



TABLES OF TOMES

*Over 300 Book Titles, organized by subject
to fill your world's libraries!*

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TABLE OF TOMES!

Nearly every city in the world has a library. The smart ones have several, as wizards and other educated peoples often call libraries their second home. They are bastions of knowledge, containing worlds of useful information that players might want. Or they might just want a book on knitting. When in a library it can often be hard to come up with book titles and the information in them on the fly, so these tables can be used to provide an outline of what a player might find when searching for books, organized by topic. As a DM, you might choose whatever you feel is most or least relevant to your players based on how effectively they searched or you can simply roll based on the table provided.

ALL MONSTERS ARE WEAK TO BOOKS!

All adventurers should understand that there is a lot of different creatures out there, from dragons, to zombies, to whatever a remorhaz is. This section contains book titles that are organized by the type of creatures and can be used by a DM as a outline for a party doing some information gathering.

DEVILS

Fiendish deal makers, devils are lawful evil beings from the Nine Hells. Adventurers must be wary not to make any deals!

Roll Book Title

- 1 The Nine Hell's: A History
- 2 Contract Law: Making the most out of your deals!
- 3 The Red Scare: Devils on the Material Plane
- 4 Souls: Determining Value as seen by a Pit Fiend
- 5 Imps to Asmodeus: A Manual to Devils
- 6 Saucy Secrets: A Succubus Love Story
- 7 Devils or Demons? A Quick Reference Guide
- 8 Deal Makers! Warlock Heroes with Devilish Patrons
- 9 A Guide to Smiting: Devils!
- 10 Nine Layers, Nine Vacations! A Travel Guide

DEMONS

Demons come from the cosmic horrors of the abyss and adventurers who understand their chaotic nature can defend themselves.

Roll Book Title

- 1 The Abyss: Is it Infinite?
- 2 Killing Quasits: Demonic Pest Control
- 3 Traveling the Abyss like a Gith!
- 4 Demon Lords: Politics of Evil
- 5 A Guide to Smiting: Demons!
- 6 Demonic Possession: A Historical Quandary
- 7 Devils or Demons? A Quick Reference Guide
- 8 Lolth and her Drow Armies
- 9 Gnolls, Slimes, and the Demonically Adjacent!
- 10 War of the Fiends: Demons v Devils

UNDEAD

Undeath comes in many forms, from Zombies to Vampires. Adventurers will need to learn how to handle these monsters because there are always those dabbling in necromancy.

Roll Book Title

- 1 Zombies!
- 2 Undead Rot: When to Amputate
- 3 Cleansing Unlife with Fire
- 4 A Guide to Smiting: Undead
- 5 Undead: A Compendium
- 6 Immortality vs Undeath: A Scholarly Debate
- 7 Burial Ceremonies of Various Cultures in an Attempt to Prevent Unlife
- 8 Healing: A Gateway to Necromancy?
- 9 Ethics and Morals of Undeath
- 10 Bats and Blood: A Guide to Vampires

CELESTIALS

Drawing life from divinity, celestial can come in the form of Gods or the beings gods use to influence the worlds of mortals.

Roll Book Title

- 1 Road to Radiance: Finding Celestials
- 2 The Divinity of the Gods
- 3 Leading the Flock: Champions of Various Gods
- 4 Ascension of the Gods: A History
- 5 From Angels to Zealots: A Guide to Celestials
- 6 Aasimar or Angel?
- 7 Listening for the Word of the Gods
- 8 Unicorns! Friends to Gods and Mortals!

FEY

The fey are tricky and mysterious, as is their home plane of the feywild. Adventurers should understand their connection to nature and how to deal with their form of chaos.

Roll Book Title

- 1 Are you the Doppelgänger?
- 2 Fairies and Feyfolk: A Guide
- 3 When Nature Fights Back!
- 4 Archfey and their Tricks
- 5 Contract Law: Making the most out of your deals!
- 6 How many Pixies can you fit in a Gnome Boot?
- 7 Green Skies and Rainbow Grass: Traveling the Feywild
- 8 Deadly Bogs and Werewolves: Traveling the Feywild
- 9 Fey Lineage: Elves and their Fey Ancestors
- 10 A Guide to Smiting: Fey!

ELEMENTALS

The Primal Elemental planes have created being of raw elemental energy. When they make it to the material plane, they often cross paths with adventurers.

Roll Book Title

- 1 Water, Earth, Fire, Air: What are Elementals?
- 2 Rocks and how they can kill you.
- 3 Learning Primordial: Speaking with the Wind
- 4 Water is Weird: A Guide to Water Weirds and Other Water Elementals.
- 5 Life, not Destruction: Fire Elementals
- 6 Elementalists Expedition: Traversing Elemental Planes
- 7 Air Elementals and Skyships
- 8 The Material Plane and it's reliance on the Elements

DRAGONS

Dragons come in all shades and have a long history in every world. At some point in every adventurer's life they will come across a dragon and knowing the difference between a white and silver drake could save their life.

Roll Book Title

- 1 Chromatic Chaos: Tales of Scaled Tyrants
- 2 Choose your own Drake! A coloring book for kids
- 3 Kobolds: As varied as the Drakes they worship!
- 4 Good v Evil: The Draconic Deities
- 5 Choosing your Battles: A Dragon Size Chart
- 6 The Watchful Protectors: Gold Dragons
- 7 Metallic vs Chromatic: Basics of Draconic Lineage
- 8 Beyond Scales: Dragon's Breaking Scale Stereotypes
- 9 On the Origin of Species: Drakes, Wyverns, Dragonborn, and other Draconic Creatures
- 10 Dragons in Dungeons

CONSTRUCTS

Creatures brought to life by arcane means, constructs can be simple automatons or sentient people, some can even adventure!

Roll Book Title

- 1 Do Warforged Dream of Arcane Sheep?
- 2 Creating Life: Arcane Servants sans Necromancy!
- 3 Stone, Iron, and Flesh: Constructs and their Construction
- 4 Constructs: An Ethical Quandary
- 5 Warforged Origins and History
- 6 Archmage Shelly and her Metal Monster!
- 7 Boddyknock's Handbook on Warforged Maintenance and Repair
- 8 Animated Anarchy: How to Handle Losing Control of you Construct

GIANTS

While their origins are varied and mysterious, there is no mistaking a giant. These tomes go over the different species, cultures, and customs of various giantfolk.

Roll Book Title

- 1 Jarl's of Old: A History of Frost Giants
- 2 Volcanic Victories: Fire Giants on the Battlefield
- 3 Castles in the Sky: Lore and Legends of Cloud Giants
- 4 The Fallen Legacy of the Storm Kings
- 5 Are Giants just very tall Humans? A Halflings' Quest for Answers! By Odo Trill, Adventurer Extraordinaire!
- 6 Trolls, Fomorian, Ogres: The Other Giantfolk
- 7 The Familial Structure of Hill Giants
- 8 Goliath Culture: Hordes or Heroes?

ABERRATIONS

Creatures that are not of the natural world, possibly coming from the far realms and often wreaking havoc that adventurers are called on to quell.

Roll Book Title

- 1 Everything a Mimic: A Cautionary Tale
- 2 Slaads for Every Occasion!
- 3 Flumphs and other Friends from the Far Realms
- 4 From Aboleths to Zombie Beholders: Aberrant beings and how to kill them!
- 5 Go for the eye, any eye! A Heroes' Guide to killing Beholders
- 6 Pyramid Schemers: Elder Brains and their Mind Flaying Network
- 7 Always Look Up! Chokers, Cloakers and Others
- 8 Disconnected: Tales of Independent Illithid

MISCELLANEOUS MONSTER KNOWLEDGE

A lot goes into combating monsters and adventurers might need info that isn't about specific creatures.

Roll Book Title

- 1 Fire works, except when it doesn't! A wizards guide to when not to Fireball
- 2 Hordes of Hordes: When Quantity is more dangerous than Quality
- 3 A Treasure Hunter's Guide to what Monsters keep what stuff!
- 4 Blood: When is it valuable?
- 5 Civilized Monsters: The Rare Cultures and Individuals of Goblins, Kobolds, and More
- 6 Chef Gren's Great Monster Cookout!
- 7 Lost Heroes: Journal Entries of Adventurers found in Monster Lairs
- 8 Prepping for Battle: Always carry Holy Water!
- 9 Magic, Disease, or a Curse? Adventuring Triage!
- 10 The Big Book of Spiders

NOT ALL PROBLEMS CAN BE STABBED!

Adventurers do more than just fight things and having a diverse skill set can provide a party what they need to solve problems that are more than just monsters in a cave.

SKILL BOOKS

Every adventurer has a collection of skills they excel in, but sometimes you want to learn something new and they might turn to books to teach them these skills. These oftentimes will be guides that allow the downtime activity of learning new skills or could be used to slowly build up the skill over time.

Skill	Book Title
Acrobatics	Tuck and Roll: How to Properly Defenestrate
Animal Handling	Pet Ownership and You!
Arcana	Magic and Mayhem: Understanding the Chaos of the Arcane
Athletics	Legendary Workout Routines of Goliaths!
Deception	Lordship and Art of Politics
History	Brief History of the Continent: Volumes I - C
Insight	It's all about the eyes: How to read people!
Intimidation	1000 of the most chilling battle boasts!
Investigation	The Great Mousefolk Detective!
Medicine	Methodology and Materia of Medicine
Nature	Flora, Fauna, and the Natural World
Perception	Always watch the door: Stopping danger before it even reaches you.
Performance	Juggling, Cards, and ways to Entertain!
Persuasion	The Wordsmith's Whetstone
Religion	Righteous and Divine: Deities and their various forms of influence
Slight of Hand	It's not about being fast: The Art of Misdirection
Stealth	Shadowed Steps: Tales of Legendary Thieves
Survival	Finding Tranquility in Tracking and Trapping

Similar to arcane tomes that magically boost a characters stats, one of these books might be enchanted and follow a similar format to this tome.

PET OWNERSHIP AND YOU!

Tome, Very Rare

This book describes the training methods, diets, and general welfare tips for many common animals, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing it's guidelines, you gain proficiency in the Wisdom(Animal Handling) skill. The manual then loses its magic, but regains it in 10 years.

TOOLS BOOKS

Alongside the more general skills, there are also a collection of tools adventurers might want to learn about. Similar to the skill books, these might be used during downtime to learn a skill, along with purchasing or obtaining the relevant tools or kits needed.

Skill	Book Title
Alchemist's supplies	Nicholas' Codex: The Basics of Alchemy
Brewer's supplies	Hopped up on Hops: Craft Brewing the Dwarven Way
Calligrapher's supplies	Mightier than a Blade: Wielding a Pen like a Master
Carpenter's tools	Measure Twice, Cut Once: The Basics of Carpentry
Cartographer's tools	Building Worlds from Paper: Learning Cartography and other Mapmaking Skills
Cobbler's tools	Holding up Kings and Kingdoms alike: Crafting footwear fit for Royalty.
Cook's utensils	Cooking on the Road: 1000 recipes for whatever you have on hand.
Glassblower's tools	Breathing like a Gaffer: Glassblowing and its many applications.
Jeweler's tools	Cutting, Setting, or Breaking into Dust: Gems and how to use them.
Leatherworker's tools	The Hide Guide: Learning Leatherworking
Mason's tools	Civilizations are built from Stone: A Mason's Encyclopedia
Navigator's tools	Reading the Heavens: A Collection of Star Maps and how to read them!
Painter's supplies	The styles and techniques of artists over all the realms: From Aasimar to Verdan
Potter's tools	Breaking the Mold: Crafting with Clay!
Smith's tools	Anvilmaster's Handbook: Smithing tools, weapons, and armor.
Tinker's tools	DIY and Inventing: Designing Solutions through Tinkering
Thieves' tools	The Lockpicking Hobbyist's Guidebook
Weaver's tools	A Tailor to Cities
Woodcarver's tools	The Philosophy of Whittling
Vehicles (Land)	Standards and Practices for Training Horses to Pull Carts
Vehicles (Water)	Conquering the Waves: Sailing and General Boatsmanship

A WORLD OF MAGIC

Study of the arcane can be both chaotic and rigorous at the same time. Be it the actual schools of magic or magical artifacts, adventurers can greatly benefit from reading up.

SCHOOL OF ABJURATION

Shields, barriers, and wards created by to protect a caster or their allies, or removing those wards from others.

Roll Book Title

- 1 Arcane Armor: When robes aren't enough
- 2 Good or Evil: Picking the right ward for the situation
- 3 Spotting the Signs: Dispelling and Countering Casters
- 4 Begone! Banishment Magics, a Guide
- 5 Paranoia or Preparation? A History of Abjuration
- 6 Protecting what's valuable: Creating unbreakable locks!

SCHOOL OF CONJURATION

Creating creatures and objects, either by transmuting raw arcane power or pulling them from elsewhere.

Roll Book Title

- 1 Choosing the right Companion: A Guide to Familiars
- 2 Ethical Conjunction: Summoning Allies, not Slaves
- 3 The Basics of Teleportation and Arcane Travel
- 4 Building yourself a Home: From Huts to Mansions!
- 5 Fey, Fiends, and Elementals: Pulling from other Planes
- 6 Your Sigil, unique in the Universe: Designing your own Teleportation Circle

SCHOOL OF DIVINATION

Information gathering using magical means, from seeing the invisible or spying from far away.

Roll Book Title

- 1 Seeing the Unseen: Divining Hidden Worlds
- 2 Future and Past: Theories on Time Divination
- 3 Scrying: Getting the most from your sightings
- 4 Reading Signs: Divination through Symbolism
- 5 Language and Understanding through Magics
- 6 Making your own luck!

SCHOOL OF ENCHANTMENT

Magics similar to hypnotism, creating charms or manipulating minds.

Roll Book Title

- 1 Charms and their Ethical Quandaries
- 2 The Mind and its many Weaknesses
- 3 Treating Madness with Enchantment: An Inquiry
- 4 Hexes and Horrors: Tales of the Mind Controlled
- 5 Sleep: A Magical Cure for Insomnia
- 6 Cold Reading: A Mundane form of Enchantment

SCHOOL OF EVOCATION

Raw magical power given form, creating elemental energy or force. Often the most combat-focused school of magic.

Roll Book Title

- 1 Fireball Math: How to instantly determine if a room is 20x20
- 2 Elemental Mastery: Creating Power from the Arcane
- 3 Moving Words using Telepathy
- 4 Ice, fire, lightning, acid, and the infinite forms of the Arcane
- 5 Why is Fire so common? Understanding the Basics of Evocation
- 6 A Treatise on Healing: Evocation vs Necromancy

SCHOOL OF ILLUSION

The magical equivalent of smoke and mirrors, creating fake images, sounds or obscuring reality.

Roll Book Title

- 1 Avoiding the Uncanny Valley when creating illusions
- 2 Spot Check! Seeing through lies
- 3 Ethics of Invisibly
- 4 Commit to the Bit: Selling your Illusions as Real
- 5 It's the little things: Physical props to add to a magical disguise
- 6 Perfection is Overrated: Common Illusory Mistakes

SCHOOL OF NECROMANCY

Life itself has a form of energy and necromancy manipulates that energy, often for dark purposes.

Roll Book Title

- 1 Various Applications of Souls as a Resource
- 2 Raising a Family: Comedic Tales of a Bumbling Necromancer
- 3 Using Zombies as Labor: A Modest Proposal
- 4 Undeath
- 5 Necrosis and it's uses in combat
- 6 A Treatise on Healing: Evocation vs Necromancy

SCHOOL OF TRANSMUTATION

Transmutation is understand and reconstructing matter into a new form, be it living or organic.

Roll Book Title

- 1 Creating Malleability in Solid Matter
- 2 An Equal Exchange: The Physical Laws of Transmutation
- 3 Boosting physicality via magical means
- 4 Economic Impacts of Unregulated Transmutation and it's Effect on the Gold Standard of Currency
- 5 Don't get stuck! Dumb beasts to avoid when Polymorphing
- 6 A Brief History on Time and Transmutation

DIVINITY

Faith itself can be a form of power. That power can manifest itself into magical spells granted by either the object of faith or from the faithful themselves.

Roll Book Title

- 1 The Machinations of the Divine
- 2 Faith through Works
- 3 The Divine Source: A Wizards look at Divine Magics
- 4 Higher Understanding: Interpretations of Popular Religious Dogma in relation to Divine Power
- 5 Cults and their Chaos
- 6 Ascension : How Gods gained their Power

PACT MAGIC

Powerful entities often have scores of magical abilities on their own and can sometimes grant small amount of that power in the form of a pact, given the recipient holds up their end of the bargain.

Roll Book Title

- 1 Satanic Panic! Young Mages Targeted by Devils!
- 2 Contract Law: Making the most out of your deals!
- 3 Pre-Divinity Entities and their Plots
- 4 Pacts: Divinity without Faith?
- 5 Symbiosis through Pacts
- 6 Fey, Fiends, Falchions: Patrons of Famous Warlocks

NATURE'S MAGIC

Nature can draw on magical sources to protect itself and create bountiful life from seemingly nothing. Druids and some religious order can draw on this power through a connection with the natural world.

Roll Book Title

- 1 Druidic Cultures and Customs throughout the World
- 2 The Feywild: Where Natures' Power Originates
- 3 Keeping Balance: Nature pushing back on Civilization
- 4 Warding Wilderness: Avoiding Nature's Dangers
- 5 Nymphs, Treants, and Druids: Nature's Guardians
- 6 Enchanted Forests and where to find them!

ARTISTIC ARCANA

Bard's around the world can enrapture worlds with their words. The ability of art to transcend its form can allow those who understand that art to utilize its power.

Roll Book Title

- 1 Inspiration: How words improve your aim!
- 2 The Most Vicious of Mockery: 1,001 Insults
- 3 Wordweavers: Spinning Tales of Adventure
- 4 Words of Power: Heal, Stun, and even Wound
- 5 Beguiling Influences
- 6 Know your Audience: Preferred Artforms of All Known Cultures

ENCHANTED BLOODLINES

When handling powerful magics, people can have that power bound to their very being. That now innate magic can then be passed down, either to a child or even manifesting in some bastardized form generations later.

Roll Book Title

- 1 A History of Draconic Traits in Humanoid Races
- 2 Those Touched by the Stars
- 3 Strange Magics
- 4 Arcane Accidents: When a Sorcerer Loses Control
- 5 Storms, Shadows, Stones, and Blessed Souls: Known Bloodlines of Power
- 6 Talent or Work: Sorcery, Wizardry, and choosing the right path for you!

OTHER FORMS AND SOURCES OF MAGIC

Magic itself is mysterious and wild in nature and contains infinite unknowns. Depending on the world there may be forms of magic that don't fit into the typical categories.

Roll Book Title

- 1 The Chromatic Conundrum: An Unprovable Theory
- 2 Psyonics: A Possible Unseen Threat
- 3 Secrets of the Far Realms
- 4 Limbo and the Magic of Githyanki and Githzerai
- 5 Technomancy: Ingenuity or Arcana?
- 6 Conjuring Life: Lost Construct Construction Methods

ARCANE ARTIFACTS

From enchanted gems to flying carpets, the world is full of objects of great power that one might seek out.

Roll Book Title

- 1 The Archive
- 2 Archmage Hegis' Arcane Prosthesis
- 3 Arcane Odds & Ends
- 4 Trinkets
- 5 Compendium of Lost Treasures
- 6 The Lost Technologies of Eberon

SPELLBLADES AND OTHER MAGICAL ARMS

Swords, Bows, Maces, and other forms of weaponry enchanted and wielded by heroes across all ages.

Roll Book Title

- 1 Weapons of the War Mage
- 2 The Spider Queen's Armory of Cursed Blades
- 3 Hearing Voices: The Basics of Sentient Weapons
- 4 Legendary Weaponsmiths of the Elves, Dwarves, and Humans
- 5 Carried by Griffins: Collections of Rare and Powerful Weapons and Armor
- 6 Vestiges of a Far Realm

STAY CLASSY!

There are many paths that exist for a person to begin their life of adventure. Being it through the intense study of a wizard, the binding pact of a warlock, or the honed skills of a fighter, how a person decides to influence the world around them is important. Adventurers might also want to read up on other adventurers' skills or abilities if they are hunting or being hunted. Or they might just want to get a better understanding of their friends and party members. Regardless, these books provide insight on the different classes through explaining how they work or telling tales of adventurers of those classes.

ARTIFICER

Focusing less on the study of spellweaving and instead seeing magic as a resource to be used, Artificers create objects that channel arcane power temporarily.

Roll Book Title

- 1 Alchemical Solutions for Every Problem!
- 2 Second Skin: Creating Armor that does more than protect!
- 3 Improvisation: Artificing on a Battlefield with any supplies available.
- 4 BOOMSTICKS!
- 5 Technological Advancements in the Field of Adventuring and Warfare
- 6 Tools: The weapons that end battles before they begin!

BARBARIAN

Warriors with great rage that springs forth hidden reserves of power, a single barbarian on a battlefield can turn the tide of any fight.

Roll Book Title

- 1 "I would like to Rage": A Biography
- 2 Bestial Guidance: Warriors of the Wild
- 3 Rolling Thunder: Barbarians of the Storm
- 4 Zealous Rage: Holy Warriors on Crusades
- 5 Unyielding: The Rage of the Berserker
- 6 Learn to Kite: A Wizard's Guide to Barbarian Battle Tactics

BARD

Many of the tales in libraries around the world are written by Bards. Great storytellers and performers who's art is magic.

Roll Book Title

- 1 An Art Degree: Why Bard College is Worth the Cost
- 2 Every Lie is a Story: College of Whispers
- 3 Become the Hero of your own Story!
- 4 Popular Rhymes, Limericks, and Songs for Every Occasion, even Battle!
- 5 Loremasters
- 6 Words: The Most Powerful Weapon in an Arsenal

BLOODHUNTER

Bloodhunters are an order of powerful warriors who infuse themselves with the very essence of the monsters they hunt.

Roll Book Title

- 1 Cursebearers: Lycan's overcoming the beast inside
- 2 Mutated Biology: Microdosing as a method of alchemical transmogrification.
- 3 Exorcism through Violence: The Bloodhunter Modus Operandi
- 4 The Lesser Evil: Blood Pacts for Profane Power
- 5 Hemomancy: The Power of Sacrifice
- 6 Monsterhunting Orders and their Cursed Origins

CLERIC

The blessed few who carry the mark of their deities are often written as Apostles or Harbingers, depending on their God.

Roll Book Title

- 1 Lightouched: Healers and Miraclemakers throughout the Ages
- 2 Divine Guidance: Communing with Various Deities!
- 3 Defining Cults and Religions: When Faith becomes Power
- 4 Tenets of all Major Deities and their Origins
- 5 Intervention: Tales of the Gods themselves descending on the word of their Faithful
- 6 Harbingers: Clerics of the Gods of Darkness and Evil

DRUID

Powerful shapeshifters and masters of natural magics. Druids are often written about as nature's guardians.

Roll Book Title

- 1 Useful Beasts and Where to Find Them!
- 2 The Circle of Life: Druidic Philosophy
- 3 Land, Moon, and Stars: Guidance Through Nature
- 4 Using Druidic Arts to Reduce the Ecological Impacts of Civilization
- 5 Forcing Balance: Druid Heroes and Adventurers
- 6 Calming Critters: Druidic connections to Wildlife

FIGHTER

In a world of magic and monsters, the most heroic are often those who are just really skilled at fighting. Through nothing more than training and determination, they carve out their name in history.

Roll Book Title

- 1 Seeing Nails Everywhere: Mastering the Warhammer!
- 2 Tacticians and Battle Masters
- 3 Even the Playing Field: Using small amount of magic to boost your combat prowess!
- 4 Sheer Will: Tales of Heroic Fighters!
- 5 Two as One: Cavaliers on the Battlefield
- 6 Quickdraw: Sharpshooting Experts of all Kinds

MONK

All living creatures emit a flow of energy, often called ki. Monks manipulate this ki alongside physical training to become powerful warriors.

Roll Book Title

- 1 Practicing Mindfulness: Finding Inner Peace
- 2 Balance: The Way of the Monk
- 3 Water, Earth, Fire, Air: Legendary Elemental Masters
- 4 Sun and Shadow: Mythical Monk Artforms
- 5 Guru Lee: Finding Peace with Martial Arts
- 6 Seeking Tranquility: Famous Monasteries

PALADIN

Holy warriors and bringers of divine justice, paladins are often sought to provide divine guidance in troubling times.

Roll Book Title

- 1 Law and Order: Divine Justice
- 2 Oathkeeper: Valiant Heroes
- 3 Oathbreaker: Falling from Grace
- 4 A Guide to Smiting: The Complete Collection
- 5 Vengeance Incarnate: Paladins and their Holy Wrath
- 6 To the Hells and Back: Paragons of Holy Radiance

RANGER

Preferring the freedom of the wilderness than the structure of cities, Rangers keep watch over forests and protect those they feel are worth protecting.

Roll Book Title

- 1 Wild Warriors
- 2 The Hunter's Journey
- 3 Freedom in Friendship: A Guide to Animal Companions
- 4 BEES! SO MANY BEES! A History of Swarmkeepers
- 5 Watchful Guardians: Knights of the Forests
- 6 Primeval Predators: Rangers who hunt the most dangerous creatures in all the realms.

ROGUE

Pickpockets, Swashbucklers, Tricksters, and Assassins, Rogues are often depicted as the sneaky folk heroes in stories, but the best are the ones you've never heard of.

Roll Book Title

- 1 On the High Seas: Swashbucklers, Pirates, and other Nautical Ne'er-do-wells
- 2 Princess and the Thief
- 3 Bloody Politics: A History of Regicide and Assassins
- 4 Trapfinder's Manual for Locating and Disarming
- 5 The Face: Being sneaky while being seen
- 6 Righteous Rogues: Religious Orders and their Utilization of Thieves, Assassins, and Spies

SORCERER

Born with great power, the lives of a sorcerer are often fraught with great danger and journeys of self-discovery as they try and contain the magic within.

Roll Book Title

- 1 From Shadow to Light
- 2 The Chosen: Families Ordained by the Gods to have Divine Souls
- 3 Controlling Chaos: Heroes who quelled the overflowing magic within
- 4 It's Your Power: Draconic Origins do not need to lead to Draconic Destruction
- 5 Blood, Souls, or Something Else: A Study of Sorcerers
- 6 Aberrations of the Arcane

WARLOCK

Forbidden knowledge always seems to follow those who've made warlock pacts. Not much is known about the supernatural magics they wield, except that the warlock is not the one in control of it.

Roll Book Title

- 1 Selling your Soul and other atypical methods of achieving magical prowess!
- 2 The Many Forms of Eldrich Blast: Wizard's Conundrum
- 3 Fiendish Will: The True Cost of a Pact
- 4 Into the Unknowable: Pacts with entities beyond mortal understanding
- 5 Feytouched: Memoir of a Warlock tricked into a Pact
- 6 Pact Blades: Artifacts of Power and Promise

WIZARD

A common fixture in libraries, wizards study the arcane. Paragons of knowledge and sources of information that adventurers often need, wizard's information mostly comes in the form of dry and hard to read textbooks.

Roll Book Title

- 1 Runic Methods for Physical Transmutation
- 2 Structure and Interpretation of Sigils
- 3 Fundamentals of Pyromancy
- 4 General Arcana I: Introduction and Fundamentals
- 5 Choosing your Major Arcana: A Student Handbook
- 6 Professional and Ethical Standards of Arcane Research and Implementation: Edition LVII

RANDOM TITLES

A set of extra titles that could be used to add a bit of flavor to a library if a player isn't successful in finding what they want or just want a random book to read to pass time.

Roll Book Title

- 1 1001 uses of Prestidigitation
- 2 The King of the Amulets
- 3 A Tourists Guide to Barovia
- 4 Of Mousefolk and Men
- 5 Kobold Engineering: Sprurts of Inspiration
- 6 To Kill a Kenku
- 7 Bloodhunter
- 8 A Hymn of Frost and Flame
- 9 Cooking with Casters! Using Magic to bring flavor to every meal!
- 10 Races Organized by Aerodynamics: A Study of Catapults
- 11 Love Amongst the Drakes
- 12 Rise of the Necrodancer: A Bardic Experiment
- 13 The Older Scrolls: Skyworld
- 14 Crabs with Knives
- 15 Mundane Might: A World without Magic
- 16 Terry, Tarrie, and Terraie: Adventures in Law
- 17 Monarchy, Plutocracy, Technocracy: Why Rulers Matter in the Modern Age
- 18 Common Misconceptions Regarding the Tiefling Race: An Infernal Legacy
- 19 Druids Almanac: Moon Cycles, Farming Tips, and Calendars
- 20 The Moon and the People's Living There!

A LIVING LESSON

Tucked back in the stacks, among the various volumes on monsters exists a book that bites. It's mostly harmless and is a sort of pet to the librarian, helping them keep rats out of the library.

EVERYTHING'S A MIMIC: A CAUTIONARY TALE

tiny monstrosity (shapechanger), neutral

Armor Class 10

Hit Points 12 (2d10 + 2)

Speed 5ft, fly 20ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	4 (-3)	11 (0)	10 (0)

Damage Immunities Acid

Condition Immunities Prone

Senses Darkvision 60ft, passive Perception 10

Challenge 1/4

Shapechanger. The mimic can use its action to polymorph into a book or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A large or smaller creature adhered to the mimic is also grappled by it (escape DC 10). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from any ordinary book on the shelves.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 4 (1d4) acid damage.