

Tome of Tomes

Volume One

Author: Joseph Browning

Books in fantasy games have always been sources of mystery. We're all familiar with the sight of the magic user's eyes lighting up like a 5-year-old at Christmas when one is found. This work provides 100 tomes for your gaming pleasure, ranging from the magical to the mundane, from the common to the unique. Never again will you be at a loss to describe that recently found libram.

DESCRIBING THE TOMES

Each book is classified in several ways. Every book has a gold piece value as well as information on what field of study the book falls under for a sage's purpose. In addition, there are other descriptors used, and the complete list below describes them in more detail.

Author: The name of the author if known. Sometimes the author may be a group of individuals, such as the Monks of Merrin.

Race: If the author is an individual or of a group that contains only one race, the race of the author is listed.

Dimensions: This is given in inches in the following order: width, height, depth.

Weight: The weight of the tome in lbs.

Materials: The materials typically used in the construction of the tome if the work is unique. For non-unique works, the material listed should be considered the most commonly found version of the work.

Rarity: A relative value of the rarity of the tome, ranging from common, uncommon, rare, very rare, and unique. It should be noted that, under normal circumstances, rarity has little to do with value.

Fields of Study: All the fields of study within the scope of the work.

Special Knowledge Categories: Which (if any) special categories in which the work belongs.

Value: The value of the tome to a buyer with interest in such matters. The value here assumes a book in good condition - one that is fully readable and without overt blemishes. Prices should be altered based upon differences in condition from this baseline.

THE ONE HUNDRED TOMES

101 Ways to Die through Foolhardiness

Author: Gorath Ironfist

Race: Dwarf

Dimensions: 16x16x1

Weight: 5 lbs.

Materials: Leather-bound, woodboard, parchment

Rarity: Common

Fields of Study: Physical universe, fauna, flora

Special Knowledge Categories: Architecture & engineering, physics, arachnids, reptiles, flowers, fungi

Value: 250 gp

The humorous tone of this work has long held it back from being considered a classic work, but the sheer number of copies of Gorath Ironfist's *101 Ways to Die Through Foolhardiness* stakes just such a claim regardless tone. This large work is profusely illustrated (resulting in its high value) and concerns poisons, dangerous plants, animals, fungi, and traps of all sorts.

The Abyssal Planes

Author: Domnux Deovior

Race: Human

Dimensions: 16x16x2

Weight: 10 lbs.

Materials: Leather-bound, woodboard, parchment

Rarity: Very rare

Fields of Study: Supernatural & unusual

Special Knowledge Categories: Planes (outer)

Value: 450 gp

Who Domnux Deovior was is unknown, and some sages speculate he is only a legendary persona and that *The Abyssal Planes* is the work of many individuals. They point to differences in style and usage at various points in the text to support their postulate. Regardless authorship, *The Abyssal Planes* is a broad general work upon that part of the multiverse.

Alchemical Mixtures of the Most Unusual Sort

Author: Zyrissalanticzar

Race: Efreeti

Dimensions: 6x6x1

Weight: 4 lbs.

Materials: Brass cover, etched brass pages

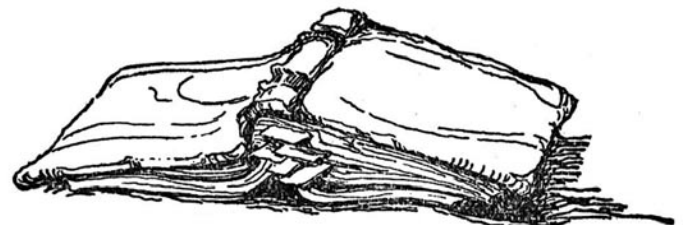
Rarity: Very rare

Fields of Study: Physical universe, supernatural & unusual

Special Knowledge Categories: Chemistry, geology & mineralogy, planes (elemental)

Value: 125 gp

Zyrissalanticzar, the efreeti that etched this short work, was none other than the alchemist for the great Sultan himself. Within the brass covers, strange and unusual alchemical processes and mixtures are discussed. Most of them require ingredients from the elemental planes, and some processes even assume the reader has a lab available on those planes. As such, this work is more a curiosity for material plane readers, but it is rumored that a recipe for a double-strength **potion of fire resistance** is hidden within the work.



The Amphibians of the Cold Marshes

Author: Cauld Plowterie

Dimensions: 6x5x0.5

Weight: 0.5 lbs.

Materials: Leather-bound, woodboard, parchment

Rarity: Very rare

Fields of Study: Humanoids & giantkind, fauna

Special Knowledge Categories: Law & customs, sociology, amphibians

Value: 80 gp

Often viewed as a companion volume to Plowterie's *Weeds of the Cold Marshes*, this illustrated work details all the common amphibians found throughout the cold marshes in which Plowterie traveled. There is a small section on the primitive toad-men that lurk in the deepest parts of the marshes, making this one of the few volumes known to discuss their habits and customs.

Ancient Kemet

Author: Liart Spilgie

Race: Elf

Dimensions: 16x16x3

Weight: 15 lbs.

Materials: Leather-bound, woodboard, parchment

Rarity: Uncommon

Fields of Study: Humankind

Special Knowledge Categories: History

Value: 250 gp

The dynamic and unique society of Ancient Kemet is brought to life in this well-rounded study of its three-thousand year history. Liart Spilgie is a masterful storyteller and a quality historian as well. *Ancient Kemet* is almost a required text for any aspiring library-builder.

Archibald's Collected Signs

Author: Archibald Williamson

Race: Human

Dimensions: 8x8x1

Weight: 2lbs.

Materials: Leather-bound, woodboard, vellum

Rarity: Rare

Fields of Study: Supernatural & unusual

Special Knowledge Categories: Heraldry, signs & sigils

Value: 100 gp

Over 1,000 signs and sigils are compiled in this small work. Archibald was a magic user of some worth, and it is believed that he surreptitiously collated his collection via copying from various libraries throughout the known world. The signs within are mostly alchemical and magical, but there is a collection of over 25 personal signs of the great magic users throughout history. It should be noted that Archibald included his personal sign in this list...

The Art of Relent Plume

Author: Relent Plume

Race: Half Elf

Dimensions: 16x4x1

Weight: 3 lbs.

Materials: Leather-bound, woodboard, vellum

Rarity: Very rare

Fields of Study: Demi-humankind

Special Knowledge Categories: Art & music

Value: 2,650 gp

The evocative art of Relent Plume (real name unknown) has been lost to history, but a few rare copies of this work (4 are known) have survived in which, through the use of eldritch dweomers, the art is captured upon its pages in exquisite detail. Sages speculate the art is at least several hundreds of years old, but placing the phantasmagorical illustrations firmly upon the timeline has proven impossible. Relent Plume's name lives on as a great artist, although his art is all but destroyed. The value listed here is for a known copy, and the discovery of a new copy could bring up to 50% more than the listed value.

The Atlas of the Gulf of Pappant

Author: Marvis Wataynd

Race: Merman

Dimensions: 16x16x1

Weight: 5 lbs.

Materials: Seal skin-bound, woodboard, vellum, brass corners and clasps

Rarity: Very rare

Fields of Study: Physical universe

Special Knowledge Categories: Oceanography

Value: 2,150 gp

The only known atlas of the Gulf of Pappant, Wataynd's monumental work is the crown jewel for many above-water libraries. The entire gulf is mapped out in exquisite detail, showing areas of habitation, disputed areas, and even the dry terrain out to 10 miles from the coast. There's been at least one war declared to acquire the atlas and its valuable information, and there will surely be more. It is believed that there are only three copies of this rare book.

Barks of the World and their Medicinal Properties

Author: Akyn Aizle

Race: Human

Dimensions: 12x12x6

Weight: 20 lbs.

Materials: Leather-bound, woodboard, brass plaques

Rarity: Uncommon

Fields of Study: Flora, supernatural & unusual

Special Knowledge Categories: Trees, medicine

Value: 200 gp

The definitive work on the medicinal uses of tree barks throughout the world, Akyn Aizle is found in most libraries and in almost all medical libraries. The work is the "go to" work for the subject, and if something isn't found in this massive tome, it's surely of an uncommon nature or perhaps something newly discovered. *Barks of the World and their Medicinal Properties* is well-illustrated, but many of the entries rely solely upon description.

Beardless Ladies

Author: Durin Axehand

Race: Dwarf

Dimensions: 8x8x1

Weight: 4 lbs.

Materials: Leather-bound, stoneboard, parchment

Rarity: Very rare

Fields of Study: Demi-humankind

Special Knowledge Categories: Art & music, psychology

Value: 65 gp

This naughty little work has been the focus of many underground book-burnings, but it always seems to be found in the most extraordinary of places. Each of the 100 pages features a fully nude female dwarf: beardless even. Underneath the illustration is a short biography of the woman and of her likes and dislikes.

The author, a dwarf named Durin Axehand, has passed into dwarfish colloquial speech for any type of creature that seems a bit too focused on sexual matters. "He's entering his Axehand years" is a phrase commonly applied to young dwarven males.

The Birds of the Central Sea

Author: Chass Buntling
Race: Human
Dimensions: 16x16x2
Weight: 10 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Fauna
Special Knowledge Categories: Avians
Value: 150 gp

A lavishly illuminated work, the birds dwelling in the areas around the Central Sea (including the islands) are carefully recorded in this work. Chass Buntling was a renowned Druid intimately familiar with all of the flora and fauna of the area but chose only to record his love of birds in a format accessible to those outside the order. Although a thorough work, many of the more rare birds of the Central Sea are missing from the work. Some speculate that is by choice, as it is hard to believe otherwise.

Bone Knitting

Author: Capyl Benshaw
Race: Human
Dimensions: 6x5x1
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Medicine
Value: 65 gp

A small treatise on the art of medical immobilization, *Bone Knitting* is not only useful to the prospective medical student, but to the traveling itinerant who risks injury. Written in clear, easy-to-understand Common and appropriately illustrated, the work is a valuable to all.

Bushes & Shrubs of the High Mountains

Author: Saia Zoides
Race: Human
Dimensions: 16x16x2
Weight: 10 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Flora
Special Knowledge Categories: Bushes & shrubs
Value: 50 gp

One of the finer general works concerning high elevation bushes and shrubs, *Bushes & Shrubs of the High Mountains* deals with its namesake throughout the known world. Its breadth of coverage means its depth isn't that great, but it is rightly considered a standard in its area.

Calary: A Study in Politics

Author: Slee Lowrie
Race: Human
Dimensions: 6x5x2
Weight: 2 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon

Fields of Study: Humankind
Special Knowledge Categories: History, politics & genealogy
Value: 25 gp

The long and complicated life of The White Duke William Calary of Willmote is recorded by his adoring biographer, Slee Lowrie in this detailed work. It is heavy with praise and light with criticism, but a secret code lies hidden within the work. Once deciphered, this code portrays an entirely different picture of the Great Duke and his political machinations spanning four centuries. Given the Duke's renowned ability of code-cracking, *Calary: A Study in Politics* is viewed by many as a giant slap in the face against the inflated ego of a pompous nobleman.

The Chains of Religion

Author: Unknown
Dimensions: 4x5x0.5
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Metaphysics
Value: 85 gp

When this book was written is unknown, as is the author. Sages generally postulate it is at least 300 year old, if not older. It postulates that religion and the gods are illusionary and that they are chains weighing the spirit down to the material world. The author demands open and violent rebellion against religious orders for the benefit of the individual. This work is often banned and confiscated when found.

Chaos - Theory and Practice

Author: High Wizard Starhand
Race: Human
Dimensions: 8x8x6
Weight: 10 lbs.
Materials: Leather-bound, woodboard, parchment, brass clasps
Rarity: Rare
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Metaphysics, planes (outer)
Value: 300 gp

This odd book is only slightly less thick than it is tall and wide. Clapped with brass, the book seems almost imbued with the essence of the subject matter therein. The High Wizard placed much of his knowledge concerning chaos into this masterful work, and it requires the reader possess at least an Intelligence of 16 for it to make any sense at all. Starhand penned the book not only as a guide, but as an example of what chaos-stuff means.

Cheeses of the Upperdales

Author: Leda Perbottom
Race: Halfling
Dimensions: 4x5x0.5
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Demi-humankind
Special Knowledge Categories: Law & customs, sociology
Value: 35 gp

Not just a work about cheeses, but a work about the different peoples making them, *Cheeses of the Upperdales* is a comprehensive look at the many different demi-human populations in the Upperdales. Over 45 different types of cheese are discussed, along with the expected methods of service and consumption.

Codes

Author: Jasper Kyanite
Race: Gnome
Dimensions: 6x5x1
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Cryptography
Value: 50 gp

Codes, by Jasper Kyanite, contains detailed explanations of 20 different secret writing systems commonly used by gnomes and dwarfs. It contains various transposition ciphers, substitution ciphers and examples of steganography as well as the making of scytales. Kyanite's work is considered required reading for any reasonably competent cryptographer.

Common Creatures of the Underearth

Author: Dugal Darkwalker
Race: Dwarf
Dimensions: 8x8x1
Weight: 4 lbs.
Materials: Leather-bound, stoneboard, parchment
Rarity: Common
Fields of Study: Humanoids & giantkind, fauna
Special Knowledge Categories: None
Value: 50 gp

Dugal Darkwalker was a famous dwarf of several centuries ago. He kept a detailed diary of his explorations and adventures which he eventually compiled in his old age into this work. It contains general information on the creatures of the underearth, harmless as well as dangerous. Darkwalker was an astute observer, but his work is from a definite dwarven perspective which perhaps clouds some of his conclusions concerning the various humanoid races of the underearth.

Reading and digesting this work takes a full month, but afterwards the reader is considered to possess a Charisma 1 point higher than his real charisma when first interacting with a member of any of the intelligent species discussed within the work. This bonus is only for the first encounter; subsequent encounters are as normal.

Common Mushrooms

Author: Myrnar Krentomzh
Race: Human
Dimensions: 8x10x1.5
Weight: 4 lbs.
Materials: Leather-bound, woodboard, parchment, brass clasps,
Rarity: Common
Fields of Study: Flora
Special Knowledge Categories: Fungi
Value: 50 gp

This standard work is found in any library with even a slight interest in fungi. Written by Myrnar Krentomzh, who ascended to Arch-druid late in his life, *Common Mushrooms* is well illustrated and focuses upon the types and uses of the most common mushrooms. The work is rather limited to temperate climates, but it is the go-to volume for anything fungal from such a clime. As the saying goes, "if it's not in *Common Mushrooms*, it's not a common mushroom."

Crustaceans, Molluscs and the Lunar Tide

Author: Celbarb Shasara
Race: Human
Dimensions: 8x8x1
Weight: 8 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Fauna
Special Knowledge Categories: Crustaceans & mollusks
Value: 20 gp

In the introduction of this work, Celbarb Shasara claims to be a druid, but the inaccuracies within this tome would seem to indicate that were this the truth, she was a very poor one indeed. The book attempts to record the lunar tide's affect upon crustaceans and mollusks, but it fails miserably in that goal. The book is only valued as a curiosity, and some renowned libraries have banned it lest any think some real knowledge was contained between its covers.

Crypts of Eternity

Author: Yerals Abitis
Race: Unknown
Dimensions: 8x8x1
Weight: 2 lbs.
Materials: Leather-bound, woodboard, vellum
Rarity: Very rare
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Planes (outer)
Value: 625 gp

This small tome contains descriptions of the 44 crypts within the pocket dimension titled by the author as Eternity. Whoever Yerals Abitis was, he was not an adventurer of the common sort, for only the outer appearance and entrance room of each crypt is described and illustrated. It is unknown if the pocket dimension or its crypts even exist, much less if they are undisturbed.

Culdee's Common Dictionary

Author: Culdee Syweill
Race: Human
Dimensions: 16x16x2
Weight: 10 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Humankind
Special Knowledge Categories: Languages
Value: 50 gp

The most common of the Common dictionaries, Culdee's enumerates over 35,000 words of the Common tongue. It indicates each word's part of speech along with a very brief etymology of the word if such was known by Culdee.



Curses of the Pharaohs

Author: William Wisterson
Race: Human
Dimensions: 14x12x2.5
Weight: 7 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Humankind, supernatural & unusual
Special Knowledge Categories: History, dweomercraft
Value: 525 gp

This work is invaluable to those contemplating any form of tomb-robbing for within are dozens of different common curses as well as how to recognize a cursed area. In addition to the practical knowledge, there is much here about the dwellers of ancient Kemet and their society. Anyone reading this book and studying for at least a month gains a 10% chance to detect or notice any cursed area or cursed object associated with ancient Kemet.

The Customs of the Burrow

Author: Lily Hilltopple
Race: Halfling
Dimensions: 6x5x1
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Demi-humankind
Special Knowledge Categories: Law & customs
Value: 25 gp

This is the definitive guide to good manners when within a halfling burrow. Everything from where and how to remove shoes, how to use silverware, when smoking is prohibited and expected, and even when not to bring gifts when visiting. Lily Hilltopple is a familiar name to any self-respecting halfling, and her work graces thousands of shelves.

A Cyclopedia of Kurtish Antiquities

Author: Knapparts Holk
Race: Human
Dimensions: 14x12x2.5
Weight: 7 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Humankind, physical universe
Special Knowledge Categories: Art & music, history, architecture & engineering
Value: 75 gp

Lavishly filled with illustrations of the various artifacts recovered from the Grunye site, it is this work that sealed Holk's reputation as the primary source of knowledge concerning the Kurtish people and their history and achievements. This area of study has fallen to the wayside now, and even the Kurtish name dwindles away on the lips of the educated.

The Danger of Diminutive Dorf

Author: Samuel Oldfield
Race: Human
Dimensions: 8x8x1
Weight: 8 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Rare
Fields of Study: Demi-humankind
Special Knowledge Categories: Art & Music
Value: 95 gp

This work of fiction follows the adventures of the halfling Luck Bawson as he helps out a beautiful halfling ranch owner named Pancy Nreston who's being menaced by unscrupulous thugs. The story takes place on the plains of Okwyaska. Luck Bawson and Pancy find adventure and love as they battle the forces of Hat Baines, nefarious cattle-rustler. *The Danger of Diminutive Dorf* is of poor quality, but the story is unique in that it features only halflings engaged in activities more commonly associated with humankind.

Dead Deities

Author: Pennirith Obering
Race: Elf
Dimensions: 14x12x1.5
Weight: 25 lbs.
Materials: Leather-bound, brassboard, vellum, silver clasps and lock
Rarity: Very rare
Fields of Study: Humankind, demi-humankind, humanoids & giantkind
Special Knowledge Categories: Theology & myth
Value: 550 gp

Little is known of the author, a reclusive sage rumored to still dwell somewhere in the Garvian Mountains, but his extensive catalogue of dead gods is a thorough and detailed work of scholarship. *Dead Deities* is only found to the exact specifications above. Attempts have been made to copy the work to other specifications, but invariably such copies are eventually opened to find the text changed to pure gibberish. There is power in each copy of *Dead Deities*, and the power is far from understood. Perhaps not all dead deities are truly dead?

Dopplegangers

Author: William the Wise
Race: Human
Dimensions: 8x8x1
Weight: 4lbs.
Materials: Leather-bound, stoneboard, parchment
Rarity: Rare
Fields of Study: Fauna
Special Knowledge Categories: None
Value: 100 gp

How William the Wise learned so much about the secretive race known as "doppelganger" in Common is unknown, but sages speculate that he may have been a doppelganger himself. One who through random chance, but more plausibly magic, experienced a change of heart concerning the intense secrecy surrounding the race. Within the work, art, culture, politics and religion are discussed, but the most valuable chapter from the view of an adventurer is the one helping identify disguised doppelgangers. William the Wise provides a list of small traits, quirks, and errors to watch for, providing a slight advantage when determining if a creature is a doppelganger in disguise. Reading this work takes two weeks.

Dwarven Symbols

Author: Finnock Jetdigger
Race: Gnome
Dimensions: 6x5x1
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Demi-humankind
Special Knowledge Categories: Languages
Value: 55 gp

A valuable source of information for dungeon delvers, *Dwarven Symbols* illustrates and explains the 50 most common signs of the symbolic language used by dwarves. Warning signs, directional signs, informational signs: all of the common ones are in this short large-lettered work. After the publication of this work, the author was outcast by the dwarven communities in which he once had free access.

The Earth Forging

Author: Drust Dakvon
Race: Human
Dimensions: 8x10x1
Weight: 2 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Humankind, demi-humankind, humanoids & giantkind
Special Knowledge Categories: Theology & myth
Value: 100 gp

A comparative study of the various creation stories among humans, demi-humans, humanoids, and giantkind, *The Earth Forging* is the first comparative study of the same subject as seen from many points of view. Dakvon traveled extensively and recorded the (often verbal-only) histories of over 100 different tribes/peoples/races for his work.

The Ebon Book

Author: Unknown
Race: Unknown
Dimensions: 14x12x2.5
Weight: 9 lbs.
Materials: Bound in ebony, parchment
Rarity: Very rare
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Dweomercraft, planes (outer)
Value: 2,575 gp

This rare and dangerous book is bound in purest ebony and written in Elven with terse brushwork. Within the covers are the names of hundreds of lesser demons and devils and their histories. The work is at least 450 years old and contains all the details and information required by adept magic users for the creation of powerful magics dealing with demons and devils. A magic user with this tome will spend but half of the normal expenses when researching a new spell concerning the above infernal creatures.

Elemental Heraldry & Genealogy

Author: Rolment Farandman
Race: Human
Dimensions: 12x12x6
Weight: 25 lbs.
Materials: Red dragonskin-bound, woodboard, brass plaques
Rarity: Very rare
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Heraldry, signs & sigils
Value: 1,000 gp

The aristocracy of the elemental planes is an opaque subject, but *Elemental Heraldry & Genealogy* sheds some light upon the subject. Farandman focuses mostly on the higher nobility but delves into the lesser nobility upon occasions. A very rare work on a very unusual subject, it is highly valued by those interested in the subject.

The Elf

Author: Grung Hutherin
Race: Half-orc
8x10x1.5
Weight: 6 lbs.
Materials: Leather-bound, stoneboard, parchment, iron clasp and lock
Rarity: Rare
Fields of Study: Demi-humankind, supernatural & unusual
Special Knowledge Categories: Biology, medicine
Value: 650 gp

This foul work compiles a decade of grave digging, dissection, and even vivisection. Hutherin exhaustively documented the physical anatomy of the elf using over 150 different subjects. Elves who know of the work detest it and view those possessing it with great suspicion. The work is, however, almost invaluable to any with an interest in the biology behind the long-lived race.

Elven Dialects

Author: Jacinth Infal
Race: Half-elf
Dimensions: 8x10x1.5
Weight: 4lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Demi-humankind
Special Knowledge Categories: Languages
Value: 105 gp

Infal expertly details the differences between spoken Elven throughout the civilized world, her extensive travels proving vital to the accuracy of her work. *Elven Dialects* is mainly composed of a series of short dialect dictionaries showing different meaning and usage.

A Floral Guide to the Landtide Hills

Author: Bap Barblyt
Race: Half-elf
Dimensions: 16x16x2
Weight: 10 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Flora
Special Knowledge Categories: Flowers
Value: 150 gp

A lavishly illuminated work, the flowers of the Landtides seem to have jumped onto the pages of this identification manual. Compiled by the notoriously difficult-to-work-with Bap Barblyt, *A Floral Guide to the Landtide Hills* is the most comprehensive book on the subject.

The Flowers of Fenton Fields

Author: Luely Mutch
Race: Human
Dimensions: 16x16x2
Weight: 10 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Flora
Special Knowledge Categories: Flowers
Value: 100 gp; with actual pressed flowers 850 gp

There are over 250 different flowers to be found among the plants covering Fenton Fields. The great battle fought there generations ago is long past, but the blood and magic unleashed in that small

area has had results more dramatic than either opposing forces could have ever imagined. Luely Mutch spent his entire life upon the fields, gathering each individual flower as it bloomed, some of which bloom only every decade or so. There are two versions of this text, one using painted illustrations of the blooms and one that includes actual pressed flowers. The pressed flower version is very rare.

Formula Folio

Author: John Binge Prows
Race: Human
Dimensions: 14x12x2.5
Weight: 7 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Dweomercraft
Value: 7,225 gp

Formula Folio is an intricate and detailed work providing scroll ink formulas for major spells common throughout the known world. Obviously a compilation of many decades of work, many of the lesser spell inks have been confirmed in their potency, but the inks for the more powerful magics are entirely unproven because of the simple rarity of a caster of such puissance. It is believed that John Binge Prows is an anagram and not the true name of the author. At least one war is known to have been started over a copy of this work, and surely there will be more.

Fyshe of the Sea

Author: Blawn Carling
Race: Human
Dimensions: 16x16x1
Weight: 5 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Fauna
Special Knowledge Categories: Ichthyoids
Value: 35 gp

An old work and one slimly illustrated, *Fyshe of the Sea* has long been a staple of many libraries on the subject. There is little here to recommend for deep investigation, but the work serves as a good general source for pointing where more information is needed.

Geography of the Upper Realms

Author: Zhoreb Vaigthlu
Race: Doppelganger
Dimensions: 16x16x5
Weight: 25 lbs.
Materials: Leather-bound, woodboard, vellum, brass corners and clasps
Rarity: Very rare
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Planes (outer)
Value: 850 gp

This exceedingly detailed work by the doppelganger Zhoreb Vaigthlu is a magnificent example of a life dedicated to a single task. Zhoreb obviously used his natural abilities to gain access to all of these locations, and his work is a benefit to all who read it. Within are long and artistic descriptions of the upper realms, and these long prose descriptions are coupled with accurate maps of the most common sectors of all of the upper realms.

In addition to the descriptions and maps, Zhoreb speculated upon the nature of the creation of the upper planes, and it is this section that sages widely agree upon as the most offensive aspect of the work to upper realm creatures. It is not uncommon for creatures hailing from those realms to purchase and destroy any copies of *Geography of the Upper Realms* they find.

Gnomish Art

Author: Froidle Frediddle
Race: Gnome
Dimensions: 8x10x0.5
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Demi-humankind
Special Knowledge Categories: Art & music
Value: 20 gp

This uncommon book focuses upon the little-archived subject of gnomish art. Filled with illustration after illustration of paintings and sculpture, Froidle Frediddle's work is actually one giant lampoon. Knowledgeable readers will recognize much of the artwork as elven or dwarven, not gnomish.

Grammrye's Desert Herbal

Author: Gradle Grammrye
Race: Half-elf
Dimensions: 16x16x2
Weight: 10 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Flora
Special Knowledge Categories: Herbs
Value: 110 gp

It is rare to find a library concerned with the drier parts of the world absent this tremendously informative volume. Grammrye's work is considered canonical in the herbalist world, and more than a few adventurers have packed this volume away before setting out on daring journeys of exploration. The extensive illustrations allow even the novice access to the deep learning of Gradle Grammrye.

The Great Astral Chart

Author: Kalbalim Mbulu
Race: Unknown
Dimensions: 16x16x5
Weight: 25 lbs.
Materials: Sheddu hide bound, woodboard, vellum, silver corners and clasps
Rarity: Very rare
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Planes (astral)
Value: 3,250 gp

The Great Astral Chart is a tremendously valuable manual of the astral plane. Within its hundreds of pages lurk mathematical formulas detailing the flows and moods of that most strange plane, the astral. Understanding the chart requires at least an 18 Intelligence, a 14 Wisdom, and a month's time of detailed study. Those with lower abilities will never grasp the wonders the chart allows. Using *The Great Astral Chart* when traveling the plane allows the chartmaster and companions to move at one-and-a-half times faster than normal, results in only one encounter check per trip (as opposed to the normal three), and also reduces the chance of encountering a psychic wind by half.

The Great Shedu Grammar

Author: Enkiurmu
Race: Shedu
Dimensions: 24x24x24
Weight: 48lbs. per tablet
Materials: 24 incised stone slabs 1 inch thick
Rarity: Unique
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Metaphysics
Value: 5,000 gp

This unique collection of 24 tablets succinctly explains the grammar of the shedu language. Most interesting is that the grammar of the shedu language is based upon the cyclones and winds of the astral and ethereal planes. Although learning to speak the language without a dictionary is impossible, intense study of *The Great Shedu Grammar* by one of at least 16 intelligence for a month's period results in very beneficial effects: the likelihood of random encounters as well as encountering the deadly weather while traveling either plane is reduced by 10%. The student of *The Grammar* is deeply in touch with both planes.

It is speculated that it is not the language that imparts such ability but something intrinsic in the presentation of *The Great Shedu Grammar* because those who know shedu but have never studied *The Grammar* appear to not possess the benefits of those who have.

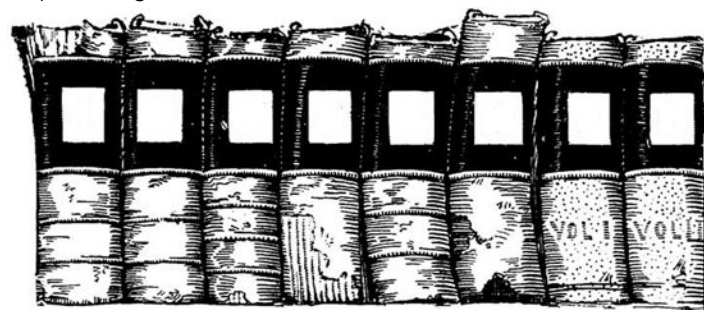
The Griffon Grimoire

Author: The Monks of Merrin
Race: Human
Dimensions: 8x10x1
Weight: 2 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Rare
Fields of Study: Fauna
Special Knowledge Categories: Avians, mammals
Value: 500 gp; 1,000 gp with charm griffon spell

Renowned for their griffon knowledge, the Monks of Merrin's *Griffon Grimoire* provides insightful guides to the combat, capture, training, and raising of griffons of all sorts, including the agile white-tipped and the fierce great golden. An entire section of the work is dedicated to the physiology of the griffon and how it relates to the physiology of the lion and eagle.

Reading and digesting the contents of this book requires a month's time. After this time, the reader may train a griffon for riding even if they never have before. In addition, in combat against a griffon, the reader is treated as if his AC was 1 better as he is well aware of griffon combat and hunting tactics. Finally, access to this work allows a griffon trainer to reduce total training time by two weeks.

Most copies of *The Griffon Grimoire* include the 2nd-level magic user spell **charm griffon**. The spell works exactly as **charm monster** but only affects griffons.



Guide to Wicheal's Map of Vernichstein

Author: Hargarim Wicheal
Race: Human
Dimensions: 8x10x1.5
Weight: 4lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Rare
Fields of Study: Physical universe
Special Knowledge Categories: Geography, topography & cartography
Value: 75 gp

A volume designed for use with Wincheal's famed map of Vernichstein, this book provides additional details to said map. There are many descriptive passages about the various prominent topographical features such as forests, hills, marshes, mountains, rivers, and lakes as well as the prominent mineral resources of the territory and settlements are given population information. Unfortunately, the actual great map has been lost to time, surely a terrible loss given the care to detail shown in this accompanying volume.

Guzzler Dens

Author: Volpo Alcofrybas
Dimensions: 4x5x0.5
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Humankind, physical universe
Special Knowledge Categories: Law & customs, topography & cartography
Value: 165 gp

An iniquitous work cataloguing and reviewing over 500 different inns, taverns, and brothels along the great circuit, the work of Volpo Alcofrybas (believed to be a pseudonym) has long been the standard for the wealthy young undergoing their finishing years before assuming respectable statuses. The work's maps provide use even to those who have no desires as those described in the text.

Healing Life Energy

Author: Shane the Leeful
Race: Human
Dimensions: 8x8x1
Weight: 2lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Rare
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Medicine
Value: 450 gp

There is abundant life energy in the heroes of this world, and foul undead creatures can tap into this well of life and reduce it with a touch. Shane the Leeful, a cleric of Parsanos the Healer, discovered a difficult technique allowing those such drained to regain some of their lost life energy by tapping directly into the life of the earth itself. *Healing Life Energy* describes a long, complicated, and expensive ritual allowing one so drained to regain 1/4th of what they lost.

The ritual requires a good cleric of at least 3rd-level (or a Paladin of 11th) to perform and requires at least a week's contemplation and prayer while reading the book. In addition, 500 gp of rare unguents and herbs need be acquired. Finally, the ritual can begin, taking a full day's time. The chance of success is 70% +15% for every level of the ritualist over the minimum required for his class. A positive result regains 1/4th of all the experience lost by an energy drain while a

negative result shows that the lost energy can never be regained but through the most powerful of magics.

The Healing Properties of Gem Stones

Author: Swack Soorlong
Race: Human
Dimensions: 8x8x1
Weight: 2 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Metaphysics
Value: 25 gp

For centuries gem stones have been known to possess magical powers, and Swack Soorlong's treatise on their healing properties can be found in most libraries. It details each part of the body and the corresponding gem useful in healing the ailments of that part. Whether or not the prescriptions within the tome actually work is up for debate, but the work has had a long and persistent presence in learned quarters.

A History of the Keepers of Solitude

Author: Peever Orrow
Race: Human
Dimensions: 8x8x1
Weight: 8 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Humankind
Special Knowledge Categories: History
Value: 25 gp

Written by the last abbot of the Keepers of Solitude, the history details the preceding 16 abbots as well as the history of the founding of the magical prison of Solitude. Deep within the Garvian Mountains, the monks labored for generations protecting the prison, but they eventually failed to a concerted hill giant attack. The history ends right after the accounts of the attack and shows a deeply callous attitude concerning the monks trapped below the surface of the abbey. Although of extreme rarity, the book is of little value to all but the most ardent specialist.

A Human Demographic

Author: Rottacks Auldfarren
Race: Human
Dimensions: 8x10x1.5
Weight: 4lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Humankind
Special Knowledge Categories: Demography
Value: 50 gp

One of the first comprehensive demographic study of humankind in the more civilized temperate lands, Rottacks Auldfarren studied birth and death rates, infant mortalities, ethnicities, and life expectancies. A book filled with detailed, in-depth and generally tedious information, it is rarely read from cover to cover. Thankfully for the many who have utilized the work, it possesses an excellent index allowing a reader to quickly find needed information.

The Hynde Elyn

Author: Unknown
Race: Unknown
Dimensions: 6x5x0.5
Weight: 0.5 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Humanoids & giantkind
Special Knowledge Categories: Legends & folklore
Value: 50 gp

Composed of a single poem in trochaic tetrameter, *The Hynde Elyn* is a tragedy told in over 2,000 lines. It details the story of an earl's daughter caught in the forest by a terrible ettin. The ettin marries the noble lady seeking to turn her away from justice, light, and goodness, but is instead eventually won over by the sweet, yet unbending, nature of the lass. Eventually the ettin accepts the rule of good and law as right and just. He is then executed for his crimes when he and his lady return to her father.

In the Hall of the Mountain King

Author: Dorvir Grimbeard
Dimensions: 16x16x2
Weight: 10 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Humanoids and giantkind
Special Knowledge Categories: History, law & customs
Value: 550 gp

This rare volume is the recorded knowledge of Dorvir Grimbeard, held captive in the Hall of the Mountain King for over 50 years as a translator for the Mountain King himself. Within Dorvir describes the Mountain King, a terrible three-headed giant troll, as well as the history of the kingdom and its laws and customs. Additionally, Dorvir, a talented musician, includes several of the barbaric songs he bore witness to during his long captivity.

Insects of the Eastern Jungles

Author: Spree Waghorn
Race: Halfling
Dimensions: 8x8x1
Weight: 4lbs.
Materials: Leather-bound, stoneboard, parchment
Rarity: Rare
Fields of Study: Fauna, humankind
Special Knowledge Categories: Insects, sociology
Value: 200 gp

This smartly illuminated manuscript is found throughout libraries of the west as one of the few studies of eastern insects. This, coupled with its clever writing concerning the strange people's encountered in the eastern jungles, makes it a desired tome. Over fifty years ago, Spree Waghorn made the long and perilous journey homeward after failing to disarm a particularly nasty teleport trap. His trip was postponed for two years in the sweltering eastern jungles during which time he created an illustrated account of the insects of the area while incorporating observations concerning the people therein.

Unknown to all but the most erudite, the book is entirely a work of fiction based upon existing scholarship. Waghorn lives up to his name, reaping a significant retirement by organizing reproductions and sales of his work.

An Introductory Dwarven Grammar

Author: Knoit Camstone
Race: Human
Dimensions: 14x12x2.5
Weight: 7 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Demi-humankind
Special Knowledge Categories: Languages
Value: 25 gp

Perhaps the most common of the Dwarven grammars, Camstone's introduction lays out the language in precise, easy-to-understand terms. Each of the 25 chapters focuses on a particular aspect of the language, and reading samples are included as well as a short Common-to-Dwarven dictionary. 5 months of studying this grammar provides a basic competency in Dwarven providing the student has at least a 10 Intelligence.

Kenotaphion

Author: Unknown
Race: Elf
Dimensions: 4x5x0.5
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Dweomercraft, metaphysics
Value: 4,500 gp

Written in ancient Elven and extremely hard to understand even when the language is no issue, *Kenotaphion* is a guidebook to the various gates between the twelve dozen worlds. A small work of almost unimaginable age, *Kenotaphion* is highly sought after by sages, adventures, kings, and wizards. Most of the gates appear long gone, but hopes that a few remain drive treasure seekers forward with dreams of exclusive trade routes.

Landholdings on the Gouterflow

Author: Carse Fedderain
Race: Human
Dimensions: 8x10x1
Weight: 2 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Humankind
Special Knowledge Categories: History, politics & genealogy
Value: 20 gp

Documenting over 300 years of landownership along the Gouterflow, Fedderain's work contains minor genealogies of prominent landholders. The writing is terse to the point of almost being notational.

The Laws of Manip

Author: Demane Jink
Race: Human
Dimensions: 14x12x0.5
Weight: 2 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Humankind
Special Knowledge Categories: Law & customs
Value: 25 gp

A truly ancient work, *The Laws of Manip* rarely appear in their native tongue, a language so old that there are none who speak it. There are dozens of different translations of the work however, as the laws of Manip form the backbone upon which much of the civilized world's law currently rests. It is a stilted and dense work, utterly boring to those uninterested in law.

Legends and Myths of the Dralmont Elves

Author: Monycordis Thraw
Race: Human
Dimensions: 8x8x1
Weight: 8 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Demi-humankind
Special Knowledge Categories: Legends & folklore, theology & myth
Value: 25 gp

The elves of the great Dralmont are one of the oldest tribes known to sages and bards, and the time spent there by the renowned bard Monycordis Thraw is recorded within this tome. Monycordis was known for his quick temper, but his ability to coax the often verbal-only histories and stories from his subjects was remarkable. The elves of Dralmont even adopted Thraw, giving him the proper name of Dramorion (he who often explodes). Although the work is accurate, it covers only the most common of the legends and myths of the Dralmont Elves and much was left unrecorded.

The Lineage of the Stonepick Clan

Author: Fundin Stonepick
Race: Dwarf
Dimensions: 14x12x2.5
Weight: 7 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Demi-humankind
Special Knowledge Categories: Demography, history, politics & genealogy
Value: 225 gp

A very rare work chronicling the rise and fall of the Stonepick clan, the most valuable aspect of *The Lineage of the Stonepick Clan* is the extensive pull-out genealogy trees. Written by the last living member of the clan, the work covers the founding of the clan by Eltoren Stonepick, its growth and population explosion, and how, after 500 years, it eventually succumbed to an unusual disease that left all the males of the clan infertile.

Mathimagic

Author: Yyis Taiver
Race: Titan
Dimensions: 16x16x5
Weight: 25 lbs.
Materials: Red dragonskin-bound, woodboard, vellum, brass corners and clasps
Rarity: Very rare
Fields of Study: Physical universe, supernatural & unusual
Special Knowledge Categories: Mathematics, dweomercraft
Value: 1,850 gp

A tremendous work of pure intelligence composed by the blind titan Yyis Taiver, *Mathimagic* is beyond the understanding of most creatures in the multi-verse. An Intelligence score of 19 is required to comprehend the basic concepts of the work, and 21+ is needed

to fully grasp the sublime contents of the entirety of the work. *Mathimagic*s explains the mathematical underpinnings of the multi-verse and shows how they interact with the magical underpinnings.

After a full two years of study, the reader learns to cast a single 1st-level magic user spell once per week if of Intelligence 19. If the reader's Intelligence is 20, two 1st-level magic user spells may be cast per week, and if the reader is of 21 or higher Intelligence, three 1st-level magic user spells may be cast per week. To maintain this ability, the reader must spend at least one week every year refreshing his memory of *Mathimagic*s.

Mosses and Lichens of the Dim Zones

Author: Durnal Stonefist
Race: Dwarf
Dimensions: 8x10x1.5
Weight: 4lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Flora
Special Knowledge Categories: Mosses & ferns
Value: 50 gp

Stonefist's work on the mosses and lichens found underground in "dim zones" (areas with some slight light) is an old work, but a thorough one. Stonefist must have traveled extensively underground as the book contains a wide variety of mosses and lichens which are often found hundreds of miles apart. Illustrated nicely, the work can be used to identify the most common varieties of mosses and lichens found underground in dim zones after a month's study by someone with at least a 12 Intelligence.

The Music of the Tribes of the Snawbileft Mountains

Author: Bylar Fundy
Race: Human
Dimensions: 6x5x1
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Humankind
Special Knowledge Categories: Arts & music
Value: Version A, 650 gp; Version B, 250 gp; Version C, 150 gp

A rare and valuable volume, *The Music of the Tribes of the Snawbileft Mountains* is perhaps the only written record concerning the music of the many tribes of that mountain range most high. Bylar Fundy, a bard of great prowess spent most of his final years traveling throughout the Snawbileft recording the music of over 30 different tribes. There are three distinct lineages of the work, called versions A, B, and C. The A version is a true copy, version B has many errors in transcription of musical notation, and version C is as B with the addition of more songs of an unknown provenance by an unknown author.

Mustard Pots of the Kalabryrians

Author: Coudie Bauld
Race: Human
Dimensions: 14x12x2.5
Weight: 7 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Humankind, flora
Special Knowledge Categories: Law & customs, herbs
Value: 45 gp

The only known work concerning the many different types of mustard pots used by the Kalabryrians, Coudie Bauld's volume details over 30 different common varieties within the kingdom and several hundred unique examples. The Kalabryrian love of mustard is legendary, and the lavish attention provided to their mustard pots aptly demonstrates such. The work contains a small section concerning horticulture of the plant, the customs associated in its use, as well as the Kalabryrian purity laws in its use and sale.

The Noble Hippogriff

Author: Scowray Reeker
Race: Human
Dimensions: 8x10x1
Weight: 2 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Fauna
Special Knowledge Categories: Avians, mammals
Value: 50 gp if fake; 300 gp if real

This work always fetches a high price from nobility for it provides insight and guidance upon the capture and care of the hippogriff. Scowray Reeker was the highest winning hippogriff champion at the great circus maximus in ancient Dafanas, and his knowledge of the capture, care, training, and controlling of the noble hippogriff was unparalleled. The great demand for the work has resulted in many fakes which, although marginally usable, are worth much less.

Reading and digesting the contents of this book requires a month's time. After this time, the reader may train a hippogriff for riding even if they never have before. For those possessing a real copy (Rare), the book grants the reader additional benefits: the reader is treated as if his AC was 1 better as he is well aware of hippogriff combat and hunting tactics, and it allows a hippogriff trainer to reduce total training time by two weeks.

Numbers

Author: Jabbit Heuch
Race: Human
Dimensions: 8x10x1.5
Weight: 4lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Rare
Fields of Study: Physical universe, supernatural & unusual
Special Knowledge Categories: Math, astrology & numerology
Value: 85 gp

Exploring the mechanical methods of number manipulation as well as their esoteric quality, *Numbers* has long been the go-to book for anyone interested in the subject, but Heuch's unique take on the supernatural powers of numerology has just as long been the source of great contention within the erudite community.

Octopi of Coral Gulf

Author: Mari
Race: Aquatic elf
Dimensions: 16x16x1
Weight: 5 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Physical universe, fauna
Special Knowledge Categories: Oceanography, cephalopods & echinoderms
Value: 450 gp

This volume catalogues 43 different types of octopus found throughout the Coral Gulf. It is the only known work of its kind on this subject. Besides the illustrations and detailed accounts of behavior, *Octopi of the Coral Gulf* features a large-scale underwater map of the area which in-and-of itself adds tremendously to the value of the work given the Gulf's historical treacherousness.

On the Nature of Worms

Author: Treys Nadhil
Race: Human
Dimensions: 14x12x1.5
Weight: 4 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Fauna
Special Knowledge Categories: None
Value: 200 gp

Perhaps the only work on the lowly annelids, *On the Nature of Worms* is mind-numbingly detailed and exhaustive. If one wants to know something about a worm, this work by the druid Treys Nadhil will more than likely be the first, and last, place to look.

There is a section in the middle of this book concerning purple worms. After reading this section, an individual is treated as if his AC was 1 point better when facing the great worm. In addition, if swallowed, a reader gains a +2 to damage, knowing where it is most efficient to attack the worm from the inside.

On the Wings of Dragons

Author: Psattor Marivik
Race: Human
Dimensions: 14x12x0.5
Weight: 2 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Humankind
Special Knowledge Categories: Art & music
Value: 25 gp

On the Wings of Dragons is a romance set in a mythical kingdom on a planet known as Suoidet. In the story, the heroic dragonriders fight against a great evil, eventually triumphing, but not without the sad and tragic losses of several minor characters.

The Orc Tribes of the Lanfar Hills

Author: Tammock de Malion
Race: Human
Dimensions: 8x8x1
Weight: 4 lbs.
Materials: Leather-bound, stoneboard, parchment
Rarity: Common
Fields of Study: Humanoids & giantkind, physical universe
Special Knowledge Categories: History, law & customs, sociology, geography
Value: 50 gp

This volume is a short and concise work about the history and customs of the dozen or so orc tribes in the Lanfar Hills. De Malion spent his entire life on the borderlands, eventually writing this work after retirement. It is peppered with personal anecdotes and succeeds in capturing not only the essence of the orcs of Lanfar, but the essence of the hills itself.

Perfect Eight

Author: Ryleth Kenund
Race: Drow
Dimensions: 14x12x1.5
Weight: 5 lbs.
Materials: Human-skin bound, woodboard, vellum
Rarity: Very rare
Fields of Study: Fauna, supernatural & unusual
Special Knowledge Categories: Arachnids, medicine
Value: 725 gp

The collected knowledge of hundreds of years of close proximity to the enormous variety that is the underearth spider makes this volume the definitive source for such information. Written in Drow, the work has had no known translations, and the knowledge it contains regarding the manufacture of poisons from its various subjects has resulted in this book gaining an unwholesome reputation.

Access to this text allows anyone with greater than a 12 Intelligence to prepare poisons (assuming access to the spiders, of course) as if he was an assassin with such training.

Pouch Life of Gibamunda

Author: Landrien Whigmeleerie
Race: Elf
Dimensions: 16x16x2
Weight: 10 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Physical universe, fauna
Special Knowledge Categories: Topography & cartography, marsupials
Value: 650 gp

The distant and ancient continent of Gibamunda forms the backdrop of this extensive work concerning its strange animals that spend their youth in pouches upon their mother's body. The culmination of a long life's work, it is said that this volume contains every known species of these strange animals, all 142 of them. Whether or not this is true is highly debatable, as there is almost no communication with distant Gibamunda. This volume contains a rough map of the continent from which almost all other maps are descended.

Poultices Most Pure

Author: Norsda Dwerf
Race: Dwarf
Dimensions: 8x10x1.5
Weight: 6 lbs.
Materials: Leather-bound, stoneboard, parchment, iron clasp and lock
Rarity: Rare
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Medicine
Value: 200 gp

Norsda Dwerf was a female dwarf who forsake her native lands seeking knowledge of medicine. She traveled far and wide for many years, eventually settling down in Ranste and writing her only work. *Poultices Most Pure* is a wide-ranging volume of indigenous medicines gathered from many geographical areas. Many of the ingredients are very hard to find as they are particular to a single location. That said, however, almost any healer benefits from a thorough study of the book. After a month's time, a reader can render poultices that double the speed of normal healing provided the subjects engage only in rest.

Prismaticica

Author: Skyme Dualming
Race: Human
Dimensions: 6x5x1
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Physical universe, supernatural & unusual
Special Knowledge Categories: Meteorology & climatology, dweomercraft
Value: 250 gp; 3,625 gp with prismatic missile spell

A short and dense text concerning light, *Prismaticica* is a mix of science and magic. Skyme Dualming was a renowned illusionist who spent the latter parts of his life in study and contemplation. *Prismaticica* expounds upon the composition of light as well as the role light plays in the magical arts, and it is a highly desired text for illusionists for within the middle of the text lies the only original spell of Dualming, **prismatic missile**. This 7th-level illusionist spell shoots out 7 colored missiles which unerringly strike their targets made of the prismatic colors corresponding to each of the colored globes in a **prismatic sphere** spell. Saving throws apply to those colors which call for such.

The inclusion of the spell in the work has resulted in copies existing without it, as most scribes had not the ability to transcribe the magical power of the spell. These lesser copies are worth significantly less as indicated above.

The Psychology of Drow

Author: Learth Rakeer
Race: Human
Dimensions: 8x10x1
Weight: 2 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Demi-humankind
Special Knowledge Categories: Psychology
Value: 400 gp

The definitive work on the drow psychology, Learth Rakeer's book is found in any library worth its name. Over 100 pages of insight gathered from Learth's long-imprisonment among the drow, coupled with his overwhelming positive outlook on his terrible experience makes *The Psychology of Drow* a surprisingly good read.

Reading and digesting the contents of this book requires a week's time. After this time the reader gains a +10% to any reaction adjustments when dealing with drow. Maintaining this bonus requires a yearly reading of the text to refresh the memory.

Puns in Four Languages

Author: Fudwyn Nacklewicket
Race: Gnome
Dimensions: 6x5x1
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Humankind, demi-humankind
Special Knowledge Categories: Languages
Value: 35 gp

This small book contains over 100 different punny jokes in four different languages: Common, Dwarfish, Gnome, Halfling. Fudwyn tends to have a risqué sense of humor and many of the jokes are not fit for younger ears.

Ranste: Pearl of the Seas

Author: Pim the Skunie
Race: Human
Dimensions: 8x8x1
Weight: 4lbs.
Materials: Leather-bound, stoneboard, parchment
Rarity: Uncommon
Fields of Study: Humankind, demi-humankind
Special Knowledge Categories: History
Value: 150 gp

Pim the Skunie's history of the great port-city of Ranste is the commonly accepted version of the discovery, founding, and subsequent rise to power of that sprawling metropolis. Pim's version is the one promoted by the city itself for it makes no mention of the many treacheries the city has performed in its two centuries of existence. Perhaps the most prominent example of such is that it makes no mention of the great sailor Firebeard and his treaty with the city which the city broke when convenient. Most now know of Firebeard as the dread buccaneer Firebeard.

Reading Chicken Livers

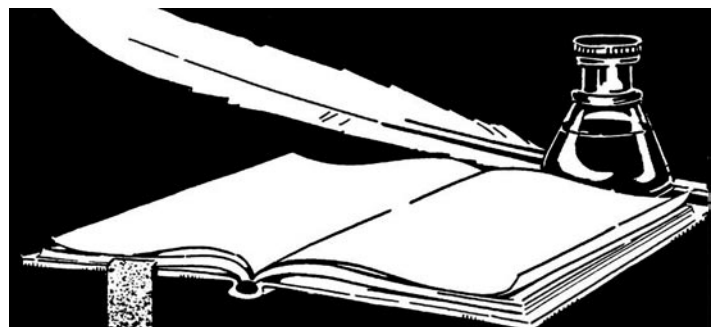
Author: Skraf Croquarne
Race: Human
Dimensions: 6x5x2
Weight: 2 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Rare
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Divination
Value: 25 gp

Divination through chicken livers is an age-old method of telling the future. A reader armed with a few chickens and a desire to see beyond time's veil will find Croquarne's *Reading Chicken Livers* an invaluable tool. The veracity of the reading depends upon the perceptions of those involved, as does all non-magical divinations.

Records of Down Glackerditt

Author: Dewiss Atanis
Race: Human
Dimensions: 16x16x2
Weight: 10 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Humankind
Special Knowledge Categories: History, politics & genealogy
Value: 20 gp

Mostly a long recording of births and deaths, *The Records* were recorded by priest Atanis during his 25 year service to the poorer sections of Glackerditt. There appears to be little here to interest the normal reader, but the rumors surrounding the execution of Atanis for foul demon worship casts an aura about the work.



Return to the Eve

Author: Gnospret Gobar
Race: Hill giant
Dimensions: 16x10x0.5
Weight: 2 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Humanoids & giantkind
Special Knowledge Categories: Legends & folklore
Value: 25 gp

This unusual work of hill giant poetry tells of the mythical era when giants, and only giants, walked the earth. Surprisingly absent of any theological ruminations, *Return to the Eve* is perhaps the only known purely-artistic work of hill giant kind.

The Rule of Law

Author: Grylath Mavour
Race: Human
Dimensions: 8x10x1
Weight: 2 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Rare
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Metaphysics, planes (outer)
Value: 100 gp

Rarely does one encounter such a dry and dull book. Mavour was a renowned sage of the past century, but his vast knowledge on this subject is presented in what is almost a perversely difficult way. Because of his tendency for paragraph-long sentences and obscure metaphors, *The Rule of Law* isn't found in many book collections, and such is a shame. It is an excellent summation of the theory of law in the multiverse.

Seabirds of the Northern Seas

Author: Drene Colehooding
Race: Human
Dimensions: 16x16x1
Weight: 5 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Fauna
Special Knowledge Categories: Ichthyoids
Value: 225 gp

An exquisitely illustrated book, *Seabirds of the Northern Seas* contains illustrations and information on over 75 different birds common to coastal areas throughout the northern parts of the known world. Although the author's name is known, nothing about his life is known, a mystery that confounds scholars given his obvious skills of observation and illustration.

Seven Elements

Author: Archibald Williamson
Race: Human
Dimensions: 8x8x1
Weight: 2lbs.
Materials: Leather-bound, woodboard, vellum
Rarity: Uncommon
Fields of Study: Physical universe
Special Knowledge Categories: Chemistry
Value: 70 gp

Another work by Archibald, *Eight Elements* details his extensive theory regarding how there are not five primary elements, but seven (earth, air, fire, water, wood, metal, and eather). The work is short on demonstrations and long on philosophy, but a few unique and usable ideas lie within for those of a discerning intellect.

Silverwork of the Ynlar

Author: Kareth Sashel
Race: Human
Dimensions: 8x10x1
Weight: 2 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Rare
Fields of Study: Humankind
Special Knowledge Categories: History
Value: 75 gp

A rambling volume cataloguing the silverwork finds throughout the Callair Hills, *Silverwork of the Ynlar* details over 250 artifacts from a recently vanished civilization. The items display a surprising level of detail and creatively, focusing mostly on animal or geometric motifs.

A Stellar Guide

Author: Astre Goave
Race: Elf
Dimensions: 14x12x1.5
Weight: 25 lbs.
Materials: Leather-bound, brassboard, vellum, brass clasps and lock
Rarity: Rare
Fields of Study: Physical universe
Special Knowledge Categories: Astronomy
Value: 325 gp

One of the finest guides to the night sky of the northern hemisphere, *A Stellar Guide* provides numerous detailed location charts as well as many different timetables and coordinate information. This work is an expected in any library that concerns itself with the night sky.

Stone Giants of the Garvian Mountains

Author: Greyd Koppie
Race: Human
Dimensions: 8x10x1
Weight: 2 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Giantkind
Special Knowledge Categories: History, law & customs
Value: 50 gp

A study of the stone giant tribes within the Garvian Mountains, this work provides an insider's look into their history and culture. Koppie lived most of his adult life moving between the major tribal leaders. He even acted as an intermediary settling disputes between clans; such was his respect among the various tribes.

Stonework

Author: Norri Darsid
Race: Dwarf
Dimensions: 6x5x2
Weight: 2 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Demi-humankind, physical universe
Special Knowledge Categories: Sociology, architecture & engineering
Value: 25 gp

The standard work of masonry, *Stonework* is a seminal work featuring over 100 illustrations of different patterns of stonework. Each pattern is discussed in detail, focusing on the pros and cons of the work. A quintessential dwarven work, the meaning of each pattern to the dwarfish people is discussed as well - what patterns are appropriate for a feast hall and what patterns belong only at holy sites. Much insight into dwarven society can be gleaned from this terse and illustrative text.

Symbolism: Meaning and Confusion

Author: Kail Reill
Race: Human
Dimensions: 8x10x1
Weight: 2 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Humankind
Special Knowledge Categories: Psychology, Theology & Myth
Value: 25 gp

An introduction to general symbolism, Reill's work is commonly found in libraries with any interest in the subject. More a dictionary than a comprehensive text, each individual subject (for example: darkness) is discussed in relation to its symbolic meaning. An old work, it is nevertheless a good starting point.

Talbot's Grimoire

Author: Arthur Talbot
Race: Human
Dimensions: 8x10x4
Weight: 6 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Dweomercraft
Value: 1,000 gp; 1,500 gp with binding spell

Talbot's Grimoire is a dark tome, sought by those who wish to deal with hell or the abyss. Written in code (requiring a 15 Intelligence to decipher), *Talbot's Grimoire* contains within descriptions of all the layers of hell as well as several of the abyssal layers. Additionally, and in a code-within-a-code (requiring an 18 Intelligence to decipher), it contains the names of 10 greater demons/devils. Finally, complete and true versions contain the 8th-level magic user spell **binding**. As one would suppose, the 10 greater beings named within this tome are attempting to eradicate all copies of the work...

Tattoos of the Soudan Islanders

Author: Unknown
Race: Human?
Dimensions: 8x10x1.5
Weight: 4lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Rare
Fields of Study: Humankind
Special Knowledge Categories: Art & music, legends & folklore, sociology
Value: 75 gp

A study of the skin decorations common among the Soudan islanders, this work relentlessly categorizes every one of the over 1,000 different tattoos found throughout the small island chain. Each tattoo is illustrated and explained, demonstrating how skin art broadcasts the legends and folklore of the islanders as well as how islanders demonstrate social standing through their association with ancient and traditional figures.

The Method of Industhana Math

Author: Musa Khwariz
Race: Human
Dimensions: 8x8x1
Weight: 2lbs.
Materials: Leather-bound, woodboard, vellum
Rarity: Uncommon
Fields of Study: Physical universe
Special Knowledge Categories: Mathematics
Value: 45 gp

This highly important book introduced the concepts of completion and balancing to much of the known world. It is upon the foundation laid by this work that modern mathematicians labor deeper to understand the laws of nature as expressed through relationships.

Underground Construction

Author: Garl Berlyson
Race: Gnome
Dimensions: 14x12x2.5
Weight: 7 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Physical Universe
Special Knowledge Categories: Architecture & engineering
Value: 150 gp

Underground Construction is obviously a labor of love from one most fond of the underground. Berlyson spends entire chapters dedicated to structural aspects to prevent ceilings from falling in, but his true interest lies in domestic and holy architecture within the stone of the world. Of particular note is his section on dwarven ornamentation featuring over 200 individual forms of such in straight-forward drawings.

Upon the Generation of Pod-Men

Author: Pluff Droubly the Younger
Race: Human
Dimensions: 8x10x1.5
Weight: 4 lbs.
Materials: Leather-bound, woodboard, parchment, iron clasp and lock
Rarity: Very rare
Fields of Study: Flora, supernatural & unusual
Special Knowledge Categories: Fungi, dweomercraft
Value: 500 gp

This foul tome describes the care and maintenance of the pod-man plant as well as the evil ritual used to convert a human into a superior pod-man. The ritual can be performed by any creature of 6HD or more with a 5% chance of success per every point of Intelligence of the ritualist. Performing the ritual is very risky however as there is a cumulative 1% chance per use that the ritualist himself transforms into a superior pod-man with no knowledge of his prior self. However, the reader of the tome will be unaware of the risk as the author fell victim to the danger before recording it for posterity.

The Veines of the Human Bodie

Author: Gurl Barken
Race: Human
Dimensions: 14x12x1.5
Weight: 5 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Humankind, supernatural & unusual
Special Knowledge Categories: Biology, medicine
Value: 1,250 gp

A work of truly ancient origins, not much is known concerning Gurl Barken; his heritage and nationality remain shrouded by time. Barken's work however, is one that stands the test of time, featuring many detailed illustrations concerning the circulatory system of humankind. The book is very difficult to copy and is thusly quite rare.

The Virtue of Celibacy

Author: Gehed Noorlim
Race: Human
Dimensions: 4x5x0.5
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Humankind
Special Knowledge Categories: Philosophy & ethics, theology & myth
Value: 5 gp

This short treatise on celibacy is one of the most common books in the known world. Produced in vast quantities by the great landowner Gehed Noorlim, the book is given out to any who can read. Gehed finances the reproduction of the work at great personal expense as he is a fervent believer in his message. Sages believe the work to be nothing more than a rambling diatribe about how the "lesser races" should choose self-genocide because humanity is the purist form of intelligent life.

Viticulture

Author: Illuth Wayfarer
Race: Elf
Dimensions: 8x10x3
Weight: 8lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Physical universe, fauna, flora
Special Knowledge Categories: Geology & mineralogy, insects, bushes & shrubs, fungi
Value: 125 gp elven version, 75 gp other languages

Written in Elven, *Viticulture* is an ancient work, believed to have been written over 1,000 years ago. There have been many different translations of the work into other languages, but the original elven version is the only one a serious grape grower possesses. The work discusses everything related to viticulture: soil composition, growth from seed, transplanting, grafting, trellising, insects, molds and fungi, pruning, harvesting, and all other pertinent aspects of the actual winemaking process.

The Weather of the Driftwood Isles

Author: Targed Curn
Race: Human
Dimensions: 16x4x1
Weight: 3 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Physical universe, flora
Special Knowledge Categories: Meteorology & climatology, grasses & grains
Value: 150 gp

The windswept Driftwood Isles are home to the barbaric natives among which Targed Curn lived for over 20 years. A shipwrecked sailor, Targed learned the language of the natives and convinced them into helping with his work on the weather and cultivated grains. How exactly he managed to do this given the traditional animosity

among the many tribes of the extensive island chain is unknown, but his work is the most complete for that isolated geographical location.

Weeds of the Cold Marshes

Author: Cauld Plowterie
Race: Human
Dimensions: 8x10x1.5
Weight: 4lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Flora
Special Knowledge Categories: Weeds
Value: 50 gp

An excellent overview of common weeds found in cold marshes, Cauld Plowterie's *Weeds of the Cold Marshes* is considered the standard introductory text on the matter. It is inevitably found in any sound library concerned with temperate and sub-polar flora.

The Wide Book

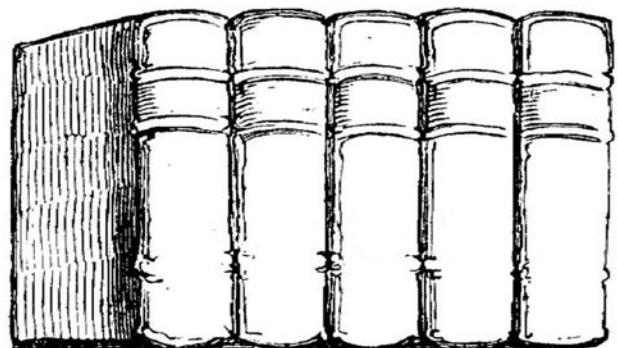
Author: Unknown
Race: Human (presumably)
Dimensions: 16x4x1
Weight: 3 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Humankind, demi-humankind, humanoids & giantkind
Special Knowledge Categories: History, legends & folklore
Value: 25 gp

The Wide Book is a collection of shorter works concerning the Mountains of Xur, the hills called The Skathernes, and areas near these geographical features. The book is broken into segments arraigned in no discernable order; stories, poems, and snippets of history concerning the peoples of the land of their histories.

The Written Word

Author: Knoop Bairman
Race: Human
Dimensions: 8x8x1
Weight: 8 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Humankind
Special Knowledge Categories: Art & Music
Value: 225 gp

A very rare work, *The Written Word* by Knoop Bairman is an extensive study of the history of penmanship throughout the civilized world. Tracing the evolution of the art of the written word for over 800 years, this work is an invaluable resource for anyone desirous of determining just when and where a particular scrap of text was written.



RANDOM DETERMINATION OF TOME (D100)

1	101 Ways to Die Through Foolhardiness
2	Alchemical Mixtures of the Most Unusual Sort
3	Beardless Ladies
4	Bushes & Shrubs of the High Mountains
5	Chaos - Theory and Practice
6	Common Creatures of the Underearth
7	Common Mushrooms
8	Crustaceans, Molluscs and the Lunar Tide
9	Geography of the Upper Realms
10	Gnomish Art
11	On the Nature of Worms
12	On the Wings of Dragons
13	Reading Chicken Livers
14	Return to the Eve
15	Stonework
16	The Abyssal Planes
17	The Earth Forging
18	The Griffon Grimoire
19	The Psychology of Drow
20	The Rule of Law
21	The Virtue of Celibacy
22	A Human Demographic
23	A Floral Guide to the Landtide Hills
24	Ancient Kemet
25	Codes
26	Culdee's Common Dictionary
27	Dead Deities
28	Doppelgangers
29	Elemental Heraldry & Genealogy
30	Healing Life Energy
31	Insects of the Eastern Jungles
32	Mathimagics
33	Primsmatica
34	Poultices Most Pure
35	Ranste: Pearl of the Seas
36	The Atlas of the Gulf of Pappant
37	The Great Shedu Grammar
38	The Hynde Etyrn
39	The Music of the Tribes of the Snawbileft Mountains
40	The Veines of the Human Bodie
41	The Wide Book
42	Upon the Generation of Pod-Men
43	Weeds of the Cold Marshes
44	Barks of the World and their Medicinal Properties
45	Calary: A Study in Politics
46	In the Hall of the Mountain King
47	The Birds of the Central Sea
48	The Weather of the Driftwood Isles
49	The Art of Relent Plume
50	The Great Astral Chart

51	Legends and Myths of the Dralmont Elves
52	The Flowers of Fenton Fields
53	Archibald's Collected Signs
54	Underground Construction
55	Crypts of Eternity
56	Mosses and Lichens of the Dim Zones
57	An Introductory Dwarven Grammar
58	The Healing Properties of Gem Stones
59	The Noble Hippogryff
60	Talbot's Grimoire
61	A History of the Keepers of Solitude
62	The Written Word
63	The Danger of Diminutive Dorf
64	Symbolism: Meaning and Confusion
65	Tattoos of the Soudan Islanders
66	Viticulture
67	Puns in Four Languages
68	The Lineage of the Stonepick Clan
69	The Laws of Manip
70	The Elf
71	The Customs of the Burrow
72	A Stellar Guide
73	Guide to Wicheal's Map of Vernichstein
74	The Amphibians of the Cold Marshes
75	Perfect Eight
76	The Orc Tribes of the Lanfar Hills
77	Seven Elements
78	Grammrye's Desert Herbal
79	Octopi of Coral Gulf
80	Pouch Life of Gibamunda
81	The Method of Industhana Math
82	Landholdings on the Goutherflow
83	Records of Down Glackerditt
84	A Cyclopedia of Kurtish Antiquities
85	Kenotaphion
86	The Chains of Religion
87	Guzzler Dens
88	Formula Folio
89	Mustard Pots of the Kalabryrians
90	Cheeses of the Upperdales
91	Stone Giants of the Garvian Mountains
92	Fyshe of the Sea
93	Numbers
94	Elven Dialects
95	Curses of the Pharaohs
96	Seabirds of the Northern Seas
97	Dwarven Symbols
98	Bone Knitting
99	The Ebon Book
100	Silverwork of the Ynlar

TOME VALUES (LEAST VALUABLE VERSION IF MULTIPLE)

The Virtue of Celibacy	5
Crustaceans, Molluscs and the Lunar Tide	20
Gnomish Art	20
Landholdings on the Gouterflow	20
Records of Down Glackerditt	20
On the Wings of Dragons	25
Reading Chicken Livers	25
Return to the Eve	25
Stonework	25
The Wide Book	25
Calary: A Study in Politics	25
Legends and Myths of the Dralmont Elves	25
An Introductory Dwarven Grammar	25
The Healing Properties of Gem Stones	25
A History of the Keepers of Solitude	25
Symbolism: Meaning and Confusion	25
The Laws of Manip	25
The Customs of the Burrow	25
Puns in Four Languages	35
Cheeses of the Upperdales	35
Fyshe of the Sea	35
The Method of Industhana Math	45
Mustard Pots of the Kalabryrians	45
Bushes & Shrubs of the High Mountains	50
Common Creatures of the Underearth	50
Common Mushrooms	50
A Human Demographic	50
Codes	50
Culdee's Common Dictionary	50
The Hynde Elyn	50
Weeds of the Cold Marshes	50
Mosses and Lichens of the Dim Zones	50
The Noble Hippogryff	50
The Orc Tribes of the Lanfar Hills	50
Stone Giants of the Garvian Mountains	50
Dwarven Symbols	55
Bone Knitting	65
Beardless Ladies	65
Seven Elements	70
Tattoos of the Soudan Islanders	75
Guide to Wicheal's Map of Vernichstein	75
A Cyclopedia of Kurtish Antiquities	75
Silverwork of the Ynlar	75
The Amphibians of the Cold Marshes	80
The Chains of Religion	85
Numbers	85
The Danger of Diminutive Dorf	95
The Earth Forging	100
The Rule of Law	100
Dopplegangers	100

The Flowers of Fenton Fields	100
Archibald's Collected Signs	100
Elven Dialects	105
Grammrye's Desert Herbal	110
Viticulture	125
A Floral Guide to the Landtide Hills	150
Ranste: Pearl of the Seas	150
The Music of the Tribes of the Snowbileft Mountains	150
The Birds of the Central Sea	150
The Weather of the Driftwood Isles	150
Underground Construction	150
Alchemical Mixtures of the Most Unusual Sort	150
Guzzler Dens	165
Chaos - Theory and Practice	200
On the Nature of Worms	200
Insects of the Eastern Jungles	200
Poultices Most Pure	200
Barks of the World and their Medicinal Properties	200
The Written Word	225
The Lineage of the Stonepick Clan	225
Seabirds of the Northern Seas	225
Ancient Kemet	250
Primsmatica	250
101 Ways to Die Through Foolhardiness	250
A Stellar Guide	325
The Psychology of Drow	400
The Abyssal Planes	450
Healing Life Energy	450
Octopi of Coral Gulf	450
The Griffon Grimoire	500
Upon the Generation of Pod-Men	500
Curses of the Pharaohs	525
Dead Deities	550
In the Hall of the Mountain King	550
Crypts of Eternity	625
The Elf	650
Pouch Life of Gibamunda	650
Perfect Eight	725
Geography of the Upper Realms	850
Elemental Heraldry & Genealogy	1,000
Talbot's Grimoire	1,000
The Veines of the Human Bodie	1,250
Mathimagics	1,850
The Atlas of the Gulf of Pappant	2,150
The Ebon Book	2,575
The Art of Relent Plume	2,650
The Great Astral Chart	3,250
Kenotaphion	4,500
The Great Shedu Grammar	5,000
Formula Folio	7,225

This product uses the OSRIC™ System (Oldschool System Reference and Index Compilation™). The OSRIC™ system text may be found at <http://www.knights-n-knaves.com/osric>. The OSRIC™ text is copyright of Stuart Marshall. "OSRIC™" and "Old School Reference and Index Compilation™," are trademarks of Matthew Finch and Stuart Marshall and may be used only in accordance with the OSRIC™ license. This product is not affiliated with Wizards of the Coast."

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date,

and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

OSRIC™ copyright 2006, Stuart Marshall, adapting material prepared by Matthew J. Finch, based upon the System Reference Document, and inspired by the works of E. Gary Gygax, Dave Arneson, and many others

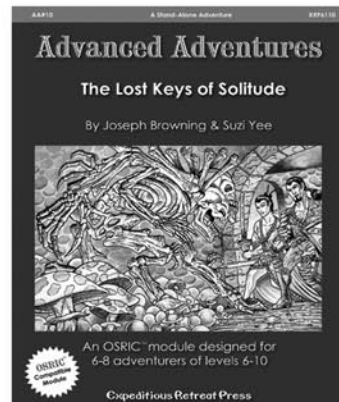
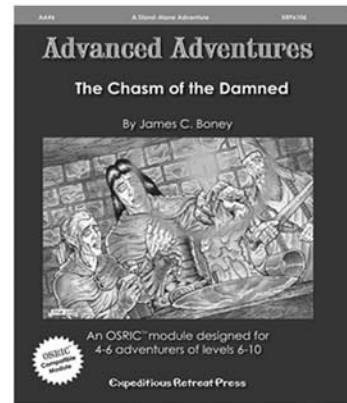
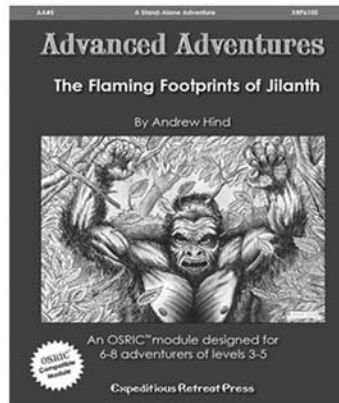
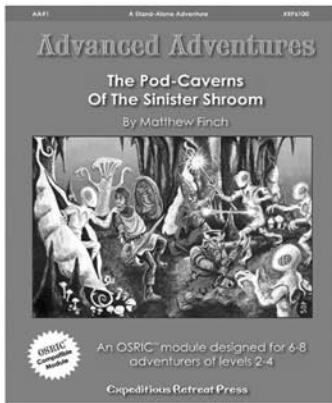
Tome of Tomes Volume One Copyright 2011, Expeditious Retreat Press, Author: Joseph Browning

Designation of Product Identity and Open Game Content:

All text in this work is Open Game Content, excepting the terms, Tome of Tomes, OSRIC, "Old School Reference and Index Compilation", company names, logos, artwork, and the author and artist names.

Advanced Adventures

Gird your loins and stand behind the dwarf!



- Advanced Adventures #1: The Pod Caverns of the Sinister Shroom
- Advanced Adventures #2: The Red Mausoleum
- Advanced Adventures #3: The Curse of the Witchhead
- Advanced Adventures #4: The Prison of Meneptah
- Advanced Adventures #5: The Flaming Footprints of Jilanth
- Advanced Adventures #6: The Chasm of the Damned
- Advanced Adventures #7: The Sarcophagus Legion
- Advanced Adventures #8: The Seven Shrines of Nav'k-Qar
- Advanced Adventures #9: The Lost Pyramid of Imhotep
- Advanced Adventures #10: The Lost Keys of Solitude
- Advanced Adventures #11: The Conqueror Worm
- Advanced Adventures #12: The Barrow Mound of Gravemoor
- Advanced Adventures #13: White Dragon Run



Expeditions Retreat Press

Your source for 1E adventures-in stores and sold direct!

www.XRPshop.citymax.com

www.YourGamesNow.com