOOK TYPE TABLE

d10	Type of Book
1	Encyclopedia. A vast collection of information organized in a way that is easy to search through.
2	Grimoire. Typically a book containing lore of the arcane, magical, or mystical things.
3	Handbook. Similar to a manual, but generally smaller (in length or physical size).
4	Manual. Typically an instructional book, usually used for hobbies, skills, trades, education, etc.
5	Manuscript. Could be found in a specially made box, a leather envelope, or—if the author was very disorganized—possibly unbound and scattered.
6	Novel. Fictional stories.
7	Pamphlet. Usually a very small amount of paper bound together at folds and meant to give succinct amounts of information on a particular topic.
8	Scroll. Papers (usually parchment) rolled together using one or two cylindrical objects, typically made of wood.
9	Spellbook. A book containing spells including their material component requirements, verbal components, somatic instructions, and their properties.
10	Tome. A generally large book, aimed at serving as a collection of knowledge, sometimes from many sources.

Book Subject

When creating books using randomization, it can be helpful to decide a subject with the roll of a die. Use the table below to select a book subject at random.

BOOK SUBJECT TABLE

d20	Book Subject
1	Arcana, Forbidden or Lost Knowledge
2	Arcana, Magic Items
3	Arcana, School of Magic
4	Arcana, Spells
5	Encyclopedia
6	Fiction, Novel
7	Folklore, Fairy Tales
8	Folklore, Legends & Myths
9	Guide, Craft or Profession
10	Guide, Hobby
11	Guide, Monster Hunting
12	Guide, Travel
13	History, Ancient
14	History, Region
15	History, War
16	Manual, Skill
17	Political, Propaganda
18	Political, Social
19	Religion, Holy Text
20	Religion, Prayer / Ritual Book



Type of Library

Libraries, like books, come in all shapes and sizes. Sometimes libraries allow the lending and borrowing of their books to locals, or even visitors. Other times, a library is actually a bookstore, and the only way to walk out with a book from their stock is to purchase (or steal) it. Below are brief descriptions of various types of libraries you can incorporate into your game.

PUBLIC LIBRARY

Generally, public libraries are found in large cities and metropolises. These libraries are sometimes funded by the government or founded by the generous donation of a personal library (usually by a rich patron, but one whose living family isn't fond of books). Public libraries will commonly have general knowledge books, encyclopedias, books for self-improvement (skill handbooks), and a plethora of fictional novels for the populace to enjoy as a hobby.

BOOKSTORE

A bookstore's contents can be as various or as specific as the bookstore owner chooses. Some bookstores might only sell fictional novels or books on potion-making, to name a few examples. Or a bookstore could carry a stock of as many topics as possible; if the owner can get their hands on it, they will sell it.

TEMPLE OR RELIGIOUS LIBRARY

Temples and churches generally keep libraries with books relevant to their religion or particular deity. These can include holy texts, prayer books, ritual books, lore books, and texts on legal or moral codes. Sometimes, libraries of a religious nature may even contain texts on forbidden topics that the church or religious leaders want to keep hidden from public circulation. Books such as these may be under constant guard or otherwise locked away.

BUT CAN YOU GET THAT FOR ME?

A character can always make a request for a bookstore or library to carry or locate a particular book. Still, rarity and price may require them to refuse or may require the character to have patience while the librarian or bookstore owner attempts to obtain the book for the character.

Choose a length of time a character might have to wait for the bookstore or library to obtain the requested written work from the options below.

Short time: 1d4 days

Average time: 2d6 days

Long time: 3d10 days

Low rolled results on the "Long time" option, such as a result of 3, can be narratively explained as a stroke of good luck on the librarian or bookstore owner's search for the requested book.

MAGE'S LIBRARY

Mages, wizards, scholars, and arcanists are well-known for seeking out books containing powerful magic or mysterious secrets. If one finds themselves in a mage's library, they are sure to encounter books with arcane knowledge and lore.

RANDOM LIBRARY TYPE TABLE

d8	Library Type
1	Public Library
2	Book Store
3	Temple or Religious Library
4	Mage's Library

Libraries of Faerûn

There are several dozens of libraries scattered across Faerûn. These presented below are some of the most well-known libraries.

CANDLEKEEP

This towered fortress on a crag overlooking the Sea of Swords contains a grand library known far and wide throughout the land. This library is often considered the greatest collection in all of Faerûn.

GRAVENHOLLOW

Found in the Northdark region of the Underdark, Gravenhollow is an ancient library carved from a massive faerzress-infused geode. It is larger on the inside than the outside, and exists outside of the flow of time. In contrast to its proximity to a high concentration of faerzress, divination magic is the only magic that can be cast from the inside of the library. The library keeps echoes of those who walk its halls—both past and future—which appear as flickering apparitions.

HERALD'S HOLDFAST

Herald's Holdfast is a spell-guarded library belonging to the Heralds of Faerûn, a group of historians who value all literature regarding the nobility of Faerûn. Herald's Holdfast is located in the southern tip of the Moonwood, near Silverymoon.

LEAVES OF LEARNING

This Temple to Oghma, the Lord of Knowledge, is located in Highmoon in the Dalelands. The central tower, known as the Tower of Tomes, is six stories tall and contains the bulk of the library's collection.

VAULT OF THE SAGES

The Vault of the Sages is considered Silverymoon's pride and joy. The original location was southeast of the market in Northbank, but that location has become the Map House. The new site is in Southbank.



Statblocks



Almiraj

Small beast, unaligned

Armor Class 13

Hit Points 3 (1d6)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	10 (+0)	2 (-4)	14 (+2)	10 (+0)

Skills Perception +4, Stealth +5

Senses darkvision 30 ft., passive Perception 14

Challenge 0

XP 10

Keen Senses. The almiraj has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Horn. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 +3) piercing damage.

Baboon

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	4 (-3)	12 (+1)	6 (-2)

Senses passive Perception 11

Challenge 0

XP 10

Pack Tactics. The baboon has advantage on an attack roll against a creature if at least one of the baboon's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) piercing damage.

Badger

Tiny beast, unaligned

Armor Class 10

Hit Points 3 (1d4 + 1)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	11 (+0)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Challenge 0

XP 10

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Cranium Rat

Tiny beast, lawful evil

Armor Class 12

Hit Points 2 (1d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	4 (-3)	11 (+0)	8 (-1)

Senses darkvision 30 ft., passive Perception 10

Challenge 0

Languages telepathy 30 ft.

XP 10

Illumination. As a bonus action, the cranium rat can shed dim light from its brain in a 5-foot radius or extinguish the light.

Telepathic Shroud. The cranium rat is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.



Crawling claw

Tiny undead, neutral evil

Armor Class 12

Hit Points 2 (1d4)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 0

XP 10

Turn Immunity. The claw is immune to effects that turn undead.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 +1) bludgeoning or slashing damage (claw's choice).



Gazer

Tiny aberration, neutral evil

Armor Class 13

Hit Points 13 (3d4 + 6)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

Saving Throws Wisdom +2

Skills Perception +4, Stealth +5

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 14

Challenge ½

XP 100

Aggressive. As a bonus action, the gazer can move up to its speed toward a hostile creature that it can see.

Mimicry. The gazer can mimic simple sounds of speech it has heard, in any language. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Eye Rays. The gazer shoots two of the following magical eye rays at random (reroll duplicates), choosing one or two targets it can see within 60 ft. of it:

- **Dazing Ray.** The targeted creature must succeed on a DC 12 Wisdom saving throw or be charmed until the start of the gazer's next turn. While the target is charmed in this way, its speed is halved, and it has disadvantage on attack rolls.

- **Fear Ray.** The targeted creature must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the gazer's next turn.

- **Frost Ray.** The targeted creature must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) cold damage.

- **Telekinetic Ray.** If the target is a creature that is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be moved up to 30 feet directly away from the gazer.

If the target is an object weighing 10 pounds or less that isn't being worn or carried, the gazer moves it up to 30 feet in any direction. The gazer can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a container.

Eagle

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	2 (-4)	14 (+2)	7 (-2)

Skills Perception +4

Senses passive Perception 14

Challenge 0

XP 10

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 +2) slashing damage.

Flying Monkey

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	5 (-3)	12 (+1)	6 (-2)

Senses passive Perception 11

Challenge 0

XP 10

Pack Tactics. The flying monkey has advantage on an attack roll against a creature if at least one of the monkey's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 -1) piercing damage.

Pseudodragon

Tiny dragon, neutral good

Armor Class 13 (natural armor)

Hit Points 7 (2d4 + 2)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages understands Common and Draconic but can't speak

Challenge ¼

XP 50

Keen Senses. The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Magic Resistance. The pseudodragon has advantage on saving throws against spells and other magical effects.

Limited Telepathy. The pseudodragon can magically communicate simple ideas, emotions and images telepathically with any creature within 100 feet of it that can understand a language.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 +2) piercing damage.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 +2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

Scorpion

Tiny beast, unaligned

Armor Class 11 (*natural armor*)

Hit Points 1 (1d4 - 1)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	8 (-1)	1 (-5)	8 (-1)	2 (-4)

Senses blindsight 10 ft., passive Perception 9

Challenge 0

XP 10

Actions

Sting. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.



Tressym

Tiny beast, chaotic neutral

Armor Class 12

Hit Points 5 (2d4)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +5, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands Common but can't speak

Challenge 0

XP 10

Detect Invisibility. Within 60 feet of the tressym, magical invisibility fails to conceal anything from the tressym's sight.

Keen Smell. The tressym has advantage on Wisdom (Perception) checks that rely on smell.

Poison Sense. A tressym can detect whether a substance is poisonous by taste, touch, or smell.

Actions

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Annihilating Aberrations

This old tome has a damaged spine and is barely intact. Some pages are torn or creased. The parchment is yellowed from age.

Length & Reading Time. 327 pages, 17 downtime hours.

Completion Benefit. You deal an additional +1 damage per your character level to aberrations. The damage type is determined by whatever weapon, spell, or other source of damage that you use to deal this damage to an aberration.

Belligerent Beasts and Where to Battle Them

This book has an owlbear hide cover. The interior pages have seen heavy use.

Length & Reading Time. 378 pages, 19 downtime hours.

Completion Benefit. You deal an additional +1 damage per your character level to beasts. The damage type is determined by whatever weapon, spell, or other source of damage that you use to deal this damage to a beast.

The Care and Keeping of Exotic Pets

This small book has an illustration of an almiraj on the cover. It is bound in fine leather.

Length & Reading Time. 112 pages, 6 downtime hours.

Completion Benefit. You can add the **almiraj**, **baboon**, **badger**, **cranium rat**, **crawling claw**, **gazer**, **eagle**, **flying monkey**, **pseudodragon**, **tressym**, and **scorpion** to the list of creatures you can choose from whenever you cast the *find familiar* spell. You also have advantage on any Wisdom (Animal Handling) checks made when interacting with any of those creatures.

The Compleat Dragon-Hunter

This book, formatted like a textbook of sorts, details the accounts of Smerdiuk Dragonbane.

Each chapter is a step-by-step dragon hunt, starting with finding a dragon and ending with how to dispose of its corpse.

Length & Reading Time. 322 pages, 16 downtime hours.

Completion Benefit. You have advantage on Wisdom checks made to track dragons, as well as any ability checks made to harvest materials from a slain dragon. When you score a critical hit against a dragon, you roll one additional weapon damage die.

A Dauntless Druid's Guide to Elementals

The cover of this book has an ornate symbol depicting the four primary elements: air, earth, fire, and water.

Length & Reading Time. 278 pages, 14 downtime hours.

Completion Benefit. You deal an additional +1 damage per your character level to elementals. The damage type is determined by whatever weapon, spell, or other source of damage that you use to deal this damage to an elemental.

A Gardener's Guide to Plant Monsters

This simple handbook, written by a gardener who seemingly always had problems dealing with living plants as garden pests, gives detailed advice on how to deal with such garden pests.

Length & Reading Time. 225 pages, 12 downtime hours.

Completion Benefit. You deal an additional +1 damage per your character level to plants. The damage type is determined by whatever weapon, spell, or other source of damage that you use to deal this damage to a plant.

On Identifying Dragons and Their Kin

A small pamphlet with sketches of different types of dragons, including details on their habitats, diet, and mannerisms. This pamphlet includes information on half-dragons and dragonborn.

Length & Reading Time. 40 pages, 2 downtime hours.

Completion Benefit. After reading this, you have sufficient knowledge to identify dragons, half-dragons, and dragonborn. You have advantage on Wisdom (Perception) or Intelligence (Investigation) checks made to identify the color, breath weapon damage type, habitat, diet, and mannerisms of a dragon, half-dragon, or dragonborn within 90 feet of you.

The Ordning of Giants

This thick tome is larger than most books in all dimensions. It is bound with thick metal rings in four punched locations along the spine, and the cover is made out of thin metal tablet-like plates.

The content within covers the societal structure of giants, their culture, their religion, and much more. It also contains a thorough translation guide from Giant to Common.

Length & Reading Time. 459 pages, 23 downtime hours.

Completion Benefit. You have advantage on all Charisma checks you make when interacting with giants. Additionally, you can read, write, and speak Giant.

Tales from the Feywild

This book contains accounts of various explorers who have been to the Feywild, the realm of the Fey. It includes a translation guide for Common to Sylvan.

Length & Reading Time. 387 pages, 20 downtime hours.

Completion Benefit. You have advantage on Charisma checks made while interacting with fey. Additionally, you can read, write, and speak Sylvan.

Volo's Guide to Monsters

Volothamp Geddarm's most recent extensive work on the creatures found all around Faerûn. This repository contains lore, creature descriptions, and various artwork on over 120 creatures.

Length & Reading Time. 224 pages, 12 downtime hours.

Completion Benefit. After rolling initiative and if you are not surprised, you can immediately use your reaction to learn a single immunity, resistance, or vulnerability of one creature that you can see within 60 feet.

Elder Days of Amn

A complete history of the land of Amn is described in this textbook.

Length & Reading Time. 173 pages, 9 downtime hours.

Completion Benefit. You have advantage on ability checks made to recall historical information regarding the area of Amn. Additionally, you have advantage on ability checks made to navigate the area of Amn.

Fallen Legacies: Archaeological and Historical Analysis of the Mere of Dead Men

This hefty tome contains a wealth of information on archaeological finds from the Mere of Dead Men. It includes a historical outline of the time of the Fallen Kingdom, when thousands of humans, dwarves, and elves were slain there during the invasion of an orc army.

Length & Reading Time. 126 pages, 7 downtime hours.

Completion Benefit. You have advantage on ability checks made to recall information on the Mere of Dead Men. Additionally, you have advantage on ability checks made to navigate the area of the Mere of Dead Men.

The Golden Age of Goblins

This text describes various periods of goblin history and includes an outline of the rough structure of goblin society and politics.

Length & Reading Time. 133 pages, 7 downtime hours.

Completion Benefit. You have advantage on Charisma checks made while interacting with goblins.

The High History of Faerûnian Archmages of Might

This tome describes a list of various archmages known across Faerûn from various periods of time.

Length & Reading Time. 153 pages, 8 downtime hours.

Completion Benefit. You can recall the name of any person known as archmage within Faerûn at any point in history, up to 1366 DR. You have advantage on skill checks made to recall specific information on any such archmage.

Historia Tethyra

This book details the history of the nation of Tethyr, south of Amn and north of Calimshan. Also included are details on Tethyr's government and social structures.

Length & Reading Time. 368 pages, 19 downtime hours.

Completion Benefit. You have advantage on ability checks made to recall information regarding the history of the nation of Tethyr. Additionally, you have advantage on Charisma checks made while interacting with a Tethyrian person.

History of the Crusade

An "unbiased" account of King Azoun IV's crusade against the Tuigan Horde written by the bard Thom Reaverson.

Length & Reading Time. 198 pages, 10 downtime hours.

Completion Benefit. You gain insightful knowledge into the tactics used in full-scale battles. You have advantage on skill checks related to commanding an army of soldiers with 100 or more soldiers.

Imaskari Book of War

The original version of this book is unknown in origin. Copies can be found written only in Common or Dwarven. This book details accounts of war tactics, weaponry, armor, and battle techniques.

Length & Reading Time. 517 pages, 26 downtime hours.

Completion Benefit. Choose any two martial weapons to become proficient with. If you are already proficient with all martial weapons, you instead have advantage on all initiative rolls you make as long as you are not surprised.

Life Beneath the Sails

This massive book of sea lore is composed of three volumes of ships' logs. It contains a wealth of information on maritime law, traditions, as well as superstitions, helpful tips, and homilies, especially pertaining to the Sea of Fallen Stars.

Length & Reading Time. 592 pages, 30 downtime hours.

Completion Benefit. You gain proficiency with navigator's tools, and water vehicles. Additionally, you have advantage on skill checks made to recall information regarding maritime law, and the folklore of the Sea of Fallen Stars.

To Rule a Realm, From Turret to Midden

This manual includes tips and advice to readers who may be in leadership roles, government office, rulers' positions, nobility, or royalty.

Length & Reading Time. 451 pages, 23 downtime hours

Completion Benefit. Your Charisma score increases by 1. You have advantage on skill checks made to recall information about improving infrastructure systems (such as sewage, burial, healthcare, etc.), programs that assist a populace of a town, city, or nation, as well as basic defense of a town, city, or nation.

Valorous and Vanquished, the Dead Heroes of Faerûn

A history textbook describing the lives, adventures, and deaths of various heroes throughout the history of Faerûn.

Length & Reading Time. 247 pages, 13 downtime hours.

Completion Benefit. When you roll a death saving throw, you can choose to roll 1d8 and add the result to your death saving throw. Once you have chosen to use this ability, you cannot do so again until you complete a long rest.

The Art of Necromancy

This black leather-bound tome has no exterior writing. It can only be read by moonlight. Parts of this book are incomprehensible ravings by the author, Kazerabet.

Length & Reading Time. 530 pages, 27 downtime hours.

Completion Benefit. You can cast the spell *speak with dead*. Intelligence is your spellcasting modifier for it. Once you have cast the spell using this feature, you can not do so again until you finish a short or long rest.

Druidcraft for the Beginner

This small book, bound with twine, contains teachings from an unnamed druid. It describes techniques for channeling the power of nature for even the humblest beginners.

Length & Reading Time. 93 pages, 5 downtime hours.

Completion Benefit. You can cast the druidcraft cantrip. Wisdom is your spellcasting modifier for it.

Magic That I Have Tasted

This book is a cross between a cookbook and a spellbook. It contains recipes for making all sorts of whimsical pastries with very minor magical effects.

Length & Reading Time. 72 pages, 4 downtime hours.

Completion Benefit. You have advantage on ability checks related to making the pastries listed on the chart on next printout. You must be a spellcaster in order to create the pastries with the magical effects. If you are not a spellcaster, you can create the pastries, but they do not have any magical effects.

Tasty Magic Pastries Table

Pastry	Prep and Bake Time, Yield	Material Cost	Effect When Eaten
Sparkling Cupcake	4 hours, 6 cupcakes	2 sp	A creature that completely ingests this cupcake begins to sparkle and glow for 1d4 hours. Attacks against the creature are made with advantage for the duration.
Healing Crepes	1 hour, 10 crepes	15 sp	A creature that fully ingests a crepe regains 1 hit point.
Slime Cheesecake	3 hours, 1 8-slice cheesecake	10 sp	A creature that fully ingests 1 slice of this cheesecake begins to spew small chunks of slime out of their mouth 2 minutes after eating. The slime is harmless, but uncomfortable. It spews from the creature's mouth for 1 minute. The creature must succeed on a Constitution saving throw (DC 10) or fall prone after the 1 minute of spewing has ended.

Mind Over Muscle

This monograph written by Cuthbert the Unready is an extensive dive into the power of psionics. **Length & Reading Time.** 177 pages, 9 downtime hours. **Completion Benefit.** You can move a small object that you can see within 30 feet of you. The object can weigh up to 10 pounds, and the object can measure no larger than 1 foot in any dimension. You can levitate this object with the sheer power of your mind. You can move the object in any direction. The object must remain within 30 feet of you to be manipulated this way. You can levitate the object this way for up to 10 minutes once you activate this ability. After the 10 minutes have passed, you can not use this ability again until you complete a long rest.

Nycoptic Manuscripts

This pair of papyrus scrolls contain a plethora of information, especially regarding necromancy. Contained in these scrolls are cryptic prophecies of doom, a legend entitled "Loviatar's Descent into the Netherworld" and an incomplete set of ritual instructions for creating crawling claws. **Length & Reading Time.** 328 pages, 17 downtime hours (or 41 downtime hours for full completion, see below). **Completion Benefit.** You have advantage on skill checks made to recognize the effects or traces of necromancy. If you spend an 24 extra downtime hours, you can repair the instructions for creating **crawling claws**. Once you have repaired the instructions, you can perform a 30-minute ritual to create a crawling claw. The creature will obey your commands, and it takes its own turn in combat. If it is reduced to 0 hit points, it disappears. You can only create one crawling claw at a time in this manner.

A Scholar's Guide to Understanding the Weave

This textbook was written to aid scholars in studying arcana. It contains thesis work and dissertations on the topic of the Weave. **Length & Reading Time.** 306 pages, 15 downtime hours. **Completion Benefit.** You gain proficiency with the Intelligence (Arcana) skill.

Tome of the Dragon (Reprint)

While the original Tome of the Dragon written by Sammaster is a magical artifact of significant power, reprints of the book exist for circulation amongst members of the Cult of the Dragon. This dark, leather-bound tome bore a single gold symbol of the cult and no other embellishments. **Length & Reading Time.** 1650 pages, 82 downtime hours. **Completion Benefit.** You have advantage on Charisma checks made to interact with dragons. In addition, you have advantage on saving throws made to resist the Frightful Presence feature of dragons.

Volo's Guide to All Things Magical

Volothamp Geddarm wrote this tome to describe all manner of lost spells he encountered in his journeys. This book includes many tidbits of magical lore. **Length & Reading Time.** 360 pages, 23 downtime hours. **Completion Benefit.** Choose one spell from the Wizard spell list that is 3rd level or below. You can cast this spell once, using Intelligence as your spellcasting modifier, even if you are not a wizard. Once you have cast this spell using this feature, you can not do so again until you complete a long rest.

Encyclopaedia Deifica

This immense book describes the nature of the deities of Faerûn. **Length & Reading Time.** 374 pages, 14 downtime hours. **Completion Benefit.** You gain proficiency in the Intelligence (Religion) skill. If you were already proficient before you read this book, you have expertise with this skill instead.

Evolution and Creation

This book, written by Terrance Balancehand, describes various creation myths found throughout Faerûn and compares them to scholarly studies of evolution. **Length & Reading Time.** 433 pages, 22 downtime hours. **Completion Benefit.** You gain proficiency with the Intelligence (Religion) skill. You can double your proficiency bonus whenever you make Intelligence (Religion) checks to recall information regarding creation myths.

The Origin Myths: A Treatise

This collection of origin myth tales contains the origin myths of many different cultures, including elves, dwarves, dragons, halflings, orcs, giants, and more. **Length & Reading Time.** 611 pages, 30 downtime hours. **Completion Benefit.** You gain proficiency with both the Intelligence (History) and Intelligence (Religion) skills.

A Study on the Afterlife

This scholarly work describes the beliefs of various Faerûnian people and their views surrounding the afterlife, or life after death. It aims to answer the question, "What happens to my soul after I die?"

Length & Reading Time. 239 pages, 12 downtime hours.

Completion Benefit. You have advantage on skill checks to recall information regarding the beliefs of the afterlife for various Faerûnian cultures & religions.

The Sum of Theology

This text is an inquisitive look into the various theologies of Faerûn, written by Saint Vetheera, a servant of Oghma, the God of Knowledge.

Length & Reading Time. 202 pages, 10 downtime hours.

Completion Benefit. Your Intelligence score increases by 1.

The Tale of Lolth

This book details Lolth, the drow goddess. It describes her portfolio, drow practices, rituals, and worship. The ink of this book is only visible in darkness. For every hour that the book spends in direct sunlight, roll a d6. On a result of 6, the book takes 1 point of damage. The book has 6 hit points for the purposes of determining whether it is destroyed by sunlight.

Length & Reading Time. 81 pages, 4 downtime hours.

Completion Benefit. You have advantage on skill checks related to recalling information about Lolth or the worship of Lolth. Additionally, you may choose Lolth as your deity (such as becoming a cleric of Lolth) or you may choose Lolth as your patron for warlock features.

Unholy Rites of Bhaal

This dark book contains information on the ritualistic practices of followers of Bhaal, a god of death often called the Lord of Murder.

Length & Reading Time. 245 pages, 13 downtime hours.

Completion Benefit. Whenever you reduce a creature to 0 hit points, you have advantage on the next attack roll or ability check that you make within 10 minutes.

The Way of the Gods

This small pamphlet describes prayers, rites, rituals, and more for various deities of the Faerûn pantheon.

Length & Reading Time. 59 pages, 3 downtime hours.

Completion Benefit. If you spend 10 minutes reciting a prayer or ritual in this book to a deity, you receive a temporary blessing from that deity. You gain a d4 that you may expend on an ability check, skill check, or attack roll that you make within 8 hours. Once you have recited the prayer or ritual from this book, you can not gain the d4 as a benefit again until you complete a long rest.

Discourses on Art and Gems

This text contains a wealth of information on historical and popular artworks of the Realms. It also contains a thorough appendix containing information on various gemstones, their cut styles, jewelry-setting styles, and sketches of famous pieces of jewelry.

Length & Reading Time. 94 pages, 5 downtime hours.

Completion Benefit. You have advantage on skill checks made to identify the artist of paintings and artwork. Additionally, you have advantage on skill checks made to identify gems, whether they are cut, polished, set, or not.

Fast Hands and Full Pockets

This small handbook by an unknown author features detailed instructions on the best ways to pickpocket someone. It includes crude pencil sketches of hand-to-pocket techniques.

Length & Reading Time. 18 pages, 1 downtime hour.

Completion Benefit. You can add your proficiency bonus to Dexterity (Sleight of Hand) skill checks when you are pickpocketing. If you are already proficient in Dexterity (Sleight of Hand), you have advantage on skill checks made to pickpocket.

Kuthor Lagarr's Martial Method

A short book, designed to be pocket-sized and easy to reference. Contained within are the tactical notes of Kuthor Lagarr, the first warlord of Dragonmere. Found within are, unfortunately, no tactics designed for defeating four Cormyrean knights from horseback.

Length & Reading Time. 84 pages, 4 downtime hours.

Completion Benefit. You learn one maneuver of your choice from among those available to the Battle Master archetype in the fighter class. The DC for this maneuver is equal to 10 + your proficiency bonus. You have one superiority die, which is a d4. This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain any expended superiority die when you finish a short or long rest.

Lyres, Harps, and Horns: Sixty Years at Court in Suzail and Elsewhere

A bard's account of their experience at court in Suzail and other locations. The book includes poems, songs, and sheet music written by the bard.

Length & Reading Time. 98 pages, 5 downtime hours.

Completion Benefit. You gain proficiency with the lyre, harp, and horn musical instruments. You have advantage on Charisma (Performance) checks you make while performing with a lyre, harp, or horn.

A Merchant's Musings

This small booklet contains many tidbits of advice and information targeted to merchants and peddlers of wares.

Length & Reading Time. 63 pages, 4 downtime hours.

Completion Benefit. You have advantage on Charisma checks made while haggling the trade or sale prices of items that you own and are trying to sell or trade to another creature.

One Drop of Poison

This textbook contains lessons on poisons, harvesting natural poisons from creatures or plants, and the best ways to apply them.

Length & Reading Time. 366 pages, 19 downtime hours.

Completion Benefit. You are proficient with the poisoner's kit. Additionally, you have advantage on skill checks made to harvest poisonous substances from plants or creatures.

Seeds, Cuttings, and Transplants: A Gardener's Tome for All Seasons

This handbook was written for beginner gardeners and experts alike. It contains information on the sunlight, moisture, and nutrient requirements of various garden plants.

Length & Reading Time. 373 pages, 19 downtime hours.

Completion Benefit. You have proficiency with gardener's tools and the herbalism kit.

A Study of First Age Calishite Architecture

This manual contains descriptions of every manner of architectural style used in Calimshan.

Length & Reading Time. 215 pages, 11 downtime hours.

Completion Benefit. You have basic fundamental knowledge of general architecture. You have advantage on skill checks made to identify architectural elements used in Calishite construction.

Amarune's Almanac of the Realms

A spiritual successor to Elminster's Complete Ecologies, this series consists of journals written by Amarune Whitewave, ancestor of Elminster Aumar and Chosen of Mystra, and her husband Arclath Delcastle. These almanacs narrativize their travels throughout Faerûn. This series comes in ten volumes: arctic, coast, desert, forest, grassland, mountain, ocean, swamp, urban, or the Underdark.

Length & Reading Time. 50 pages, 3 downtime hours each.

Completion Benefit. Whenever you make an Intelligence or Wisdom check related to the volume's biome (while in Faerûn), your proficiency bonus is doubled if you are using a skill you are proficient in.

An Ecology of the Planes (Complete)

Written by Garth of Suzail in 1354 DR, this manual comes in 7 volumes. Each volume details many of the planes that connect Faerûn to the cosmos. In it are detailed accounts of portals to access each plane, a list of their known denizens, and more.

Length & Reading Time. 1232 pages, 62 downtime hours.

Completion Benefit. You can recall the location of permanent planar portals and have advantage on Intelligence and Wisdom checks you make to locate new portals and recall information about the planes. A keen reader (one with a passive Investigation score of 22 or higher) who reads this book will notice the presence of glyphs in the margins, which correspond to sigil sequences for a permanent teleportation circle within each plane.

Elminster's Ecologies, the Complete Compendium

This hefty tome compiles all 9 volumes of the series, written by Elminster Aumar and various other authors. This book details the natural wildlife, local trees, and plants found in the following regions: The Heartland, Cormanthor, Anauroch, The Storm Horns, The Thunder Peaks, The Cormyrean Marshes, The Stonelands, The Goblin Marches, The Sea of Fallen Stars, and The Great Gray Land of Thar.

Length & Reading Time. 1128 pages, 57 downtime hours.

Completion Benefit. You are able to identify any plant, flower, herb, or tree within the locations listed above without needing to make a skill check. You have advantage on skill checks related to identifying fauna from the regions listed above. Additionally, you have advantage on saving throws made to resist the effects of contact with natural flora, such as contact rashes, poison from ingestion, or other such effects.

A Manyrealms Gallimaufry

This compilation of maps is considered to be one of the most well-known of its kind, as compiled by Trammeth Anstrelgor.

Length & Reading Time. 36 pages, 2 downtime hours.

Completion Benefit. You can use the maps included in this compilation to aid you in navigation of Faerûn. You have advantage on skill checks to navigate Faerûn while using these maps.

My Journeys Around the Sea of Fallen Stars

This book documents the extensive travels of Nelve Harssad in the area of the Sea of Fallen Stars. The book is a vast repository of lore and knowledge of the area.

Length & Reading Time. 290 pages, 15 downtime hours.

Completion Benefit. You have advantage on skill checks made to navigate the Sea of Fallen Stars and its surrounding areas.

A Sage's Travel Guide to the North

This small textbook contains geographical and information on the locales of The Lurkwood, The Evermoors, Icewind Dale, The Spine of the World, Mirabar, and various other northern locations.

Length & Reading Time. 173 pages, 9 downtime hours.

Completion Benefit. You have advantage on Intelligence (History) checks to recall information regarding geographical features in the areas listed above.

Volo's Guide to the Sword Coast

Volothamp Geddarm's travel guide to the Sword Coast region is a small pamphlet describing the Sword Coast, from Luskan in the north to Baldur's Gate in the south.

Length & Reading Time. 59 pages, 3 downtime hours.

Completion Benefit. You have advantage on skill checks related to navigating the Sword Coast. Additionally, you have advantage on Charisma checks made to negotiate the prices of travel coaches along the Trade Way, the Coast Way, the Long Road, and the High Road.

Volo's Guide to Waterdeep (Volo's Waterdeep Enchiridion)

A guidebook to the city of Waterdeep, complete with a copy of The Code Legal, authored by Volothamp Geddarm.

Length & Reading Time. 27 pages, 1 downtime hour.

Completion Benefit. You have advantage on skill checks related to recalling information about Waterdeep.

Demonic Infestations

A small booklet containing a collection of stories about demonic possessions.

Length & Reading Time. 119 pages, 6 downtime hours.

The Deepwalker Chronicles

A compiled set of 5 novels about adventure, magic, love, and mystery.

Length & Reading Time. 347 pages, 18 downtime hours.

A Dove at Dawn

This gripping tragedy tells a story of unrequited love amidst a warring kingdom. The harrowing tale ends in loss, but in the most unexpected ways.

Length & Reading Time. 282 pages, 15 downtime hours.

Eberronicon: A Pocket Guide to the World

This unusual tome bears markings and symbols unfamiliar to most scholars, and, as such, it has been deemed a work of fanciful fiction. Surely, the machinations described here are beyond even the designs of the artificers of Lantan and brilliant magical minds of Halruaa. Even the dragons of this world bear little resemblance to those who hunt the night skies of Toril.

Length & Reading Time. 54 pages, 3 downtime hours.

The Maztican Dream

"The ground opened beneath us, and after a long and frustrating fall, we tumbled into a wide cave. Inside we found temples of gold, people of a culture we'd never experienced, and deific idols of a jaguar-faced man. I knew then; we were far from the Triboar Trail."

The above is an excerpt from this fantastical tale of adventurers transported through the ground beneath them into an unknown world. With only days to find their way home, the adventurers must find their way home before an accursed ritual is performed, sacrificing their lives.

Length & Reading Time. 331 pages, 17 downtime hours.

The Moonlight Morningstar Murders

A thrilling murder mystery.

Length & Reading Time. 209 pages, 10 downtime hours.

The Moonshae Chronicles

This fictional account of an adventurer in Moonshae was written by an unknown author from Flamsterd of the Moonshae Isles.

Length & Reading Time. 176 pages, 9 downtime hours.

The Poison Chalice

A tale of political intrigue in the city of Menzoberranzan, written in Elvish by an unknown author.

Length & Reading Time. 189 pages, 10 downtime hours.

Slumbertime Stories for Sprigs

This collection of fables, fairy tales, and bedtime stories is one of the most complete in all of Faerûn.

Length & Reading Time. 158 pages, 8 downtime hours.

Use these blanks to create your own handouts for books you customize for your games!

