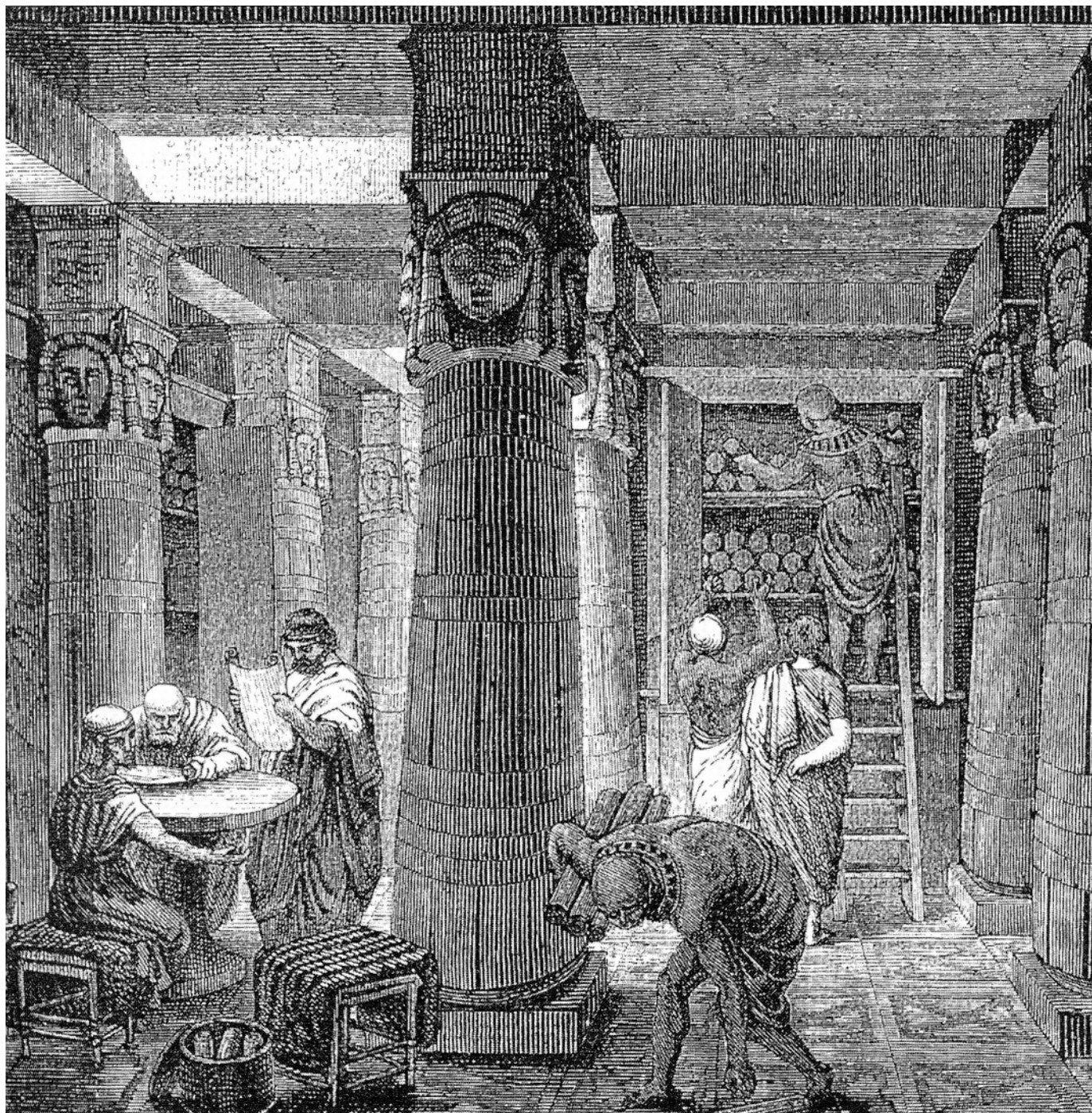


Library Generation Tables

Tables to Generate the contents of a library, university, sage, or tome dragon.



Follow Me, And Die!
Larry Hamilton

Library Generation Tables

Tables to Generate the contents of a library, university, sage, or tome dragon.

BACKGROUND: As an undergrad I worked in the library for a semester at university. I also worked a semester in the library at grad school.

In the following pages you will find ideas for creating descriptions of various types of volumes, the libraries that house them, the librarians, a few relevant magic items, and a new creature. These tables can be used in order from front to back, or just pick from the tables that suit you. There is a page with a d30 table to assist in quick generation and has 30 sample titles. The title generator is a guide, and does not suggest exact names or authors. There are many excellent random name generators one can use for authors. Add in your list of random names and the species, peoples, nations, and locations from your campaign world to make your own book titles with authors. If you use a published campaign setting use the names and places from that setting.

Author: **Text Copyright:** Follow Me, And Die! Entertainment, LLC © 2018

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Follow Me, And Die! Avatar by Satine Phoenix

Cover Illustration: Ancientlibraryalex.jpg

https://en.wikipedia.org/wiki/Library_of_Alexandria

https://en.wikipedia.org/wiki/Library_of_Alexandria#/media/File:Ancientlibraryalex.jpg

The Great Library of Alexandria, O. Von Corven, 19th century

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EXISTANCE:

- Is the volume at this library or supposed to be here?
- Does the book/scroll/whatever being sought exist?
 - If not, why not?

Types of Volumes: d4

1. Tablets in clay, wood, metal, stone, wax
2. Scrolls in various media
3. Codex/Book
4. Other (Magical or Technological information storage.)

CONDITION: d8

1. Pristine
2. Brand new
3. New and lightly used
4. New and regularly used
5. New and roughly used/written in, folded or torn pages, etc.
6. Old and lightly used to brittle and fragile
7. Ancient and lightly used to brittle and fragile
8. Indiscernible with eerie, ill-formed concern.

COMPOSITION OF BOOKS:**PAGES ARE: d6**

1. Plant matter, papyrus, palm leaves
2. Animal Skins (Parchment/Vellum) Vellum indicates higher quality, more like paper.
3. Paper (wood pulp, rag pulp, rice paper, etc.) Rice paper/tracing paper like to heavy and thick.
4. Metals (tin, copper, bronze/brass, silver, gold, electrum, platinum, iron, steel, adamantite, mithril, ??) foil like, sheet metal like, thick plates.
5. Stone? - Mica or other thin sheets capable rock.
6. Plastic or other high-tech material.

Scroll Storage

Rolled up in Niches

Hanging by stick from a frame

With or without tag/label

Size of tablets d6

1. Tiny
2. Small
3. Medium
4. Large
5. Huge
6. Gargantuan

Size of Scrolls: Width: d6

1. Tiny - 1 inch or less
2. Small - 1 to 6 inches
3. Medium - 8 to 18 inches
4. Large - 2 feet or more
5. Huge - 6 feet or more
6. Gigantic - 20 feet or more

Length: Equivalent number of pages. d8

1. d4 pages
2. d6 pages
3. d8 pages
4. d10 pages
5. d12 pages
6. d20 pages
7. Average: 20 pages (standard size for Papyrus)
8. D20 + 1d6 for additional d20s to roll

Parchment Source: d6

- 1-2 Animal
- 3 Humanoid
- 4 Monster
- 5 Extraplanar
- 6 Demonic/Angelic

COVERS:**Book Covers?**

Yes/No

If yes, what? - Paper, plastic, wood case, other.

Scroll Cases:

Yes/No:

If no - loose scrolls.

If yes - bone, wood, metal, stone or other case.

Magic?

COVER IS: d6

1. Cardboard
2. Clothbound
3. Wood
4. Leather
5. Leatherbound wood
6. Clothbound wood

SIZE IS: d10

1. Tiny
2. Paperback size
3. Hardcover size
4. Encyclopedia
5. Non-Standard Dimensions
6. Larger than normal
7. Huge
8. Book for a giant
9. Book for a Titan
10. Multi-dimensional, Size is deceptive

TEXT IS: d6

1. Handwritten
2. Hand carved.
3. Printed via carved plates. (or impressed with carved page onto metal)
4. Printed via moveable type.
5. Lasercut or etched
6. Acid etched

NUMBER OF PAGES/THICKNESS: d6

Signature/Gathering is number of folds.

Medieval manuscripts used a quire of 4 folded sheets 8 pages.

1. Extremely thin: 1 signature
2. Thing: 1d4+1 signatures
3. Small: 1d8+4 signatures
4. Medium: 1d10+5 signatures
5. Thick: 1d20+7 signatures
6. FAT: 2d20+8 signatures

EXTRA CONTENTS:

1. Notes or scribbles on the page.
2. Notes can be on topic and pertinent or a misfiled note from a student or professor.
3. Scribbles can be same as notes. **d4**
 1. Naughty doodles
 2. Coloring in O's
 3. Coordinates of something
 4. Can be a student gimmick or a clue to the next thing

CLASP:

Yes or no (50/50)

If yes - simple loop to a lock with a trap and poison
Condition from new/good to broken or lost
key/trigger to safely open

(What happens to the books of dead wizards who don't share the secrets to opening with their students?)

If no - either never had one or removed. (50/50)

HOLDINGS:

Books, scrolls, periodicals, newspapers, bound periodicals, microfilm, microfiche, electronic versions of microfiche/film, records, cassette tapes, copying room for cassettes.

STORAGE: d6

1. Stone niches (carved from rock or built of stone.) For scrolls.
2. Shelves
3. Tables
4. Chests
5. Multiple
6. Magical containers, like bags of holding.

ROOMS: d8

1. Reading Room
2. Poison Room - For dangerous topics and dangerous items.
3. Reference Room
4. Study niches
5. Common rooms
6. Latrines
7. Card Catalog - physical, computer, or in the mind(s) of the librarians and/or bookstands.
8. Gallery of art or specimens.

FILING d8

1. Filed correctly chance it is checked out.
2. Misfiled close to right location, same subject, category.
3. Misfiled close adjacent subject/category. Two shelves over, or facing shelf.
4. Misfiled moderate- Different aisle of shelves off by d4 shelves.
5. Misfiled Major - Different floor/building
6. Misfiled Severe - Not on a shelf. In a desk, lectern, etc.
7. Misfiled Deliberate - individual hid it because they disagree with it, or they don't want anyone else to get it. (fringe science or pornography, or their pet theory, etc.)
8. Misfiled - Destroyed - Destruction can vary from mishandling to deliberate. Torn or water logged might be salvageable, burnt to ash chance for recovery. Burnt to ash and scattered in the wind, not so much.

BOOK RESHELVING:

- Carried by hand
- Bags
- Book/Scroll Cart

Between Floors:

- Stairs
- Ramps
- Elevator/Dumbwaiter

WHO RE-SHELVES:

1. Students
2. Assistants
3. Full Librarians
4. Master Librarian
5. Head Librarian
6. Mysterious Entity

WHO MISFILED: d2

1. Librarian (see who re-shelves)
2. Other

WHO IS ALLOWED IN THE STACKS?:

1. Library staff only. (All staff or specific staff, only limited staff for some areas, etc.)
2. Students
3. Public
4. Professors
5. Recognized experts/famous people/nobles/alumni
6. Patrons of the library

LIBRARY CARD?: d4 (potentially magical)

1. None
2. Tattoo
3. Metal Plate
4. Stone Disk/Slab

LIBRARIAN SKILL:

Novice to expert.

LIBRARIAN CARE:

SLOPPY TO Fastidious

LIBRARIAN CAPABILITY:

From agile of mind to senile and forgetful

HIERARCHY OF LIBRARIANS:

- Guildbased: Apprentice, Journeyman, Master
- Cult based - Religious or monastic order.
- Solo - single overworked librarian. (Curse?)
- Solo - Ancient being or construct/automaton/robot

LIBRARY FURNITURE: d4

1. Tables of various sizes to gather around
2. Book stands
3. Writing desks
4. Book/Lectern Desks

LIBRARIAN'S CHAIR/CHAIR OF THE LIBRARIAN:

This chair carries the librarian to the desired location. May be animated and walk to location of desired book and bring it back. Can port to poison room, or interdimensional room, etc.

BOOKSTAND:

Magical bookstands can be guardians of priceless/precious books and dangerous books. Varies from out of control, or docile and helpful to all legitimate patrons. Wizards seek to find or make their own to guard their spell books.

FELL-TIPPED PEN

Magic item: Words written with the fell pen foreshadow doom and troubles. Maps written with the fell pen lead to disappointment, danger, and

death. A book, scroll, or scrap of paper in a random book could be written by one. There is also a chance to find this woeful item in the library.

ROOMS:

- Class Rooms
- Lecture halls
- Medical Studies
- Poison Room/Cabinet - Location of forbidden risqué knowledge.

HIDDEN ROOMS: d6

Hidden/Secret Door

1. Behind Bookcase that slides or rotates.
2. Beneath stairs.
3. Behind Picture that pivots or opens like a door.
4. Behind or beneath a statue that slides aside.
5. Behind a Mirror.
6. Step through Magical Mirror.

Library could contain a zoological garden or a museum with specimens.

Loose Papers & Graffiti:

Tables, chairs, desks, lecterns, shelves, and niches may hold loose papers from scraps to full sheets, or have graffiti carved/etched into the material, or drawn on with pencil, charcoal, chalk, or ink.

SLATES & BLACKBOARDS

In addition to wax and clay tablets for writing, there may be some libraries with access to both slate and chalk for small individual writing slates, and possibly large, wall mounted chalkboards.

Number of Buildings in the Library: d4

1. Room or rooms in a multi-use building.
2. Single dedicated building.
3. d6 Buildings
4. d6 Buildings across d6 dimensions

Lost In The Library: d6

1. Just a befuddled student
2. Just a confused or absent minded professor.
3. Lost librarian.
4. Lost patrons
5. Lost adventurers
6. Wizard or other victim of a mind altering or confusion causing spell or curse.

The Book of Worthless Facts and Usless

Information: Magical tome that always shows true and accurate information, but is never relevant to the current situation.

Specialized Libraries:

- Medicine
- Law
- Religion
- Magic

What is left in a library in a lost or fallen city?

This is a thought exercise for the GM planning such a place.

High Magic/High Fantasy Settings: Colleges of Magic are organized and the practice of magic is standardized. There is a possibility of more plentiful well-trained wizards. Or they could be limited to large cities and those in far flung areas must rely on hedge wizards, and knowledge learned through adventuring, or finding the right sage.

Low Magic/Low Fantasy Settings: A college of magic might be a relatively new and singular entity in a far off place. Or merely the remnants and ruins of a bygone era.

Library for a Collegium Magicum:

Specialized Sections

- Components & Examples or only pictures of rare or mythical items.
- General Treatises on Magic
- Manuals to make golems, magic items, potions, scrolls, inscribe spells into spellbooks, etc.

A Library for a General College or University, might have a small school of magic.

Poison Room/Poison Cabinet

This is a concept from Germany from the time of the reformation where heretical or other controversial works were deemed to be resources used to refute the beliefs of those works. Being dangerous ideas, they were locked up and only authorized users has access.

In a fantasy setting, this could include both magical and mundane works. Cursed items that couldn't be destroyed or have their curses removed, etc.

Poison Room:

- How to become a lich
- Summoning & Binding Demons & Devils

Medallions for Access to Collegium Magicum:

- Copper - Student
- Silver - Wizards
- Gold - Mage
- Platinum - Archmage

Astrology & Astronomy:

- Observatories
- Dials/Calculators/Charts
- Telescopes
- Sighting Instruments
- Mechanical or Magical Celestial Globes

Library for a Temple or Shrine:

- Holy Books & Scrolls

Small Library in a Thieve's Guild :

- Books & Illustrations on locks & manners of impairing them and ways to improve them. With margin notes from master thieves on how to overcome them.
- Magical runes & symbols & how to read and use them.

War College:

- Military Campaigns
- Art of the siege: Defense & Offense
- Art of the Bow
- Art of the engines of war and their place on the field of battle.
- Art of the Spear
- Art of the Polearm
- Art of the Staff
- Troop Organization
- Maps

Scriptorium:

Copies of old and worn volumes are made to preserve their knowledge.

Small or underfunded libraries may require the librarian to make the copies.

Local copyists may begin their training at the scriptorium of a library or temple.

Private Libraries:

Private libraries will generally be held by royalty, nobility, the rich, wizards, collectors, collector/dealers, and adventurers.

The safety and security of volumes will vary by the number of volumes owned, their size, and known value.

Copyists, and experts who make repairs will be hired on an as needed basis. Collector/dealers may have someone on staff who also handles the private collection.

Book Contents/Topic:

Use the previous tables to generate the form of the book, and the following to generate the contents. A book will be a tablet, scroll, or codex.

Subjects: d30 General Topics

1. Astronomy/Astrology
2. Alchemy
3. Animal Husbandry
4. Architecture & Engineering
5. Art
6. Music
7. Law
8. History
9. Geography
10. Cartography & Maps
11. Politics
12. Trade
13. Genealogy
14. Mathematics
15. Magic & Illusion - general topic, not magical
16. Legends & Lore
17. Medicine
18. Animals & Fauna
19. Plants & Flora, Fungi
20. Gems & Jewellery
21. Metallurgy
22. Navigation
23. Mining
24. Languages
25. Sentient Races
26. Monsters
27. Planes & Dimensions
28. Theology, Deities, Demons, Devils Etc.
29. Travel
30. Cooking

Author: Background for the author. Use a name generator to get the name of the author.

- Class
- Race
- Monstrous
- Greater Beings (deific or demonic)
- Extra Planar/Other dimension

Writing Style: d6

1. Terse: -d6 pages, only a single volume. Lack of details requires more research.
2. Sufficient: Clean & clear prose with enough details.
3. Average: Generally clear prose.
4. Flowery: Uses many words to say the simplest things. No less than 2 volumes
5. Poetic or Metaphorical language.
6. Code: Requires code, expert, or magic.

Accuracy: d6

1. Inaccurate, whether bad sources, poor research, or lies.
2. Plagiarized: Roll again for source. Keep this result if rolled again.
3. Generally accurate on the major topics. Some minor topics have issues.
4. Accurate: Generally a reliable reference.
5. Inaccurate: Deliberate fabrication by author.
6. Inaccurate, except for one topic. Reads like the ravings of a paranoid lunatic, but right about one thing.

Interpretation by Experts: d6

1. Experts have misjudged the author whether due to personal scandal or adherence to accepted theories.
2. Experts adhere to this author as a reliable source in spite of common evidence.
3. Experts generally judge this author correctly.
4. Experts generally judge this author correctly, but give more praise than is due.
5. Obscure author most experts have never heard of. Will judge the work based on how the topic aligns with accepted theories.
6. Obscure author most experts will misjudge as they misinterpret the thesis.

Volumes: d6 How many volumes in this "book"

1. One volume
2. Two volumes
3. Three volumes
4. 4-6 Volumes
5. 7-10 volumes
6. More than 10 volumes 10+d6 d10s

Secret Writing:

Secret writing is writing that can only be read if one knows the secret. For example, the winding of a length of parchment around a pole of special diameter and length to allow deciphering a secret message. Special inks and backlighting documents to read them.

In a fantasy setting, magical means can be used to hide writing. Magic might reveal it, or it might have a special spell requiring the correct recipient to hold it, say a secret word, under the light of the correct constellation in the proper alignment, etc.

Larger libraries and colleges of magic will have a research department that will scour new acquisitions for hidden information before releasing to the stacks. They may conduct periodic audits of holdings with new spells and techniques.

Subjects: d30 General Topics	Format d30	Descriptor: d30 A/An/The	Example Titles
1. Astronomy/Astrology	Tablet, Wax	Manual	What my eyes have seen, A first hand account of the beasts of Flar, A Bestiary and Compendium, by Boris Karvil
2. Alchemy	Tablet, Slate for use with chalk	Tome	Mubars Manual of Methemathical Alchemy, by Mubar of Mornak
3. Animal Husbandry	Tablet, Clay for use with stylus	Volume	Practical Mining and Establishing an Efficient and Productive Mine, byThaddeaus Rockhauler
4. Architecture & Engineering	Tablet, Wood for use with graphite or charcoal, or holder	Work	Medicinal Herbs and Practices of The Druids of the Great Woods, by Simon Oakheart
5. Art	Scroll, Papyrus, Low Quality	Atlas	Practical Gemcutting, by Goran Glittershield
6. Music	Scroll, Papyrus, Average Quality	Codex	Travel Among the Planes: A Cautionary Tale for the Ill-Prepared, NKA
7. Law	Scroll, Papyrus, High Quality	Compendium	Diseases from Mundane to Magical, Their Alleviations and Cures
8. History	Scroll, Parchment, Low Quality	Folio	Poisons Mundane and Magical
9. Geography	Scroll, Parchment, Average Quality	Primer	Constellations for Divination and Navigation
10. Cartography & Maps	Scroll, Parchment, High Quality	Record	Care and Feeding of Draft and Pack Animals for long haul trade and Military Expeditions
11. Politics	Scroll, Paper, Low Quality	Tract	Gatherings, Illustrations, calligraphy, and Binding of the Codex. A Manual for Librarians and Collectors
12. Trade	Scroll, Paper, Average Quality	Treatise	Gemcutters Guide A Manual of Lapidary for the Jewler.
13. Genealogy	Scroll, Paper, High Quality	Account	Demons and their Ilk. A Prophecy of the Coming Doom
14. Mathematics	Codex, Papyrus, Low Quality	History	Giant Mushrooms their Uses in Visions and Medicine
15. Magic & Illusion - general topic	Codex, Papyrus, Average Quality	Collection	Dragons Blood Boon or Bane? Poison or Potion of Miracles?
16. Legends & Lore	Codex, Papyrus, High Quality	Study	Lock Mechanisms, Theory and Practice Thereof for the Locksmith and other Crafts
17. Medicine	Codex, Parchment, Low Quality	Reckoning	Dragons, The Nature and Source of Dragons Fire
18. Animals & Fauna	Codex, Parchment, Average Quality	Re-telling	Sewers, Their Design, Construction, Repair and Curious Creatures found Therein: Odd creatures, magical experiments, or servants of a past age?
19. Plants & Flora, Fungi (farming)	Codex, Parchment, High Quality	Oracle	Magic: Practical and Throretical Limits to the Accumulation of Power and Theory and Practice of Crafting Magical items from the smallest pin to the flying ships of Mornam
20. Gems & Jewlery	Codex, Paper, Low Quality	Observations	The Nature of Flight Natural and Magical, Do dragons require magic to fly?
21. Metallurgy	Codex, Paper, Average Quality	Letters	Dwarves. Short humans with a lust for gold, or a people unto themselves?
22. Navigation	Codex, Paper, High Quality	Missives	Elves. Do they really live forever?
23. Mining	Codex, Bamboo Strips	Wisdom	Halflings. Short Humans or a variation of Pixie? Can humans and pixies breed?
24. Languages	Codex, Palm Leaves	Tales	Empires of History. Their Rise and Fall
25. Sentient Species	Scroll, Palm Leaves	Legends	Love Poems of the Dwarves: Your Hands Are Rough As Iron Ore and Other Sonnets
26. Monsters	Magically inscribed gem Requiring specialized reader	Exploits	Goblinoids: Their mating rituals and practices of childrearing
27. Planes & Dimensions	Magically inscribed object Requiring Specialized Reader, for example a magic sword with writings only read if placed on matching sword display stand	Catalog	Giants, large humans or their own kind? Curses and legends of Yore
28. Theology, Deities, Demons, Devils Etc.	Magical Decoder required to be placed in correct spot in/on cover to reveal the true writings within.	Bestiary	Plays, Poetry, and Prophecies of the Ancients
29. Travel	Puzzle book requiring correctly assembling all the pieces correctly in the right order.	Songs & Hymns	Cartography: Practical Maps for Adventure, Trade, and Military Campaigns
30. Cooking	Magical puzzle book requiring correct assembly with the final magic gem placed in the cover.	Poetry/Poems/Elegies	Sentient Species, their varieties, tendencies, distribution, exploits, and which creatures are subject to debate about their actual sentence.

Prevalence d8

1. Mass Produced/Easy to find
2. Plentiful/at least one in every city
3. Spread Abroad/The largest cities will have one
4. Rare/The capital of a given nation will have one.
5. Very Rare/Only d6 known copies and their whereabouts are well known.
6. Extremely Rare/d4 known copies
7. Unique/Undiscovered by scholars or Only Known via hearsay and legend
8. Impossible/All known copies were destroyed or lost.

Adjective d6

1. Complete
2. Thorough
3. Detailed
4. Brief
5. Highlights
6. Sketches

Language

- The various languages in your campaign.
- For example, Dwarves would specialize in gems, mining, & metalwork.
- Elves might specialize in flora & fauna.
- Halflings would tend to specialize in cooking, animal husbandry & farming.
- Lizardfolk
- Infernal tongues

CATEGORIES OF BOOKS

- Theory
- Practice
- Science

Time Period d6

1. Current: present to 50 years
2. Last 100 years
3. Old 200-300 years
4. Ancient - 400-500 years
5. Legendary 600 years plus
6. Mythical 1,000 years plus

Campaign Specific

- Does this pertain to the ancient legends of the X people?
- Is this secret knowledge of the temple of X?
- Legends of ancient tombs, etc.
- Mythical monsters and their treasures.
- How to defeat a legendary creature.
- Cure for the most deadly poison.

Basis/Source d6

1. Tertiary Source
2. Secondary Source
3. Eyewitness Accounts
4. Learned Observer Witnessing
5. Oracularly Revealed Information (Clear or not, accurate or not)
6. Hidden by Divine or Infernal Means (active or passive hiding)*

*Characters discovering that their actions are known, or being watched directly by creatures above their pay grade is always entertaining and opens many avenues to pursue.

Author(s) - Attributed to the correct person d10

1. NKA = No Known Author
2. Slave or Servant of my Master
3. Common single name, Slave or Servant of my Master
4. Anonymous
5. Edited by
6. Catalogued by
7. Collected by
8. Known Ancient Author
9. Known Legendary Author
10. Known Mythical Author

Palimpsest

This is a technical term for a parchment or other hide scroll that has had the ink scraped off for reuse. Modern technology has allowed some to be read. In a fantasy setting some form of magic could read such "lost" information.

Miscellaneous Tools For Scribes and Bookbinders d12

1. Pumice to polish writing surface.
2. Punch to mark sheets for making lines
3. Punch to make sewing easier.
4. Glue & brush for combining pages to make scrolls.
5. Stylus (Wood, Ivory, Reed, Metal)
6. Quill
7. Pen Knife
8. Ink Well
9. Dried ink stick
10. Mortar & Pestle to grind up bits of ink stick when mixed with water.
11. Brush for art or writing a certain script.
12. Gold foil for illuminating manuscripts.

Tome Dragon

The Tome Dragon is a small dragon that prefers an environment filled with books, scrolls, shelves, etc. It views wealth in the volumes in its lair/library.

They protect and preserve knowledge and take a dim view of those who destroy what they have collected, or desire to collect.

They can sometimes be found in the library of a mage or sage working in cooperation. While the dragon tends to view all the books as its own, it will allow the partner in knowledge to peruse most volumes. When the mage passes, the dragon in this situation may invite another to enter into a similar arrangement. Failing this, they may elect to shape change to appear as their former colleague. Some aged wizards and sages may be suspected of being such a creature, but it is quite rare.

Tome dragons are apt spell casters and sages in their own right. Due to their near immortal lifespans, ancient tome dragons have seen, read, and learned much. The most ancient of them have gathered their library into hidden or remote locations that are difficult to access and easily defended. The price for their assistance is measured in books they don't have. They will not sell or give away duplicates, but for the right tome and information, they may allow a copy to be made. Or they may accept an exchange of a pristine copy for one of their damaged volumes.

These dragons are reluctant to leave their library, and will enact the most powerful protections available to preserve their holdings in their absence.

A mated pair of Tome Dragons will merge their holdings and mate for life. They will acquire a base library for each of their young as they mature and head out on their own.

Each Tome Dragon commands an extra dimensional space that is unique to them. They are able to place their base library in this space and access it from anywhere. The books in this space are rarely removed en masse, and more rarely for an extended period of time. The base library will be from 10-20 books, 1d10 x 2. Tome Dragons will add to their library from 1-6 books per year.

Anyone seeking to harm or take a dragon's books will earn the greatest enmity possible. A mated pair will seek revenge if their mate is slain.

When a Tome Dragon dies, its base library is disgorged from its extra dimensional space. If the dragon is slain, the books will fall, and any in a 20' radius must save vs. death or be struck for 1d8 points of damage from a falling book.

Their breath weapon is a gas that causes unconsciousness, and prolonged exposure may cause death, as it also suffocates fires. Save vs. breath or be unconscious for 2d8 turns. A successful saving throw means the target is groggy and suffers as if affected by a slow spell.

Examples from Ancient Libraries

Ancient libraries from the Greeks and Romans were stone buildings of two floors and a wide open central area. The stone walls housed niches to store scrolls. The niches were about 30 inches by 20 inches. There is also evidence that the central area housed wooden cases/shelves. A library of 65 feet by 30 feet is estimated to have held 20,000 volumes.

CATASTROPHES: d6

What happened to these books? Or this library?

1. Weather affects contents of library, such as a leaky roof.
2. Fire
3. Earthquake
4. Monster Rampage
5. War
6. Duelling wizards

