

Tome of Tomes

Volume Six

Author: Joseph Browning

Welcome all to Tome of Tomes, Volume 6! Fueled by my lovely Patreons, this short work provides 100 more 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!

If you'd like to become a Patreon for more Tome of Tomes books, drop by my campaign at <https://www.patreon.com/josephbrowning>. I'm putting up 16 new tomes a month.

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 Merin.

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 NEXT ONE HUNDRED TOMES

A Defense of Night Hags

Author: Clarty Snaw

Race: Human

Dimensions: 6x5x1

Weight: 1 lbs.

Materials: Leather-bound, woodboard, parchment

Rarity: Rare

Fields of Study: Humankind, supernatural & unusual

Special Knowledge Categories: Legends & folklore, planes (outer)

Value: 65 gp

This ancient Arnuvian tome is a thorough collection of more than 25 different defenses against the dangers of a night hag—all but one providing no significant protections. The single effective defense is a paste composed of garlic, onions, and the blood of a foal placed upon the forehead of the afflicted. This mixture prevents a night hag from "riding" their chosen victim.

A Harbor Full of Ships

Author: Unknown

Race: Human

Dimensions: 8x10x1

Weight: 2 lbs.

Materials: Leather-bound, woodboard, parchment

Rarity: Common

Fields of Study: Humankind

Special Knowledge Categories: Arts & music

Value: 35 gp

A Harbor Full of Ships is a collection of nautical-themed poems gathered from famous poets of all of the western nations. It includes six variants of the 3,000-line-long Ships of the Harbor poem from Grand Bard Weardie. Two of these variants appear nowhere else, and sages surmise that A Harbor Full of Ships was the work of the Grand Bard himself, under a pseudonym.

A History of the World's Greatest Farts

Author: Finnock Jetdigger

Race: Gnome

Dimensions: 6x5x1

Weight: 1 lbs.

Materials: Leather-bound, woodboard, parchment

Rarity: Rare

Fields of Study: Humankind, demi-humankind, humanoids & giantkind, fauna, supernatural & unusual

Special Knowledge Categories: History, reptiles, planes (outer)

Value: 85 gp

This crude tome was a runaway best-seller for its author just recently outcast from his native dwarven communities. The tome has since become rather hard to find now after so many cities banned it. It contains a list of 100 famous farts, ranging from kings and queens, to orcs and ogres, and finally on to dragons and then even the very gods themselves.

A New Theory of Dragons

Author: Pemphetru

Race: Human

Dimensions: 12x12x2

Weight: 15 lbs.

Materials: Leather-bound, woodboard, brass plaques

Rarity: Common

Fields of Study: Fauna
Special Knowledge Categories: Reptiles
Value: 40 gp

This ancient tome is now considered the standard theory on the creation and promulgation of dragons. Contrary to the dragons' claim of once being rulers of the world, the information presented here convincingly leads sages to understand the subservient role dragons played to the titans, the creator race. Of course, modern-day dragons still insist on their primacy.

Afghorkahn the First Lich

Author: Unknown
Race: Human
Dimensions: 6x5x1
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Humankind, supernatural & unusual
Special Knowledge Categories: Legends & folklore, dweomercraeft
Value: 30 gp

This tome tells the story of Afghorkahn the first lich. Afghorkahn was a magic user from times even ancient to the first Kemetian dynasty. It is told that he discovered the path to lichdom on accident when seeking out a way to achieve immortality. He found it, of sorts... Afghorkahn the First Lich is still a highly debated work among sages, some claiming it is pure fiction while others deem it just mostly fictitious.

Alchemy for Beginning Magicians

Author: Gimarfa
Race: Human
Dimensions: 14x12x2.5
Weight: 9 lbs.
Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Physical universe, supernatural & unusual
Special Knowledge Categories: Chemistry, dweomercraeft
Value: 175 gp

The subject of alchemy is one that becomes integral to magic use only after a certain amount of ability, and this text is studied only by an apprentice nearing the end of his study. Alchemy for Beginning Magicians is a goal-oriented text that focuses on basic materials and processes as viewed through the processes of ink making: the form of alchemy that most magic-users are first interested in.

An Illustrated Guide to Herb Gardens

Author: Giromo Silverhair
Race: Half-elf
Dimensions: 16x16x1
Weight: 6 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Flora
Special Knowledge Categories: Herbs
Value: 35 gp

Silverhair's Illustrated Guide to Herb Gardens is common in the libraries of Western nobles. The work breaks up the West into several different growing areas, and provides information on creating an herbal garden that's appropriate for each area. Silverhair further

breaks down his garden plans by sunlight and precipitation, allowing the reader to fully customize their garden to best suit their climate. An Illustrated Guide to Herb Gardens is an excellent and practical work on the subject.

Aromatic Additives

Author: Gunno Butterfelt
Race: Halfling
Dimensions: 8x8x1
Weight: 2lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Demi-humankind
Special Knowledge Categories: Art & music
Value: 25 gp

This tome compiles the complex history of halfling beer brewing additives into a single tome. Butterfelt traveled extensively through all the halfling lands compiling a long list of distinctive additions: include the pumpkins of Downriddle, the lavender of Windhill, and the vanilla of Houstinall imported from far away Mataraka. Dozens of different recipes are included in Aromatic Additives, making brewing up a traditional halfling beer a simple matter.

Astral Patterns

Author: Arturo Brunini
Race: Human
Dimensions: 8x8x1
Weight: 8 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Rare
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Planes (astral)
Value: 65 gp

In Astral Patterns, Brunini puts forth the opinion that, unlike all traditional knowledge of the plane, there are patterns within the Astral allowing for easy and quick travel incredible distances. He calls these patterns "stepping points" wherein travel speeds exponentially increase without any apparent increases. Astral Patterns is a hotly-contested work, to say the least, with most scholars summarily dismissing it without even fully reading it.

Berries of the Agwanek

Author: Matsla Menka
Race: Human
Dimensions: 8x10x1.5
Weight: 4lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Flora
Special Knowledge Categories: Bushes & shrubs
Value: 60 gp

The sister work to Berries of the Sookpik, Berries of the Agwanek discusses and illustrates the berries found in the slightly-warmer-climate of the Agwanek island that lies a few hundred miles southwest of the Sookpik. Taiga berries in this work include raspberries, bunchberries, cloudberry, cranberries, lingonberries, and bilberries. As with the prior work, several different recipes are included as well as preservation methods.

Berries of the Sookpik

Author: Matsla Menka
Race: Human
Dimensions: 8x10x1.5
Weight: 4lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Flora
Special Knowledge Categories: Bushes & shrubs
Value: 50 gp

At the end of the short Arctic summer bears descend from their bushy mountains into the flat coastal tundra of the Sookpik right when it bursts with berries. This wandering book discusses and illustrates eight different types of edible berries, including the cloudberry, salmonberry, blueberry, crowberry, and lingonberry. There are many different recipes include in Berries of the Sookpik as well as preservation methods. The work rounds out with a detailed drawing of a berry rake and some instructions on how to make one.

Book of Prayers for Motsognir

Author: The Dwarven People
Race: Dwarf
Dimensions: 8x10x3.5
Weight: 11 lbs.
Materials: Leather-bound, stoneboard, parchment, iron clasp and lock
Rarity: Common
Fields of Study: Demi-humankind
Special Knowledge Categories: Theology & myth
Value: 250 gp

This quality illuminated copy of the dwarven Book of Prayers is a credit to the creator of the dwarves. The book of prayers focuses entreaties around the four pillars: dravish Durgon, ferro Ferron, khentan Keton, drago Dwerron! Translated into Common: legs of stone, backs of iron, hearts of diamond, wills of gold. Other than the ornateness of this copy, nothing else distinguishes it from a common Book of Prayers for Motsognir.

Candies of the Kalabryrians

Author: Coudie Bauld
Race: Human
Dimensions: 10x10x1
Weight: 4 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Rare
Fields of Study: Humankind
Special Knowledge Categories: Art & music
Value: 95 gp

One of Bauld's rarer tomes regarding the Kalabryrians, the dozens of different peoples of the vast sub-continent, Candies of the Kalabryrians is both an expose of the various said candies, but also a recipe guide. Unfortunately, most of the recipes rely upon that elusive and expensive product of the sub-continent: sugar. This renders most of the book useless to the western kingdoms, but the lovely illustrations and descriptions tantalize regardless.

Candlemaking

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

Although known more for her travelling gustatory works (such as Cheeses of the Upperdales) Perbottom was also fascinated by the more-common skills and wrote several works about them during her long life. Candlemaking was the first in the series and deals with the art of halfling candle making. The book focuses mostly upon beeswax candles, but tallow candles are given a small chapter. Perbottom discusses scenting, molding, dipping, and even carving in this short, yet detailed, work.

Celebrated Mummies

Author: Kira Knatag
Race: Human
Dimensions: 8x10x1
Weight: 2 lbs.
Materials: Leather-bound, woodboard, vellum
Rarity: Uncommon
Fields of Study: Humankind
Special Knowledge Categories: History
Value: 70 gp

A tome on an unusual subject, Celebrated Mummies isn't about the powerful animated varieties, but of mundane mummies plucked from the desert lands. It attempts to maintain a chronological order of each mummy including a brief history of the person as well as a history of the mummy from creation to current resting place. Written several decades ago the tome is out of date, but given that mummy collection has fallen out of favor given the Rinforlo Incident, it is likely to still be fairly accurate.

Cheesemakers of Durbin

Author: Gorfa Dinlinda
Race: Human
Dimensions: 4x5x0.5
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Humankind
Special Knowledge Categories: Law & customs
Value: 35 gp

Buried in the middle of the tiny Dargil Forest rests Durbin, whose craftsmen stand foremost in wash-rind, hard cheese production. Blessed by fertile grazing grounds around tiny Dargil Forest where thousands of cattle are raised, and doubly-blessed by the hight of wind-sweep Dargil, Durbin creates three masterful cheeses: Durbin, Colofit, and of course Durbin Extra-Hard. Each of these three cheeses takes two years to produce, but can withstand almost anything nature throws at them and remain tasty and healthy. This is why they're a staple of Grand Duke Winlicotte's Navy. This tome discusses the laws and customs surrounding the cheesemakers which ensure remarkable consistency in their works.

Controlling Bookworms

Author: Durra Dunfarming
Race: Half-elf
Dimensions: 6x5x1
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Rare
Fields of Study: Fauna
Special Knowledge Categories: Insects
Value: 60 gp

This odd tome lays out the life cycle of the bookworm—that nefarious enemy of the librarian and sage. It begins with the larval stage from which it draws its name, and follows it through its two other stages: breeding moth stage and its egg/parasite stage of the common rat. Controlling bookworms brings to attention to librarians everywhere that if they control their rat populations, they reduce the chances of a bookworm infestation. The tome is clearly illustrated to provide accurate identification of the bookworm in all its stages.

Devil Squirrels

Author: Brogla Girha
Race: Half-elf
Dimensions: 8x8x1
Weight: 2lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Fauna, supernatural & unusual
Special Knowledge Categories: Mammals, planes (Outer)
Value: 150 gp

Written after the wonderfully useful Stench Cows, what exactly possessed Girha to write an entire book about devil squirrels, those dusky orange squirrels found among the hell trees of Avernus, is unknown, but write she did, and Devil Squirrels is such a work of uncompromising scholarship that not a single other tome on the subject has been written since. Of course, no tomes on this subject existed prior to this work either.

Dragon Teeth Mountains History

Author: Bandar Rahida
Race: Human
Dimensions: 8x8x1
Weight: 3 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Humankind
Special Knowledge Categories: History
Value: 35 gp



This tome by Rahida tells the history of the Dragon Teeth that run for nearly 500 miles along the Jazan Coast. Dry and rocky it is home to few humans and demi-humans. The nearby states of Zanzia, Zabid, and Quwah used to all have summer capitals in the Dragon Teeth, but each has fallen into ruin due to rebellions and instability. Written over 100 years ago it is now significantly out of date.

Dweomercraeft

Author: Ashdown Council of Wizards
Race: N/A
Dimensions: 6x5x1
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Dweomercraeft
Value: 25 gp

The foundational text for all Western magic was created by the Council of Wizards in the great Freecity of Ashdown more than 600 years ago. Dweomercraeft has since then gone through 39 editions, each edition updating information or changing presentation manner. Regardless the edition, Dweomercraeft is the best conceptual introduction to all the different types of arcane magic.

Eastern Troll

Author: Comar Farren
Race: Human
Dimensions: 8x10x3
Weight: 6lbs.
Materials: Leather-bound, woodboard, vellum
Rarity: Rare
Fields of Study: Humanoids & giantkind
Special Knowledge Categories: Languages
Value: 80 gp

The companion volume of Western Troll, Eastern Troll dissects the 37 different dialects of the language, again dealing primarily with phonology, vocabulary, and syntax. While Western Troll is mostly differentiated by tone sandhi, Eastern Troll has no consistent pattern of differentiation between the dialects, many of which are almost as incomprehensible to each other as Western Troll is to Eastern Troll.

Echinoderms of Fingol

Author: Ulick Purdon
Race: Human
Dimensions: 12x12x2
Weight: 6 lbs.
Materials: Leather-bound, woodboard, vellum
Rarity: Uncommon
Fields of Study: Fauna
Special Knowledge Categories: Cephalopods & echinoderms
Value: 45 gp

The bounty of the Gulf of Fingol is remarkable, not only in fish and seaweed, but also in echinoderms. This tome classified more than 58 different varieties of sea lilies, sea urchins, sea stars and sea cucumbers. Each type of echinoderm is externally and internally illustrated, with major body parts named and labeled. Of particular interest is the giant sand dollar which is unique to the area and is the source of that spell-enhancing component (if ground and used in a sleep spell in addition to other components saves are made at -1).

Elem-üzüntü, the 15th Layer of the Abyss

Author: Kalibma, The Winged Hound of the Abyss
Race: Demon
Dimensions: 16x16x6
Weight: 22 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Planes (outer)
Value: 950 gp

Kalibma, The Winged Hound of the Abyss surreptitiously made 13 tomes about various lower layers of the abyss before he was hunted down and destroyed by Pazuzu for his temerity. Since then his works have spread far and wide throughout the multiverse. Although old by several hundred years, much of the information within is still relevant. The names chosen by Kalibma for the layers are not the true names, but one of their common sobriquets.

Elem-üzüntü sprawls in untamed madness. Ruled by no major power, Painsorrow is a constant battlefield even among the constant battlefield that is the Abyss in general. Power ebbs and flows here like water, and even control of the air above is contested among hundreds of different seekers. This work contains an accurate map of more than 10,000 square miles of Elem-üzüntü, and it is where Kalibma was formed and died.

Elstrange Pottery History

Author: Fird Nugar
Race: Human
Dimensions: 16x16x1
Weight: 6 lbs.
Materials: Leather-bound, woodboard, vellum
Rarity: Common
Fields of Study: Humankind
Special Knowledge Categories: Art & music
Value: 60 gp

This tome is a studied analysis of the pottery created in Elstrange over the past 800 years. Of all the provinces of the fallen Elphone Empire, Elstrange is now the only one that most people still know about. And that is because their wonderful pottery that spread throughout the world during empire, is still in high demand among the wealthy and among religious houses. What exactly it is that makes Elstrange pottery recognizably superior to other pottery is highly debated, although most sages agree that it is the unique mud of the Sawarch Flats that give the near-translucent quality so highly sought after.

Emek-gaos, the 16th Layer of the Abyss

Author: Kalibma, The Winged Hound of the Abyss
Race: Demon
Dimensions: 16x16x6
Weight: 22 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Planes (outer)
Value: 1,250 gp

Crawlingchaos is one of the more-changeable layers of the abyss, and maps of it are reliably worthless. Kalibma however figured out a pattern in the landscape that was only visible from the air and when viewed for a long duration: certain areas favor certain topography.

For example, a particular area may be any type of landform, but it has a 20% favorable "opinion" of mountains, and such appear there at that increased rate over pure randomness. Because of this discovery, Kalibma's massive map and glossography of this layer (well, at least 10,000+ square miles) of the abyss is the best that has ever been produced.

In addition, the tome contains information regarding tulgorf: a common weed of Emek-gaos that, when chewed, produces a mild soporific effect (-1 to hit in combat), but provides strong protection against poisons (+4 to saves). Given the many venomous creatures of Emek-gaos, it's an invaluable travel aid for the land-bound.

Etiquette Along the Hiratha

Author: The Merchants of Wenetoi
Race: Human
Dimensions: 8x10x1
Weight: 2 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Rare
Fields of Study: Humankind
Special Knowledge Categories: Law & customs
Value: 60 gp

The Hiratha River runs for more than a thousand miles through the intense jungles of Nyekundu, breaking into dozens of different tributaries along which hundreds of different tribes claim territory. This always posed a difficulty to the Merchants of Wenetoi whose trade in Nyekundu Wood formed the base of their economy. Eventually, the Wenetoi mastered the etiquette of the cultures along the Hiratha, allowing them to trade at the source of the wood. This work was required reading for any would-be trader while the Nyekundu Wood was still available.

Etiquettes of Listening to Music

Author: Yuah Kiral
Race: Human
Dimensions: 16x16x2
Weight: 10 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Humankind
Special Knowledge Categories: Law & customs
Value: 80 gp

Kiral traveled the courts of the world gathering information on etiquette for this expansive volume on "proper" ways of listening to music. From the silent appreciation of Viran to the raucous participatory halls of Jophar, the reader of this tome will be well educated on what to say and do during musical performances among the ruling class.

Flesh Golems Made Easy

Author: Unknown
Race: Human
Dimensions: 16x16x1
Weight: 5 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Planes (outer)
Value: 2,500 gp

The tome purports to increase the ease of flesh golem manufacture, and it does so, but it is also a cursed text. After reading *Flesh Golems Made Easy* creating any flesh golem is done at half price and double speed. Unfortunately also after reading it in its entirety, it transforms the most-beloved person of the reader into a flesh golem that's tasked with finding and killing the reader, at which time the golem then transforms back into the normal person. There are several of these tomes, and they've prominently featured in some of humankind's greatest tragic plays.

Ghul Cultes Auf Uatuma

Author: Sewolt Vogel
Race: Human
Dimensions: 8x10x1
Weight: 2 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Humankind
Special Knowledge Categories: Theology & myth
Value: 50 gp

The sweltering city of Uatuma has long housed hundreds of cults, many debased and decadent, within its thousand-towered canals. *Ghul Cultes auf Uatuma* describes the only cult the city itself has striven to drive out of existence: the ghoul cult, a cult that worships ghouls with the intent of eventually transforming themselves and entire world into ghouls. Believed extinct for the past 320 years, there are rumors that the ghoul cults are returning to marshy Uatuma..

Giant Beetles

Author: Gwaylar Gemgit
Race: Gnome
Dimensions: 8x10x1.5
Weight: 4lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Fauna
Special Knowledge Categories: Insects
Value: 70 gp

This odd tome is a detailed analysis of the various types of giant beetles, including the elusive giant water beetle. Each of the eight common giant beetles are described in full, including their normal habitats, behaviors, and combat styles. Readers of this tome gain a +2 on to hit rolls when facing giant beetles, and have a 10% greater than normal chance of avoiding confrontation whenever such is possible. This tome was written in the twilight years of the Lord Mayor and Grand Defender of Gorphomor.

Grayson's Peak Climate

Author: Firgella Germaine
Race: Human
Dimensions: 6x5x0.5
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Physical universe
Special Knowledge Categories: Meteorology & climatology
Value: 15 gp

This small tome, written in miniscule script records 40 years of climatological information taken atop Grayson's Peak. Germain

took several different measurements: temperature (measured by a thermoscope of Germaine's invention) and pressure (measured by a barometer of Germaine's invention), as well as general information (rain, haze, clear, etc.) are jotted down for each day.

Gulf of Fingol

Author: Ulick Purdon
Race: Human
Dimensions: 16x16x1
Weight: 5 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Rare
Fields of Study: Physical universe
Special Knowledge Categories: Oceanography
Value: 115 gp

Gulf of Fingol maps the titular gulf as well as the shorelines nearby. The Gulf of Fingol is famous for its 60 foot tides, tidal bores, and Bothways Falls, where the waterfall switches direction based upon the movement of the tides. Fishing areas are also marked off on one of the many maps, indicating where the people of the bay find their sustenance and major trade goods.

Hefestian Genealogies

Author: Jord Lowif
Race: Halfling
Dimensions: 16x16x5
Weight: 25 lbs.
Materials: Leather-bound, woodboard, vellum
Rarity: Uncommon
Fields of Study: Humankind
Special Knowledge Categories: Politics & genealogy
Value: 250 gp

This massive tome collects the convoluted genealogies of 167 different powerful families over the 1,000+ years of the Hefestian Empire. Tracking such a massive amount of information through such an extended time is a monumental effort, and *Hefestian Genealogies* is still considered, after 123 years, to be the best source of genealogical information currently available.

Hefestian Legacy

Author: Agrippa Odaenathus
Race: Human
Dimensions: 8x10x1.5
Weight: 4lbs.
Materials: Leather-bound, woodboard, vellum
Rarity: Uncommon
Fields of Study: Humankind
Special Knowledge Categories: History, politics & genealogy
Value: 120 gp

The legacy of the Hefestian Empire hangs over most of the western world. It once ruled more than half of all the lands, and influenced all but the furthest extremes. Odaenathus dives into all the many and varied ways that the Hefestian legacy affects the modern western world, focusing heavily on political and genealogical remnants of the Empire. An entire chapter is devoted to the devolution of Classical Hefestian into the Common tongue.

History of Magic

Author: Ashdown Council of Wizards

Race: N/A

Dimensions: 16x16x3

Weight: 15 lbs.

Materials: Leather-bound, woodboard, vellum

Rarity: Common

Fields of Study: Humankind, demi-humankind, supernatural & unusual

Special Knowledge Categories: History, dweomercraeft

Value: 225 gp

Another tome curated by the Ashdown Council of Wizardry, History of Magic is perhaps the most-hated of all texts read during apprenticeship. History of Magic is an extremely long and detailed history of magic as practiced in the Western Lands. Long lists of famous practitioners and their exploits fill the pages, and the budding magic-user is expected to memorize them all. The text is updated every few decades.

History of Zanzia

Author: Bandar Rahida

Race: Human

Dimensions: 10x10x3

Weight: 5 lbs.

Materials: Leather-bound, woodboard, parchment

Rarity: Common

Fields of Study: Humankind

Special Knowledge Categories: History

Value: 55 gp

Rahida's monumental work is this tome distilling the 700 years of Zanzian history into a quickly and lively read, while still yet engaging with all of the important historical landmarks and issues. A significant portion of the tome is about the ruin of the summer capital Onm. Rahida went on to write a more-detailed volume upon the subject called The Ruin of Onm, which turned out to be the last history he scribed.

Illustrated Satsuma

Author: Unknown

Race: Human

Dimensions: 6x8x1.5

Weight: 1 lbs.

Materials: Stitch bound, xuan paper

Rarity: Very rare

Fields of Study: Physical universe

Special Knowledge Categories: Geography

Value: 100 gp

This wonderfully-illustrated guide to Satsuma Prefecture provides a "walking tour" environment for the reader, starting along the rugged coasts and ending at famed Hiromi castle. The illustrations are all in traditional Wakoku form, which seems strange to western eyes, and the colors are muted pastels. All the text is Wakokuian symbols.

In the End of Days

Author: Unknown

Race: Unknown

Dimensions: 6x5x1

Weight: 1 lbs.

Materials: Leather-bound, woodboard, parchment

Rarity: Uncommon

Fields of Study: Humankind, demi-humankind

Special Knowledge Categories: Philosophy & ethics, theology & myth

Value: 25 gp

The 4,000 line poem is the foundational text for the Foridi religion. The Foridi eschew all worldly goods and possessions, travelling nude and preaching about the coming End of Days. They are generally viewed by other religions as well-meaning nutters who lack any spell-casting ability, but some respectable philosophers have recently started viewing In the End of Days as a meta-religious text that may turn out to be the most-accurate of all eschatologies.

Insects of the Lambeth Forest

Author: Telperion Starchaser

Race: Elf

Dimensions: 8x8x1

Weight: 2lbs.

Materials: Leather-bound, woodboard, parchment

Rarity: Rare

Fields of Study: Fauna

Special Knowledge Categories: Insects

Value: 150 gp

The final (known) work of Telperion Starchaser, Insects of the Lambeth Forest turns the precise observational and artistic vision of its author towards the insects of his native land. Over 60 different types of insects are fully cataloged, including the Lambeth cochineal, which is harvested and crushed to create the luxurious deep blue color dye that is a major trade good of the region. It is rumored that there are several more volumes written by Starchaser, but as of yet none have been discovered.

Kazimeer's Illusions for Apprentices

Author: Kazimeer the Unseen

Race: Human

Dimensions: 6x5x0.5

Weight: 1 lbs.

Materials: Leather-bound, woodboard, vellum

Rarity: Common

Fields of Study: Supernatural & unusual

Special Knowledge Categories: Dweomercraeft

Value: 40 gp

The Enchanter Kazimeer was one of the strangest magic users in the history of the West. Beginning his studies of magic as a pure illusionist, he achieved Cabalist standing before deciding to explore the greater world of magic. His short work on illusions for apprentices can be found in almost every master's library. It contains solid advice regarding the mind-work necessary for the creation and maintenance of believable illusions. It is unfortunate that Kazimeer's brilliant mind wasn't matched with an equally-strong morality: his death serving the Cloud Giants of Sýnnefonisí serves as a warning that ability isn't an indication of quality.

Kemetian Hemerologies

Author: Unknown

Race: Human

Dimensions: 8x8x1

Weight: 1lbs.

Materials: Leather-bound, woodboard, parchment

Rarity: Common

Fields of Study: Supernatural & unusual

Special Knowledge Categories: Divination
Value: 15 gp

The Kementians had many hemerologies and this work collects five of them into a single tome. A hemerology is an almanac which identifies which days of each month are favorable, unfavorable, or downright dangerous for activities of interest to various people based upon their social standing. Consulting the hermerologies allowed the Kementians to decide which days were best for whatever endeavor they were attempting.

Kholmansikh the Great, King of Dormor

Author: Kor Ocets
Race: Human
Dimensions: 8x10x1
Weight: 2 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Humankind
Special Knowledge Categories: History
Value: 25 gp

This text is a history of the unifier of the three kingdoms of Dormor, Kholmansikh II. Born into the kingship of Cendortal, the middle kingdom of the three Dormors, his weak tactical and political position almost brought his kingdom to ruin. But through constant and herculean effort he managed a marriage that eventually resulted in his claim of one of the neighboring kingdoms. With two of the Dormorian kingdoms his, he quickly dismembered the last and added it to his new kindom, now collectively called Dormor.

Legends of the Bugbear

Author: Sarifa Silversong
Race: Elf
Dimensions: 6x5x0.5
Weight: 0.5 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Humanoids & giantkind
Special Knowledge Categories: Legends and folklore
Value: 80 gp

Although not known for their literary ability, this tome amply demonstrates that the bugbear have considerable linguistic creative skill. Legends of the bugbear tells thirteen different traditional stories in the bugbear manner: a chanting, rhythmic mix of goblin, hobgoblin, and bugbear words and grammars. Only individuals literate in all three languages can hope to understand the stories, and even then, the strange manner in which the languages are rhythmically combined will prove troublesome for the literarily uneducated.

Living Water

Author: Unknown
Race: Unknown
Dimensions: 4x5x0.5
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Planes (astral, elemental, & ethereal)
Value: 45 gp

This thin tome is about the elemental plane of water and its creatures. It

focuses primarily upon the true elementals and elemental princes, but also dwells upon the lesser water elemental creatures such as water weirds. The tome is excellent in putting forth accurate descriptions of appearance and abilities, but terrible in the speculations it puts forth regarding the hierarches among the water elementals, which are unsurprisingly extremely fluid.

Magic from Springs

Author: Archmage Deron
Race: Human
Dimensions: 16x10x2
Weight: 10 lbs.
Materials: Snakeskin-bound, woodboard, vellum
Rarity: Very rare
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Dweomercraeft
Value: 600 gp

This esoteric and convoluted tome requires an INT of 15 to simply understand what's being said, and an INT of 17 to fully understand. One of the many works of Archmage Deron, Magic from Springs fully describes the procedure through which magic can be extracted from spring water via a complex water-wheel powered structure composed of hundreds of metal cogs and springs. The end result, produced roughly every season, is a potion of recollection: potion that allows a spell caster to recall a previously cast spell.

Mangos of the Armaxot Peninsula

Author: Unknown
Race: Human
Dimensions: 16x16x1
Weight: 7 lbs.
Materials: Leather-bound, woodboard, vellum
Rarity: Uncommon
Fields of Study: Flora
Special Knowledge Categories: Trees
Value: 175 gp

The jungle that covers the mountainous Armaxot Peninsula is the birthplace of all the mango tree species in the eastern world. They were spread to the various other regional jungles during the 1st Elven migration. This tome by an unknown author (suspected to be the same author of Centipedes of the Armaxot Peninsula) lovely details each of the 15 known species, their habitats, and the many and varied uses of their fruit as well as their wood.

Mataraka Atlas

Author: Viri Diriffi
Race: Human
Dimensions: 14x12x1.5
Weight: 5 lbs.
Materials: Leather-bound, woodboard, vellum
Rarity: Uncommon
Fields of Study: Physical universe
Special Knowledge Categories: Geography
Value: 40 gp

This unreliable tome dates from 200 years ago, and is entirely compiled from 2nd-hand sources. Diriffi never traveled to Mataraka, and the errors in this tome amply demonstrate that fact. But even with those errors, many of the big-picture concepts are useful enough that travelers seeking far away Mataraka travel with a copy

this tome. Mataraka Atlas is heavily illustrated with images of the people and places of Mataraka, and a large folding map of the island is attached to the back cover.

Mental Combat

Author: Do Xinfuan
Race: Human
Dimensions: 8x10x1.5
Weight: 4lbs.
Materials: Leather-bound, woodboard, xuan paper
Rarity: Common
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Metaphysics
Value: 55 gp

Do Xinfuan was considered one of the preeminent psionicists of his generation and a legendary instructor in the mental arts. Under his tenure as Mental Master, the Yamadera Monastery produced dozens of skilled practitioners. Sages consider Xinfuan's Mental Combat required reading for any who possess the ability to engage in combat with their mind. Mental Combat teaches the techniques needed to launch successful mental attacks as well as how to defend against such attacks.

Mushroom Farming

Author: Grof Lemoux
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

Lemoux's Mushroom Farming is the compiled knowledge of generations of Gifortia Monks. Known for the massive mushroom caves they run under the ancient city of Ridotti, supplying that city the mushrooms of its famous dishes, the Gifortia Monks have the perfected the art of mushroom farming. Lemoux's work caused and outrage (and probably his death) upon its publication, but the cat was out of the bag, and other mushroom farms arose throughout the Western World.

Myrulnd's Meditations

Author: Arch-Mage Myrulnd
Race: Human
Dimensions: 8x10x1
Weight: 2 lbs.
Materials: Leather-bound, woodboard, vellum
Rarity: Common
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Dweomercraeft
Value: 80 gp

Arch-mage Myrulnd's other popular book for the student of magic, Myrulnd's Meditations is typically the last tome a student studies and discusses with their master, for if they cannot complete the meditations within and speak upon the essences of magical flows discussed within the book, they are still not quite ready for independence.

Myrulnd's Memorizations

Author: Arch-Mage Myrulnd
Race: Human
Dimensions: 8x10x1
Weight: 2 lbs.
Materials: Leather-bound, woodboard, vellum
Rarity: Common
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Dweomercraeft
Value: 80 gp

Myrulnd's Memorizations contains hundreds upon hundreds of mental memorization games a student needs to master to train their brain to hold a magic spell. This tome is familiar to any magic user or illusionist, as it's probably one of the first tomes their master started them with once they'd learned to read.

On Forgery

Author: Gierharft Thieves Guild
Race: Varies
Dimensions: 16x16x3
Weight: 15 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Humankind
Special Knowledge Categories: Art & music
Value: 1,250 gp

This tome produced by the Gierharft Thieves Guild more than 60 years ago is a step-by-step instruction in the art of forgery. It begins with simple signature forging and eventually ends with the multiple arts needed to fabricate a complete forgery of the highest kind, such as that indicating remarkable information regarding an ancient bloodline or a religious order. Unsurprisingly, this tome is banned in most civilized nations as the skills described and illustrated within are threats to rulers and governments.

Other Disciplines

Author: Fronjar the Sorcerer Sage
Race: Human
Dimensions: 8x10x1
Weight: 2 lbs.
Materials: Leather-bound, woodboard, vellum
Rarity: Common
Fields of Study: Humankind, demi-humankind, supernatural & unusual
Special Knowledge Categories: History, dweomercraeft
Value: 150 gp

This brief tome by Fronjar is an introduction to other disciplines of magic other than the Western tradition. Chapters within discuss the fire magics of Ancient Kemet, the ice magics of Eylenda, the rune magics of Nordrveg, the wood and iron magics of Xuan, and even the parasitic metaphysical magics of Kāmadhātu. None of these different disciplines are discussed in great length, and each is slotted into the Western framework of the totality of magical reality.

Pentachordianism

Author: Aiperi Aitmatov
Race: Human
Dimensions: 6x5x1
Weight: 1 lbs.

Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Humankind
Special Knowledge Categories: Philosophy & ethics, theology & myth
Value: 35 gp

This old text is a meditation upon Pentachordianism, the religion of the Pentachords, who believe that all creation is composed of five composite chords constantly creating anew. The Pentachords are rarely seen today, having faced such extreme persecution by the Elphone Empire's state religions that they are only perhaps a few hundred left.

Philon Cult Architecture of Fallen Miklagard

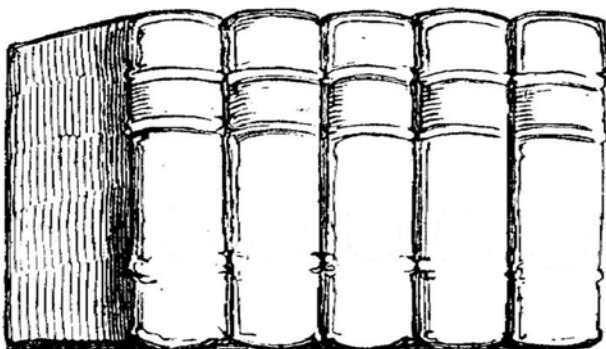
Author: Maja Lindholm
Race: Human
Dimensions: 8x8x1
Weight: 2 lbs.
Materials: Leather-bound, woodboard, vellum
Rarity: Uncommon
Fields of Study: Physical Universe
Special Knowledge Categories: Architecture & engineering
Value: 150 gp

The cult of Philon, the great grasping tentacle, the flopping Lord, the most-worshiped demon of the western world was centered in the great metropolis Miklagard. When Miklagard fell to ruin, much of the city was destroyed in the process, including the hundreds of churches that worshipped Philon. This text discusses and illustrates the ruins of all known Philon cult architecture of the city as a guide so that others can recognize the styles and symbolisms of the foul cult.

Principle of Boat Design

Author: Alfonse Alburque
Race: Half-elf
Dimensions: 6x5x1
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Physical universe
Special Knowledge Categories: Architecture & engineering
Value: 20 gp

This small, old work is common throughout the libraries in the West. It is a straightforward elucidation of the art of building small watercraft. The largest boat discussed is the longship of the Knarrevik people, carrying 40 in uncomfortable closeness. A thorough study of this work by one who is already familiar with other types of carpentry allows the building of a sturdy, albeit inelegant boat.



Probability

Author: Artur Wislon
Race: Human
Dimensions: 8x8x0.5
Weight: 1 lbs.
Materials: Leather-bound, woodboard, vellum
Rarity: Common
Fields of Study: Physical universe
Special Knowledge Categories: Mathematics
Value: 45 gp

This thin mathematical tome delves into the discipline of probability. Written by the master educator Wislon, the book contains a large number of problems to demonstrate the theories within as well as to test the educated reader.

Properties of Magical Amulets

Author: Delpha Mavour
Race: Human
Dimensions: 8x10x1
Weight: 2 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Heraldry, signs & sigils
Value: 700 gp

Another ancient Arnuvian tome, Properties of Magical Amulets is a collection of magical amulets throughout the western world from roughly 1,000 years ago. The tome is lavishly illuminated with over 400 illustrations, and the amulets are organized by their color, beginning with blues and ending with reds. Properties of Magical Amulets has been highly-valued by magic users in the centuries after its creation.

Pygmy Forests of Grayson's Peak

Author: Figgella Germaine
Race: Human
Dimensions: 8x10x0.5
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Physical universe, flora
Special Knowledge Categories: Geography, trees
Value: 95 gp

There are three separate pygmy forests on three of the four sides of Grayson's Peak with each of these forests favors particular species over the others. This work by Germaine roughly illustrates the different tree species in the forest and makes sparse notes regarding other common flora. Pygmy Forests of Grayson's Peak is mostly desired for its useful maps of three sides of the Peak, which clearly mark out the entirety of the High Pass that saves three days of travel time compared to the Low Pass.

Riparian Fauna of the Aur

Author: Donnar Kimsarking
Race: Human
Dimensions: 8x10x0.5
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Fauna
Special Knowledge Categories: Avians, reptiles
Value: 20 gp

The companion volume of Riparian Flora of the Aur focuses on the animal life along the great river. Birds fill the majority of the work, with reptiles making up most of the rest. A small section covers fish and insects: both of which barely scratch the surface of those subjects. Kimsarking was obviously a better observer of plants than of animals.

Riparian Flora of the Aur

Author: Donnar Kimsarking
Race: Human
Dimensions: 8x10x0.5
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Flora
Special Knowledge Categories: Bushes & shrubs
Value: 30 gp

This work travels the length of the great river Aur, the heart of ancient Kemet. Along the banks grow dozens of different types of plants, but the most important two being papyrus and the cattail rush: the former obviously used for the writings of ancient Kemet and still in use today in that hot land, the latter used as the main component of the woven reed furniture found throughout the area. Riparian Flora of the Aur is a broad-scope look and lacks serious detail.

Road Signs of the Freehearted

Author: Grofna Homeri
Race: Human
Dimensions: 6x4x0.5
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Heraldry, signs & sigils
Value: 250 gp

Road Signs of the Freehearted contains over two hundred commonly-used signs of the western hobo/wanderer. This thin tome turned out to be the unintentional life's work of Grofna Homeri. Having spent the majority of six decades lolling about the western kingdoms and avoiding honest work of all types, Grofna was lured into "captivity" as he called it, by the lovely Desirious, who convinced him to write this work. Sages widely assume magic was involved, for until Grofna's work, no "professional wanderer" would reveal more than a symbol or two, and even then only in highest confidence.

Scarification and Tattoos of the Malekula

Author: Fundin Stonepick
Race: Dwarf
Dimensions: 14x12x2.5
Weight: 7 lbs.
Materials: Leather-bound, woodboard, vellum
Rarity: Rare
Fields of Study: Humankind
Special Knowledge Categories: Art & music
Value: 115 gp

The Malekula people live in a Y-shaped archipelago consisting of about 150 relatively small islands of volcanic origin, with about 810 miles between the most northern and southern islands. The dozens of different tribes in this region practice intense scarification and tattooing commemorating the entire life of an individual upon their own body. This tome is copy of the original, a ghoulish collection of tanned human skin displaying the scars and tattoos of the Malekula.

Serpentians

Author: Unknown
Race: Unknown
Dimensions: 6x5x1
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Humanoids & giantkind
Special Knowledge Categories: History, legends & folklore
Value: 135 gp

This tome is about the serpentian people who, long before the rise of elves and man, ruled the world. These snake-like creatures controlled powerful magics and enslaved many different species. This tome puts forth the opinion that it is they who created many of the monstrous creatures that inhabit the world, and they who are the root cause of much of the evil that still remains. The tome ends with a chapter talking about their fall (centuries before the elves and man) and how their legends spoke of a long period of hibernation before they would rise again.

Silgo Swamp Slugs

Author: Gorbo Gimble
Race: Halfling
Dimensions: 8x10x1
Weight: 2 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Fauna
Special Knowledge Categories: Crustaceans & mollusks
Value: 100 gp

The giant eastern swamp named Silgo covers hundreds of miles, much of which is unmapped, and it crawls and slithers with life. This densely illustrated tome details a dozen different types of slugs, with each type having a handful or more of various sub-types. A lifetime's work for Gimble, Silgo Swamp Slugs even includes various recipes for cooking its subjects.

Small Mammals of the Lambeth Forest

Author: Telperion Starchaser

Race: Elf

Dimensions: 8x8x1

Weight: 2lbs.

Materials: Leather-bound, woodboard, parchment

Rarity: Uncommon

Fields of Study: Fauna

Special Knowledge Categories: Mammals

Value: 90 gp

Written after the precise Snails and Slugs of the Lambeth Forest, Small Mammals of the Lambeth Forest is an equally precise accounting of the varied and wonderful small mammals of Starchaser's native land. As expected with the works of Starchaser, the illustrations within are of the highest quality. This text is particular value as it is one of the few that describes the habitat of the extremely valuable Lambeth sable marten: the skin of which can bring up to 500 gp alone.

Songbook of Anton Deangelo

Author: Anton Deangelo

Race: Human

Dimensions: 6x5x1

Weight: 1 lbs.

Materials: Leather-bound, woodboard, parchment

Rarity: Common

Fields of Study: Humankind

Special Knowledge Categories: Art & music

Value: 15 gp

Anton Deangelo is the most famous Zanzian bard of recent history and this tome contains 64 of his compositions. Unlike most tomes filled with musical notation, Deangelo himself wrote everything down, ensuring that the compositions are true to how he created them. The Songbook of Anton Deangelo is common in any Zanzian library of any social standing.

Speaking with the Dead

Author: Xan-Lu Hoan

Race: Human

Dimensions: 6x5x1

Weight: 1 lbs.

Materials: Leather-bound, woodboard, vellum

Rarity: Uncommon

Fields of Study: Supernatural & unusual

Special Knowledge Categories: Divination

Value: 190 gp

The last of Xan-Lu's many works, Speaking with the Dead is a guide on how to use precise language coupled with deep intuition and mediation to glean the meaning of the words of the dead. Speaking with the Dead has recently spread like wildfire through the nobility of the West and the fashionable thing is to throw parties to speak with the dead in large groups.

Stench Cows

Author: Brogla Girha

Race: Half-elf

Dimensions: 8x8x1

Weight: 2lbs.

Materials: Leather-bound, woodboard, parchment

Rarity: Rare

Fields of Study: Fauna, supernatural & unusual

Special Knowledge Categories: Mammals, planes (Outer)

Value: 250 gp

Ubiquitous among the nine hells, the stench cow is a common source of fun and food for more-powerful devils. This short tome contains all the information on stench cows that a reasonable person would desire, and dives deeply into incredibly odd minutia, such as the components of stench cow dung and its possible utility as an herbicide and/or poison.

Swords of Legend

Author: Arch-Mage Olidiuviar

Race: Human

Dimensions: 16x16x2

Weight: 10 lbs.

Materials: Leather-bound, woodboard, vellum

Rarity: Very rare

Fields of Study: Humankind, demi-humankind, supernatural & unusual

Special Knowledge Categories: Art & music, dweomercraeft

Value: 430 gp

This well-researched tome (unsurprising considering the author) contains information on more than 200 legendary swords. Within its covers are the histories and abilities of the blades, and, generally speaking, the information is correct, if not complete. Some of the swords discussed within are: Calmis, Burdit, Bancouris, Pensette, Merk, Spargel, Div, Lounder, Fargant, Bruche, Snaggin, Yerl, Gilphont, Fronoux, Narglish, Olwyr, Kegith, Auric, Garff, Gulsuch, Formaund, Globet, Denumat, Granfant, Opilant, Laufanx, Wyribel, Gerparnd, Wayfayer, Dragontongue, Gothric, Devind, and the legendarily morose Armont. Each legendary sword comes with an illustration of hilt and blade.

Swords of the World

Author: Unknown

Race: Human

Dimensions: 8x8x1

Weight: 4 lbs.

Materials: Giant snakeskin-bound, woodboard, vellum

Rarity: Common

Fields of Study: Humankind

Special Knowledge Categories: Arts & music

Value: 95 gp

A collection of 54 famous swords from around the world, Swords of the World includes a full history and illumination of each sword. Unfortunately for the scholar it is yet another work of mostly-fiction, requiring sage knowledge to separate the dross from the gold. The stories and illustrations are beautiful, however.

Talbot's True Names

Author: Arthur Talbot
Race: Human
Dimensions: 8x10x1.5
Weight: 4lbs.
Materials: Leather-bound, woodboard, vellum
Rarity: Common
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Dweomercraeft
Value: 40 gp

Every creature and object has a true name: the name that ties itself to the multiverse and places it in a singular location. This introductory text discusses true names and the role they play in magic. Its final chapter lightly touches upon the various levels of true names, for the final highest true name is the name that relates the namer to the named, and such true names are the most powerful.

The Anatomy of Purple Dragons

Author: Unknown
Race: Unknown
Dimensions: 6x5x0.5
Weight: 0.5 lbs.
Materials: Leather-bound, woodboard, vellum
Rarity: Very rare
Fields of Study: Fauna
Special Knowledge Categories: Reptiles
Value: 80 gp

Sages debate the veracity of this strange small book. Purple dragons are the supposed outcome of the mating of a red and blue dragon, but no sightings of them have been verified. Yet this tome exists, including complex and detailed anatomical diagrams of the titular subject as well as notes on behavior. The Anatomy of Purple Dragons is a highly-contentious issue, and several adventuring parties have been promoted to dive deep into the underground networks in search of a confirmed sighting.

The Art of Magical Diagrams

Author: Unknown
Race: Unknown
Dimensions: 16x16x2
Weight: 10 lbs.
Materials: Leather-bound, woodboard, vellum
Rarity: Rare
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Heraldry, signs & sigils
Value: 75 gp

This tome contains information regarding pentagrams, pentacles, magic circles, thaumaturgic circles, and thaumaturgic triangles. It contains a thorough discussion on the uses of the diagrams: both for protection as well as entrapment. Sages debate the efficacy of the various symbols within, so conjurer beware!

The Arte of Karvyng Fygureheads

Author: Bjorn Garsson
Race: Human
Dimensions: 6x5x1
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Physical universe
Special Knowledge Categories: Architecture & engineering
Value: 20 gp

Another commonly-found nautically-oriented book, The Arte of Karvyng Fygureheads is as old as Principle of Boat Design (Garsson and Alburque were adventuring companions) and it picks up where that book lets off – focusing on the aesthetics of a boat over its function. The work is mainly concerned with figureheads and their appropriate portions in relation to the boat they head, but it also covers many other external and internal decorative additions.

The Baths of Laelius

Author: Unknown
Race: Human
Dimensions: 14x12x0.5
Weight: 2 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Humankind, physical universe
Special Knowledge Categories: Art & music, architecture & engineering
Value: 205 gp

This ancient tome is the only complete assessment of the famous baths of the Hefestian Emperor Laelius. Starting at the beginning of his 54 year reign and completed only 4 years before his death, the baths are a massive complex of multiple bathing locations and styles coupled with both a domed and open gymnasium. Capable of serving more than 2,000 people at any single time, the baths of Laelius were a wonder of the world for almost 500 years before a great earthquake brought them down, and almost the Empire itself.

The Battle of Trees

Author: Unknown
Race: Unknown
Dimensions: 6x5x0.5
Weight: 0.5 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Humankind
Special Knowledge Categories: Legends & folklore
Value: 20 gp

This ancient poem tells the story of the legendary druid Gwydion who animated the very trees of the forest to fight as his army against the underworld forces led by the demon prince Arawn. It is a story well-known to the peoples of Grynhdillyn, whose land of massive forests ring out with yearly recitations of the full work.

The Birth of Caves

Author: Eloborath Deepwalker

Race: Elf

Dimensions: 14x12x1.5

Weight: 25 lbs.

Materials: Leather-bound, brassboard, vellum, silver clasps and lock

Rarity: Very rare

Fields of Study: Physical universe

Special Knowledge Categories: Geology & mineralogy

Value: 150 gp

This ancient elvish work is unusual in that it deals with the underground, normally the domain of the elves' traditional foes, the dwarves. The author of this work was the first "dwarf-friend" of his race, and his long life allowed him to see things occurring in caves that the dwarves with their shorter lives had missed. Out of this experience, Deepwalker created this work. Elaborately illuminated, *The Birth of Caves* is considered a seminal work of underground lore.

The Canticles of Gwyannon

Author: Gwyannon

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: 25 gp

The most famous of all high priests of Gaevud, Gwyannon composed dozens of atonal and cacophonous songs to please her skeletal goddess. The three dozen canticles within are written in the musical notation of Gwyannon's native people, the Thumong, and will be difficult for most western musicians to decipher. For all their strangeness, the songs are quite entrancing.

The Epic of Iresgakhal

Author: Unknown

Race: Elf

Dimensions: 6x5x0.5

Weight: 0.5 lbs.

Materials: Leather-bound, woodboard, parchment

Rarity: Uncommon

Fields of Study: Humankind

Special Knowledge Categories: Legends & folklore

Value: 70 gp

This Elven translation of the ancient epic tells the story of Queen Iresgakhal's descent into Hell to rescue her abducted lover, Erung. The story is so ancient that even the parts of Hell described in the epic have changed from what they once were. The story is the foundational literature of the Urkahadian people who once ruled much of the known world before the rise of Ancient Kemet.

The Jay and the Frog

Author: Randolph Chubb

Race: Human

Dimensions: 6x5x1

Weight: 1 lbs.

Materials: Leather-bound, woodboard, parchment

Rarity: Common

Fields of Study: Humankind

Special Knowledge Categories: Arts & music

Value: 30 gp

The Jay and the Frog is a collection of moralistic poems from Lokha, that far land of lakes, snow, and timber. The titular poem is about a frog who, upon seeing a beautiful blue jay, decides that he should be proud and display himself in the same manner, but once upon the fence post and next to the jay, he's swarmed by all the jays in the forest who peck at him until he returns to his lowly position under the rushes.

The Life of Crustacea

Author: Bria Confogl

Race: Human

Dimensions: 8x8x0.5

Weight: 8 lbs.

Materials: Leather-bound, woodboard, parchment

Rarity: Uncommon

Fields of Study: Fauna

Special Knowledge Categories: Crustaceans & mollusks

Value: 60 gp

This heavily illuminated tome is a deft scientific examination of crustaceans found along the western coasts and in the fresh waters of Taversham, the dreary homeland of Confogl. The tome is broken down into 10 chapters, defining terms and classifications as well as the remarkable life cycle of the western crustaceans. The last chapter is unusual in that it presents dozens of different uses for crustacean byproducts, most notably the use of crushed shells in dye and inkmaking.

The Mother Tongue

Author: Unknown

Race: Unknown

Dimensions: 16x16x6

Weight: 15 lbs.

Materials: Leather-bound, woodboard, parchment

Rarity: Rare

Fields of Study: Humankind

Special Knowledge Categories: Languages

Value: 135 gp

This immensely-educated work discusses the fundamental tongue of humankind. Working backwards from all modern languages, it finds common root words and grammatical syntaxes to put forth what it terms the original tongue of humanity. There is fierce, vituperative debate over *The Mother Tongue* and a desperate search for the author, who remains questionably anonymous.

The Muyan Expedition to the Hornphant

Author: Ilka Tanok

Race: Human

Dimensions: 8x10x2

Weight: 3 lbs.

Materials: Leather-bound, woodboard, parchment, iron clasp and lock

Rarity: Common

Fields of Study: Humankind

Special Knowledge Categories: History

Value: 50 gp

This record of the three-year military campaign of the Muyan into the Hornphant tells the grand and ill-fated story of reckless militarism that led to the downfall of the Muyan Empire. Sages now believe that blaming the fall of the empire on a single campaign, regardless how disastrous, is a simplistic take of a more complex situation. Regardless, the Muyan Expedition to the Hornphant is an instructional work regarding how not to invade a territory.

The Order of the Black Veil

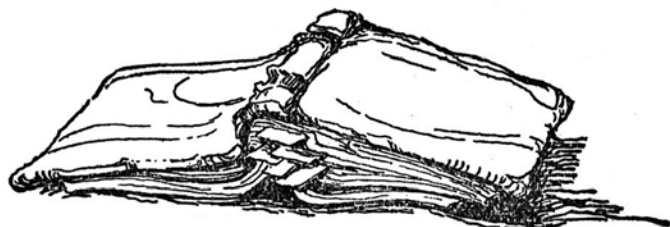
Author: Unknown
Race: Unknown
Dimensions: 6x5x0.5
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Very rare
Fields of Study: Humankind
Special Knowledge Categories: History, law & customs
Value: 325 gp

The Order of the Black Veil, that secret society of cultist assassins from the mountains of Jebal-e Baravat, has a long history in the myths and legends of ancient and modern Izeh. The killing cult, the men of knife and blood, they've been named, but until recently they were considered only part of the rich tapestry of dry Izeh's myth—until this tome's publication only eight years ago. This tome is the only tome written about the Order of the Black Veil by a former member of the killing cult and is believed by sages to be the most-accurate. If not, the author is well-steeped in the particulars of the Jebal-e Baravat area, as well as Izeh politics.

The Provinces of the Hefestian Empire from Marcenilinus to Plautia

Author: Teosis Moston
Race: Human
Dimensions: 8x8x1
Weight: 2lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Humankind, physical universe
Special Knowledge Categories: History, geography, topography & cartography
Value: 50 gp

This broad-reaching historical tome is both a geography of the Hefestian Empire and a history. It tells the story of each of the 24 provinces for the 178 years from Emperor Marcenilinus to Empress Plautia. Moston's work is considered a standard on the period, but suffers a bit in being outdated, now itself more than 100 years old. Its maps, however, are still considered some of the finest, although lacking in detail due their large scale.



The Ruin of Onm

Author: Bandar Rahida
Race: Human
Dimensions: 8x8x1
Weight: 3 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Humankind
Special Knowledge Categories: History
Value: 45 gp

The last of Rahida's works, this tome tells the history of the Zanzian summer capital and its fall to ruin. Founded three hundred years ago as a refuge from the intense Zanzian valley heat, Onm stood with a skeleton crew until the court arrived and the city properly filled out. Over a hundred years ago a powerful magic user and former seer of the King of Zanzia decided to try to take the throne by force. He brought a vast army of evil creatures and lay siege to the walled city for months, decimating it to such an extent it was more rubble than building, and ready to fall. In just the nick of time the siege was broken when the great paladin Antovinius led the Zanzian army to victory. Sadly, the city was deemed lost from all the damage and abandoned as the summer capital.

The Spell Book of Dameon Shadowspinner

Author: Dameon Shadowspinner
Race: Human
Dimensions: 12x12x6
Weight: 11 lbs.
Materials: White dragon-leather-bound, woodboard, vellum, bronze corners and clasps
Rarity: Unique
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Dweomercraeft
Value: 33,000 gp

Little is known of the illusionist that called himself Shadowspinner: he traveled throughout the western world, but eventually ended up spending many years in the inhospitable Het Peninsula for some unknown reason. He returned to Ranste when old age caught up to him and settled in a rich man. This spell book is only one of several he penned, having a bad habit of losing them. It contains the following illusionist spells: change self, darkness, detect illusion, detect invisibility, gaze reflection, phantasmal force, fog cloud, misdirection, ventriloquism, dispel illusion, non-detection, rope trick, spectral force and two new spells of his own creation, Damenon's shadow spell book, and curse item.

Dameon's Shadow Spell Book

Illusion/Phantasm
Level: Illusionist 3
Range: Touch
Duration: 6 turns/level
Area of Effect: Special
Components: V, S
Casting Time: 1 turn
Saving Throw: None

This spell creates a semi-real phantasm of any of the caster's spell books. The phantasm glows with a soft light (equal to three candles) and allows the caster to memorize any spells contained within the real book. The shadow spell book has 1 hp. The illusionist Dameon created this spell after yet another imprisonment.

Curse Item

Conjuration/Summoning
Level: Illusionist 6, Magic User 6
Range: Touch
Duration: Permanent
Area of Effect: Single Item
Components: V, S
Casting Time: 1 hour
Saving Throw: Negates

This spell curses an item (magical or mundane) with a minor malevolent effect. The caster, as well as any other individual or set of individuals (such as "all town guards" or "all halflings") are not affected by the curse.

The Spell Book of Lazio Sharpe

Author: Lazio Sharpe
Race: Human
Dimensions: 16x12x6
Weight: 15 lbs.
Materials: Lizardman-leather-bound, woodboard, vellum, brass corners and clasps
Rarity: Unique
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Dweomercraeft
Value: 66,000 gp

This book, the spell book of the "Wax Wizard" Lazio Sharpe, unfortunately contains only the common spells Sharpe knew, and none of the specialized spells he created to gain his sobriquet. Sharpe was eventually cast out of his hold, sans spell book, by his own creations after they surprisingly gained sentience. It contains the following spells: read magic, enlarge, comprehend languages, burning hands, sleep, shocking grasp, shield, darkness, web, stinking cloud, mirror image, ESP, magic mouth, hold person, lightning bolt, clairvoyance, slow, fireball, wall of fire, confusion, ice storm, polymorph other, stone shape, contact other plane, hold monster.

The Status of Spirits in Royal Abodes

Author: Unknown
Race: Unknown
Dimensions: 7x9x1
Weight: 2 lbs.
Materials: Leather-bound, woodboard, vellum
Rarity: Very rare
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Planes (astral, elemental & ethereal)
Value: 200 gp

This glossographic work is simply a long list of the various spirits confirmed and rumored to abide in royal properties in the Western world. Each entry gives a history, typically brief, of the subject spirit as well as the last known sighting of said spirit. After the history a longer story-form entry provides information on famous encounters. An unusual work, it is apparently the only of its kind.

The Travels of Kain Waverider

Author: Kain Waverider
Race: Human
Dimensions: 8x10x1
Weight: 2 lbs.
Materials: Leather-bound, woodboard, parchment

Rarity: Common
Fields of Study: Humankind, physical universe
Special Knowledge Categories: History, geography
Value: 25 gp

Kain Waverider, elven lord of St. Trethevy was a legendary traveler of the waters. In this tome, written a few years before his death, he tells his own story. Beginning in the town that he would eventually rule, Waverider joined the Bossiney Navy as soon as he could and he was quickly whisked away on long-distance trade negotiations that landed him in Far Xuan. There he made a name for himself, and a small fortune, before equipping his own small flotilla to travel and chart all of the Dolong, Ampana, Bunta, Luwuk, and Matindok Seas. The Travels of Kain Waverider contains low-detail maps of each of those areas.

Thigg the Yellow Chaos

Author: Thigg the Yellow Chaos
Race: None
Dimensions: 16x10x1
Weight: 7 lbs.
Materials: Nagaskin-bound, woodboard, vellum
Rarity: Very rare
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Dweomercraeft, planes (outer)
Value: 10,000 gp

These 13 magical books contain text that is always shifting languages, a new language every 10 minutes. Thigg the Yellow Chaos is an extremely dangerous book that increases the reader's level by three, but also causes insanity in any who completely read it. This is a very difficult task, as the book shifts through all the written languages of the multiverse. The subject of the tome is, of course, Thigg, the Yellow Chaos, that great and terrible consumer of worlds. Sages say worse than insanity happens to those who finish, but such claims are debated.

To Reign in Hell

Author: Unknown
Race: Unknown
Dimensions: 8x10x0.5
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Uncommon
Fields of Study: Supernatural & unusual
Special Knowledge Categories: Planes (outer)
Value: 20 gp

The politics of Hell is the subject of innumerable books. This tome focuses upon the politics among the rulers of entire layers—the highest of the high. Unfortunately the work is almost entirely a work of fiction, with the only truths within being the layer names and general topographical information. Even the names of the rulers of Hell are fabricated!

Unknown Title

Author: Unknown
Race: Unknown
Dimensions: 8x7x4
Weight: 5lbs.
Materials: Paper-bound, paper
Rarity: Unique

Fields of Study: Humankind
Special Knowledge Categories: Art & music
Value: 1,000 gp

Composed of a slipcase containing 12 thin, all-paper books illuminated in a process unknown to sages, this collection of books focuses upon a young human male child and a young human female child, both dressed in strange garb. They have a cat and a dog as well as a stuffed animal or perhaps a plush golem. Text of massive size in an unknown, and magically-untranslatable, language takes up a significant portion of each page.

Von Unaussprechlichen Kulten

Author: Unknown
Race: Human
Dimensions: 8x10x1.5
Weight: 2 lbs.
Materials: Paper-bound, chipboard, paper
Rarity: Unique
Fields of Study: Humankind, supernatural & unusual
Special Knowledge Categories: History, planes (outer)
Value: 4,500 gp

This unique tome is truly unusual: sages believe that it hails from an entirely different universe. It is written in a language no one has ever seen, and claims that it is translated twice over from two languages that no one has ever seen. Within are descriptions of dozens of different cults on a planet with the strange and unwieldy name of Earth.

WaqWaq

Author: Unknown
Race: Human
Dimensions: 6x5x1
Weight: 1 lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Physical universe
Special Knowledge Categories: Geography
Value: 30 gp

Fabled WaqWaq, a land so rich in gold that the inhabitants make the chains for their dogs and the collars for their monkeys of this metal, where they manufacture tunics woven with gold is the subject of this fanciful ancient geographical tome. It's speculated that WaqWaq is a mistranslation of Xakhuak, that far eastern land of excellent ebony wood and rich deposits of silver and gold.

Western Troll

Author: Comar Farren
Race: Human
Dimensions: 8x10x1.5
Weight: 4lbs.
Materials: Leather-bound, woodboard, vellum
Rarity: Rare
Fields of Study: Humanoids & giantkind
Special Knowledge Categories: Languages
Value: 70 gp

The troll language is broken up into two branches that are barely comprehensible to each other: Western and Eastern. This tome dives into the phonology, vocabulary, and syntax of Western Troll and its 12

dialects. Mostly differentiated by tone sandhi, these 12 types of Troll cover all but the most-eastern fringes of the Western world. Included is a comprehensive dictionary.

Whale Fishery of the Cormant Coast

Author: Drene Colehooding
Race: Human
Dimensions: 14x12x1.5
Weight: 25 lbs.
Materials: Leather-bound, brassboard, vellum, brass clasps and lock
Rarity: Very rare
Fields of Study: Physical universe, fauna
Special Knowledge Categories: Topography & cartography, mammals
Value: 225 gp

This recently-discovered third work of Drene Colehooding details the whale fishing habits of the native tribes along the cold coast of the Cormant. The tome covers the entire length of the coast, includes locations and dates of whale passage. It ends with an extremely detailed accounting of the breaking down of a whale carcass into usable parts, and what uses those parts have for the natives.

Words of Gaevud

Author: Gaevud
Race: Human diety
Dimensions: 8x10x1.5
Weight: 4lbs.
Materials: Leather-bound, woodboard, parchment
Rarity: Common
Fields of Study: Humankind
Special Knowledge Categories: Theology & myth
Value: 80 gp

This text is considered holy by those who follow the evil god Gaevud. Within are the words of the skeletal goddess herself on the subjects of worship, power, and death. Reading the complete work is risky, for it is possible that those reading become malignant narcissists: those with a WIS of 10 or lower must save vs spells or be so afflicted.

Yonglang Star Chart

Author: Unknown
Race: Human
Dimensions: 8x10x1.5
Weight: 4 lbs.
Materials: Leather-bound, woodboard, vellum
Rarity: Uncommon
Fields of Study: Physical universe
Special Knowledge Categories: Astronomy
Value: 50 gp

The Yonglang Star Chart is the oldest known star chart, discovered 10 years ago by a group of adventures as a single scroll 80 inches long and 10 inches wide. It shows the sky between declinations 40° south to 40° north in twelve panels, plus a thirteenth panel showing the northern circumpolar sky. A total of 1,545 stars are drawn, grouped into 278 asterisms. The adventures have since had many copies of the ancient chart made into book form.

RANDOM DETERMINATION OF TOME (D100)

1	A Defense of Night Hags
2	A Harbor Full of Ships
3	A History of the World's Greatest Farts
4	A New Theory of Dragons
5	Afghorkahn the First Lich
6	Alchemy for Beginning Magicians
7	An Illustrated Guide to Herb Gardens
8	Aromatic Additives
9	Astral Patterns
10	Berries of the Agwanek
11	Berries of the Sookpik
12	Book of Prayers for Motsognir
13	Candies of the Kalabryrians
14	Candlemaking
15	Celebrated Mummies
16	Cheesemakers of Durbin
17	Controlling Bookworms
18	Devil Squirrels
19	Dragon Teeth Mountains History
20	Dweomercraeft
21	Eastern Troll
22	Echinoderms of Fingol
23	Elem-üzüntü, the 15th Layer of the Abyss
24	Elstrange Pottery History
25	Emek-gaos, the 16th Layer of the Abyss
26	Etiquette Along the Hiratha
27	Etiquettes of Listening to Music
28	Flesh Golems Made Easy
29	Ghul Cultes Auf Uatuma
30	Giant Beetles
31	Grayson's Peak Climate
32	Gulf of Fingol
33	Hefestian Genealogies
34	Hefestian Legacy
35	History of Magic
36	History of Zanzia
37	Illustrated Satsuma
38	In the End of Days
39	Insects of the Lambeth Forest
40	Kazimeer's Illusions for Apprentices
41	Kemetian Hemerologies
42	Kholmansikh the Great, King of Dormor
43	Legends of the Bugbear
44	Living Water
45	Magic from Springs
46	Mangos of the Armaxot Peninsula
47	Mataraka Atlas
48	Mental Combat
49	Mushroom Farming
50	Myrulnd's Meditations

51	Celebrated Mummies
52	The Art of Magical Diagrams
53	Words of Gaevud
54	Legends of the Bugbear
55	Eastern Troll
56	Myrulnd's Memorizations
57	Myrulnd's Meditations
58	The Anatomy of Purple Dragons
59	Etiquettes of Listening to Music
60	A History of the World's Greatest Farts
61	Small Mammals of the Lambeth Forest
62	Pygmy Forests of Grayson's Peak
63	Swords of the World
64	Candies of the Kalabryrians
65	Illustrated Satsuma
66	Silgo Swamp Slugs
67	Scarification and Tattoos of the Malekula
68	Gulf of Fingol
69	Hefestian Legacy
70	The Mother Tongue
71	Serpentians
72	Other Disciplines
73	The Birth of Caves
74	Insects of the Lambeth Forest
75	Devil Squirrels
76	Philon Cult Architecture of Fallen Miklagard
77	Alchemy for Beginning Magicians
78	Mangos of the Armaxot Peninsula
79	Speaking with the Dead
80	The Status of Spirits in Royal Abodes
81	The Baths of Laelius
82	History of Magic
83	Whale Fishery of the Cormant Coast
84	Book of Prayers for Motsognir
85	Road Signs of the Freehearted
86	Stench Cows
87	Hefestian Genealogies
88	The Order of the Black Veil
89	Swords of Legend
90	Magic from Springs
91	Properties of Magical Amulets
92	Elem-üzüntü, the 15th Layer of the Abyss
93	Unknown Title
94	On Forgery
95	Emek-gaos, the 16th Layer of the Abyss
96	Flesh Golems Made Easy
97	Von Unaussprechlichen Kulten
98	Thigg the Yellow Chaos
99	The Spell Book of Dameon Shadowspinner
100	The Spell Book of Lazio Sharpe

TOME VALUES (LEAST VALUABLE VERSION IF MULTIPLE)

Grayson's Peak Climate	15
Songbook of Anton Deangelo	15
Kemetian Hemerologies	15
Principle of Boat Design	20
The Arte of Karvyng Fyfigureheads	20
Riparian Fauna of the Aur	20
The Battle of Trees	20
To Reign in Hell	20
The Canticles of Gwyannon	25
Dweomercraft	25
The Travels of Kain Waverider	25
Aromatic Additives	25
Kholmanskikh the Great, King of Dormor	25
In the End of Days	25
Riparian Flora of the Aur	30
Afghorkahn the First Lich	30
WaqWaq	30
The Jay and the Frog	30
Candlemaking	35
An Illustrated Guide to Herb Gardens	35
Dragon Teeth Mountains History	35
Pentachordianism	35
Cheesemakers of Durbin	35
A Harbor Full of Ships	35
Kazimeer's Illusions for Apprentices	40
Talbot's True Names	40
A New Theory of Dragons	40
Mataraka Atlas	40
Echinoderms of Fingol	45
The Ruin of Onm	45
Living Water	45
Probability	45
Ghul Cultes Auf Uatuma	50
Mushroom Farming	50
Yonglang Star Chart	50
Berries of the Sookpik	50
The Muyan Expedition to the Hornphant	50
The Provinces of the Hefestian Empire from Marcenilinus to Plautia	50
History of Zanzia	55
Mental Combat	55
Controlling Bookworms	60
Elstrange Pottery History	60
Etiquette Along the Hiratha	60
Berries of the Agwanek	60
The Life of Crustacea	60
A Defense of Night Hags	65
Astral Patterns	65
Giant Beetles	70
The Epic of Iresgakhal	70
Western Troll	70

Celebrated Mummies	70
The Art of Magical Diagrams	75
Words of Gaevud	80
Legends of the Bugbear	80
Eastern Troll	80
Myrulnd's Memorizations	80
Myrulnd's Meditations	80
The Anatomy of Purple Dragons	80
Etiquettes of Listening to Music	80
A History of the World's Greatest Farts	85
Small Mammals of the Lambeth Forest	90
Pygmy Forests of Grayson's Peak	95
Swords of the World	95
Candies of the Kalabryrians	95
Illustrated Satsuma	100
Silgo Swamp Slugs	100
Scarification and Tattoos of the Malekula	115
Gulf of Fingol	115
Hefestian Legacy	120
The Mother Tongue	135
Serpentians	135
Other Disciplines	150
The Birth of Caves	150
Insects of the Lambeth Forest	150
Devil Squirrels	150
Philon Cult Architecture of Fallen Miklagard	150
Alchemy for Beginning Magicians	175
Mangos of the Armaxot Peninsula	175
Speaking with the Dead	190
The Status of Spirits in Royal Abodes	200
The Baths of Laelius	205
History of Magic	225
Whale Fishery of the Cormant Coast	225
Book of Prayers for Motsognir	250
Road Signs of the Freehearted	250
Stench Cows	250
Hefestian Genealogies	250
The Order of the Black Veil	325
Swords of Legend	430
Magic from Springs	600
Properties of Magical Amulets	700
Elem-üzüntü, the 15th Layer of the Abyss	950
Unknown Title	1,000
On Forgery	1,250
Emek-gaos, the 16th Layer of the Abyss	1,250
Flesh Golems Made Easy	2500
Von Unaussprechlichen Kulten	4,500
Thigg the Yellow Chaos	10,000
The Spell Book of Dameon Shadowspinner	33,000
The Spell Book of Lazio Sharpe	66,000

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

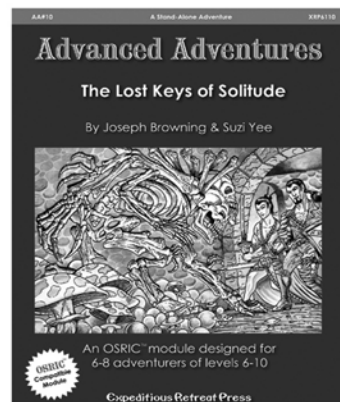
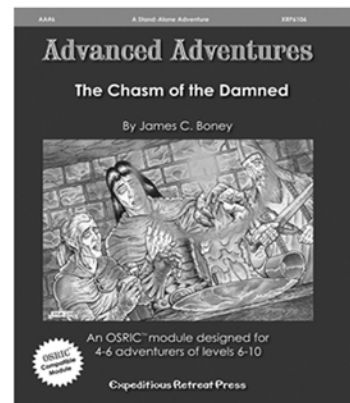
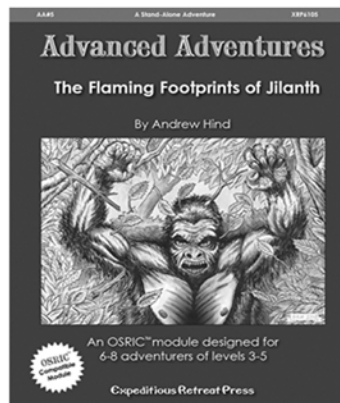
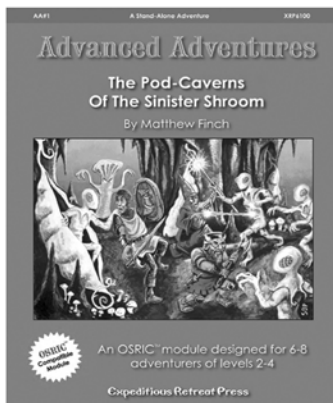
Tome of Tomes Volume Six Copyright 2017, Expeditious Retreat Press, Author: Joseph Browning

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



Expeditionary Retreat Press

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

www.XRPshop.citymax.com

www.YourGamesNow.com