



THE BOOKHOUNDS OF EBERRON

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SUMMARY

BACK ALLEY DEALS. Whispered conversations at secluded inn tables. Handshakes and slit throats. Books and gold flow through the land like water.

The Bookhounds of Eberron allows gamemasters and players to tell a variety of stories. The treasure the party seeks in dungeons or towering mansions is books.

This PDF includes a description of the book trade as well as the Bookhounds. Plus it fleshes out and adds a new dimension to the Library of Korranberg as a patron.

Included are two new character backgrounds, lists of bookshops, collectors, informants, and one thousand books with gold piece values.

IF KNOWLEDGE
IS POWER, BOOKS
ARE WORTH MORE
THAN GOLD.

THE BOOK TRADE

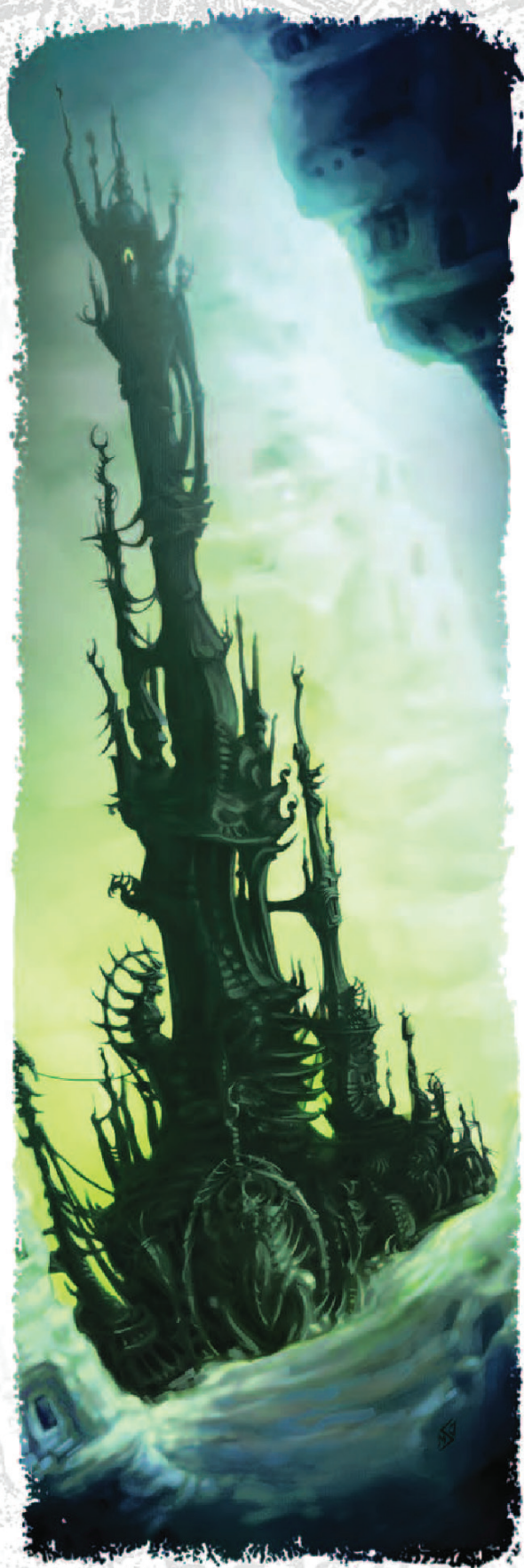
A HUSHED CONVERSATION concerning the supposed location of a rare book. A bookseller with a wealthy client's wishlist and a deadline. A wizard craving power who needs a book critical to her spell. A scholar desperately searching for a lost volume. A library wishing to expand its collection.

Two shadowy figures exchange packages in a dark alley without glancing at each other. An ex-soldier hides a tattered tome in a Lightning Rail sleeping compartment before the Queen's guards arrest him. In the middle of a fiendish ritual, a fearless rogue swings down to snatch a volume from a cult leader's hands.

The Last War only increased the thirst for knowledge. Books, manuscripts, and scrolls are highly sought after. The ancient knowledge contained within these tomes may be the key to the mysteries of the multiverse, the linchpins of powerful spells, or the means to best your rivals.

With the recent turmoil, books have greatly increased in value as many are feared to have been lost. Nobles, librarians, scholars, and booksellers are all seeking more and more books creating a network of buyers and sellers. The book trade has become a way for former soldiers and mercenaries to put some coin in their purses.





THE BOOKHOUNDS

ADVENTURERS WHO HUNT FOR RARE BOOKS to sell them are called Bookhounds. These adventurers delve into forgotten dungeons and scour ancient ruins to find a single book worth their weight in gold. However, sometimes the best place to find a rare book is in a collector's library or in the hands of other Bookhounds.

Since local rulers and nobles often claim rights over everything in their territories, taking books from tombs and ruins is most likely illegal. This forces Bookhounds to become more and more creative in acquiring books.

Booksellers and collectors like to engage in arbitrage. However, Bookhounds do not. They prefer the risk of finding lost books. Some for the coin they bring and others for the satisfaction of preserving books.

Numerous mercenaries and ex-soldier bands are tempted to try their hands at bookhounding since the gold is good. However, some find too much care is needed in dealing with clients and protecting books.

To a true Bookhound, the chase and the delivery are paramount. It gets in the blood, as they say.

Bookhounds can be freelancers, or have a patron.

Freelancers, while having the most freedom, do run the risk of not getting jobs or not being able to sell books they have acquired. Some enjoy this life. They are not beholden to anyone. They can offer the books they find to any bookseller, library, or collector they choose. The trick is finding the right buyer.

Bookhounds with patrons never lack for jobs and nearly always have a ready buyer. What they gain in security they lose in freedom.

NEW BACKGROUNDS

BOOKHOUND

Many ex-soldiers or mercenaries recently joined the ranks of Bookhounds since the war ended. However, you were born into the business.

Your parents, or whoever raised you, were Bookhounds, and you accompanied them as soon as you were old enough. Once the war ended, you quickly returned to the life you knew, hunting for books.

SKILL PROFICIENCIES: Deception, Intimidation

LANGUAGES: Two of your choice

EQUIPMENT: Traveler's clothes, tinderbox, belt pouch with 15 gp, and a torn page from a book written in an unknown language.

FEATURE: *Family Business* - You have access to a network of contacts, collectors, and booksellers.

Why you left the business during the war

1. Drafted.
2. Volunteered for military service.
3. The book trade was disrupted.
4. Your family was killed.
5. Had to flee your home.
6. Other work was paying better.

PERSONALITY TRAITS

1. I like to take chances. Some may say I am reckless.
2. I prefer my own plans and need to be convinced a different one should be used.
3. I tend to be overly cautious when handling books.
4. I'm always talking about the war. If I stop, I'll probably cry.
5. I can't sit still, and I'm always eager for the next job.
6. I enjoy my martial prowess, and I boast about it.

IDEALS

1. Seeing all lost books found and read is the driving force behind all I do.
2. Coin is the only god I know.
3. Knowledge is power, and I intend to use it.
4. The knowledge books contain should be available for all.
5. Books will help us recover our dignity after the war.
6. The wild places should be explored and the monsters destroyed.

BONDS

1. I will track down the rival Bookhounds who stole from me.
2. I will protect books with my life.
3. I will lay down my life for my fellow Bookhounds.
4. I will always honor those who fell during the war.
5. I will defend libraries and universities with my life.
6. I idolize my parents for being Bookhound pioneers.

FLAWS

1. I can't read.
2. I am afraid my ruthless past will be revealed to my new friends.
3. I burned books during the war, and now I'm plagued with guilt.
4. Ever since the war, alcohol has been my closest friend.
5. I spend all my earnings as soon as I get them.
6. I lose myself in books to the detriment of my friends.

BOOKSELLER

You grew up surrounded by books. Your family's book shop was a haven for you. You helped stack and organize the many volumes and run the store.

Something has changed, and now you have left the shelves to become an adventurer. Was it the wild tales of the Bookhounds your parents dealt with? Did the war fill you with wanderlust? Did the war cost you everything except your life? Does your family's bookshop need more cash flow and inventory?

Whatever the reason, you are now in the field and on the hunt.

SKILL PROFICIENCIES: Investigation, Persuasion

LANGUAGES: Two of your choice

EQUIPMENT: A set of common clothes, a list of rare books you were never able to find for a buyer, a pouch with 10 gp, and a small book of poetry or folktales given to you by a grandparent.

FEATURE: *An Appraising Eye* - You have a knack for knowing the value of a book, but if you don't know it, you know someone who does.

Why you left the bookstore

1. The shop burned to the ground.
2. The shop was forcibly shut down.
3. Your family had to sell all the books and move.
4. The shop was looted.
5. After the war, you can't sit still any longer.
6. Falling out with your family.

PERSONALITY TRAITS

1. I am always talking about books, even when the conversation has nothing to do with them.
2. I despise libraries and everything they represent.
3. I liked the quiet comfort of the bookshop. Loud places irritate me.
4. I have a hard time parting with any book that comes my way.
5. I like learning about the history of how a book was written.
6. I like to quote poetry pertaining to situations I find myself in.

IDEALS

1. I want all books to be in a library.
2. One day I will write my own book.
3. I want to see independent booksellers treated with respect.
4. I will become the greatest polymath the world has ever known.
5. I will use the knowledge in books to rebuild my home.
6. A book must never be destroyed, no matter the content.

BONDS

1. My friends and my family are my whole world.
2. The bookshop was my world.
3. I will never forgive the people who hurt my family.
4. Books are my life.
5. Libraries are like a second home to me.
6. Other booksellers are like family.

FLAWS

1. I use my extensive reading as a weapon, and I don't realize I'm hurting people.
2. I hold strong, unpopular opinions about certain books.
3. I must read every book before I sell it.
4. I like to gamble and will make foolish bets.
5. I have to be the center of attention.
6. I can't really move on from the war.

PATRON: THE LIBRARY OF KORRANBERG

SELECTING THE LIBRARY OF KORRANBERG as the party's patron offers another way to play as Bookhounds.

Simply read the University Patron section beginning on page 98 of the Eberron: Rising from the Last War sourcebook, and note the entry concerning the Library of Korranberg on page 101.

Instead of the patron belonging to one of the eight colleges of the library, the party's patron works for the main book collection. The focus of the party's mission is to collect books for the library. The rarer the better.

Use the same "Patron Benefits" for universities found on page 99.

A party of Bookhounds can include character types mentioned in the "Build Your Group" section on pages 99-100. Keep in mind, Bookhounds need fighters, wizards, and rogues as well.

The players and the DM can ignore the "Scholarly Missions" section on page 100 because the missions will now concern finding books for the library. Missions can be searching for specific books or simply claiming a bounty on any book that has value.

The "Scholarly Standing" section on page 101 can be ignored, since the party is not engaged in scholarly activities. However, if a member of the party is a scholar, it could still be used.

The following "Library Contact" section replaces the "University Contact" section on page 101. Working with this person allows the Bookhounds to sell books to the library and receive specific missions. The DM and the players can add details to ensure the contact is interesting and enriches play.

LIBRARY CONTACT

1. An excitable young Gnome female who gushes over books, but largely ignores the party.
2. An ancient man who seems half asleep most of the time.
3. An ambitious half-elf male who is always pressing the party to bring in more books.
4. A matronly scholar-librarian who seems angry all the time.
5. An elf who regales the party with his theories on book categorization and library science.
6. A Gnome female who questions the party about how they acquire each book.
7. A Kalashtar male who always checks the books eagerly and then appears to be disappointed.
8. A young female elf with an impish grin who playfully banters with the party.

OTHER PATRONS

Kings, queens, and wizards as well as booksellers and collectors also make fine patrons for Bookhounds.

Anyone or any group that is wealthy and has a desire to collect books may employ or contract with Bookhounds. This includes all factions as well as the Dragonmarked Houses.

USING BOOKS IN PLAY

GAMEMASTERS CAN TREAT BOOKS in their campaigns in a number of ways. Below are a few examples, but there are many possibilities.

McGuffin - If used as a McGuffin, a book is nothing more than the trigger to the plot. It contains no magic or information that is useful to the party in any way. The party simply needs to acquire the book and sell it.

Campaign Hook - A book containing certain information about The Mourning or the Prophecy which leads into a huge campaign concerning the future of Eberron.

Spellbook - A book can contain a rare spell that a member of the party can learn.

Backstory Hook - A book could contain information relating to one of the characters' backstories.

BOOK CURSES

In ancient times, books were so valuable that hardworking scribes would place curses upon any who would steal or misuse their treasured manuscripts.

Book curses usually took the form of an inscription or rhyme in the front matter of a book.

The wrath of the gods would be called down upon the thief in inventive and often gruesome ways. Their possessions were to be destroyed by natural disasters, their flesh was to be eaten by dogs, and so forth.

Importing this idea into the world of Eberron brings an exciting element into Bookhound adventures.

Curses can be used in a variety of ways. Just a few examples:

- When the party removes a book from a ruin, the entire party could be cursed.
- When a member of the party begins to read a book, they are cursed.
- The party's library could be cursed once they purchase a book from the party.
- The first scholar to read the book at the library is cursed.

The effects of a curse can vary as well. Examples:

- Bad luck (-2 to all rolls).
- Turned to stone.
- Afflicted with a disease.
- Each day a different possession is mysteriously ruined.



BOOKSHOPS

THIS IS A LIST OF BOOKSHOPS and sellers dungeon masters can use in their campaigns.

1. **THE SCRIPTORIUM** - An old bookshop filled with rare volumes and run by a very proper male elf.
2. **The Little Library** - A cozy, reader friendly bookshop kept by a gnome couple.
3. **BOOK, SCROLLS, AND ODDMENTS** - A bustling bookshop operated by a group of dwarven monk-scribes.
4. **BOOKS BY WELBY** - A flourishing bookshop run by an enterprising young halfling.
5. **EUPHEMIA'S BOOKSHOP** - A dusty, cramped bookshop owned by a cheerful old wizard.
6. **YE OLDE BOOKSHOPPE** - A bookshop with a tourist-y feel and run by a prosperous human family.
7. **SECONDHAND BOOKS** - An actively patroned bookshop managed by a lively half elf.
8. **DURTHANE'S BOOKS AND SCROLLS** - A bookshop that definitely favors the arcane and maintained by an imperious scholar.



COLLECTORS

LIST OF COLLECTORS TO be used in campaigns.

1. A Kalashtar male who lives in an opulent mansion. He is the ultimate collector. His collections range from the bones of ancient creatures, to exotic swords, to semi-precious stones. But his most prized collection is found in his library. He pays well but often has several parties of Bookhounds looking for the same books.
2. An ancient elf female who is always looking for rare books, but there is one certain volume for which she would pay a king's ransom.
3. A halfling merchant prince who has developed a taste for rare books. He's always telling the party how he wishes he could go searching for books himself.
4. A driven young noble with the mission of restoring her family's library to its prewar glory.
5. A warlord in a fringe region is gathering books for his advisers.
6. The queen loves books, and she is not satisfied with the paltry 30,000 volumes she inherited from her father.
7. A wealthy dwarf is filling his sprawling manor house with books. He is always ready with a list of titles he wants to acquire.
8. A newspaper publisher is now in a position financially to buy rare books. She reads voraciously and is looking for more and more books.

INFORMANTS

INFORMANTS HAVE THEIR EARS to the ground and sell information to Bookhounds.

1. A shifty half elf (actually a Changeling) always looking over her shoulder. She prefers to meet in alleys or the dark corners of inns.
2. A suave gnome who is always bragging about how rich he is. He prefers to meet in open air markets or parks.
3. A loud, gluttonous goblin who likes to meet in inns, so he can eat lavish meals while discussing business. He never offers the party to eat with him.
4. A seemingly shy and bookish university student who likes to meet in the campus library. The party notices she can be quite shrewd while negotiating prices for information.
5. A flustered and hurried newspaper reporter who is always working on about ten other things while the party tries to speak with her. She prefers to meet wherever she happens to be researching stories.
6. A haughty elf who is a low level bureaucrat for some government. He can usually be found in his office, surrounded by a mountain of papers.
7. A halfling barkeep who seemingly knows everyone. To meet with the party, he usually just steps out the backdoor of the inn while still drying a glass.
8. A Warforged mercenary who sells the knowledge he acquires during his travels. He can usually be found in a stable, preparing his magnificent war horse for a journey.



ADVENTURE HINTS

FROM USING FORCE OF ARMS TO wrest forgotten books from monster-filled ruins to slyly stealing a book from an arrogant noble's study to distracting sailors so other party members can search the ship's cargo hold, Bookhounds find themselves in all kinds of situations.

Adventure ideas for Bookhounds are endless. Here are a few ideas to help you get started. Also, dungeon masters should read and reread the adventure section in Eberron: Rising from the Last War on pages 7-11.

THE MOURNLAND

The acquired knowledge of an entire nation now lies within the Mourning. Many of the books and manuscripts of Cyre were surely destroyed, but some must have survived.

The Mourmland provides nearly endless possibilities for Bookhounds to find rare and sought-after books.

Use the book tables to add books into the ruins of the Mourmland and the following tables for inspiration.

Hooks

1. A patron or contact gives the party a list of books they are willing to buy.
2. A contact informs the party of a rumor concerning a cache of books in nearby ruins.
3. The party overhears other Bookhounds talking about the possible location of a rare book.
4. The party finds a map to the ruins of a wizard's tower.
5. A contact lets the party know of a wealthy collector who is searching for a certain book.
6. A bookhound who was friendly to the party was found murdered.

COMPLICATIONS

1. A rival group of Bookhounds are following the party.
2. The buyer is planning to doublecross the party.
3. The party received faulty information putting them in great peril.
4. The party's patron has secretly hired another party of Bookhounds to search for the same book.
5. The party finds a portion of an old book, This book has obviously been broken into sections. Now the party needs to find all the pieces.
6. A local warlord has posted a guard around the ruins where the party believes a rare book is located.



BOOKS

ONE THOUSAND BOOK TITLES with gold piece values are included on the following tables. The books can be used in a variety of ways.

They can simply be added as loot into the dungeons that the party is exploring. Specific volumes can be requested by a library contact or a bookseller or a collector. However the DM decides to use them, they should provide hours of exciting adventures.

BOOK TITLES # 1

1. Old Silver and New Gold (150gp)
2. The Golden Sceptre (1000gp)
3. The Fever Writings of the Crone (75gp)
4. A Hermit's Tale and Nonsense Rhymes (25gp)
5. Beyond Sight and Sound (10gp)
6. Skin for Skin (600gp)
7. Arcane Beasts (25gp)
8. The Undying Ones (100gp)
9. Wedding Customs (50gp)
10. The Book of Bone (15gp)
11. All Possible Worlds (50gp)
12. The Warnings of a Madman (300gp)
13. The Grim Head (10gp)
14. The Art of Sword Fighting (15gp)
15. The Golden Hour (15gp)
16. The Art of Showmanship (600gp)
17. Studies of Water Fowl (300gp)
18. Uses for Certain Tree Saps (15gp)
19. The Breath of Fear (10gp)
20. Common Herbs (15gp)
21. The Tragedies of Sela (100gp)
22. The Deep Cold of Wind and Water (75gp)
23. The Confounding Speech of the Soutwards (1000gp)
24. Potions: Recipes for the Most Common (600gp)
25. Slow Bleed (15gp)
26. The Peace Accords of the First Age (50gp)
27. Seashells (150gp)
28. The Wizards of Wardland (50gp)
29. The Goblin Empire (75gp)
30. The Book of Worms (50gp)
31. Long Grasses: Cultivation and Uses (500gp)
32. The High Hills (25gp)
33. When Giants Sleep (100gp)
34. An Examination of Farming in the Logon (75gp)
35. Using Blood in Casting Spells (150gp)
36. The Toe of the Mountain (10gp)
37. Wolves of the Deep (75gp)
38. The Eyes That Hear (500gp)
39. The Woman Who Challenged the World (10gp)
40. The Dread Gates (150gp)
41. The Works of the Gods (150gp)
42. The Flame Brides (1000gp)
43. The Miller's Wife (25gp)
44. Freebooting: A Mercenary's Handbook (300gp)
45. Inspiration of the Gods (150gp)
46. Goblin's of Hinterlode (10gp)
47. Dragons Unbound (15gp)
48. The Anatomy of the Golden Eagles (50gp)
49. The Spirits of the Future (10gp)
50. Elven Verse from the Lost Period (600gp)
51. Winter of Pain (100gp)
52. Blacksmithing (25gp)
53. Arrows of Night (150gp)
54. Of Making Medicines (75gp)
55. Collected Arcana (300gp)
56. The Bandit Queen and the Lazy Wizard (200gp)
57. Falling Deeper into the Sky (300gp)
58. The Hand of Fate (50gp)
59. The Fading Sun (300gp)
60. When Kings Fall (10000gp)
61. The Shadows of the Undead Stars (100gp)
62. The Layers of Earth (10gp)
63. The Book of Shadow (300gp)
64. Herb Learning of the Dwarves (300gp)
65. The Season of Birth (10gp)
66. Shameful Deeds of Past Ages (10gp)
67. A Recording of Key Battles (150gp)
68. Boiling Blood (100gp)
69. A Copper Piece (300gp)
70. Raising Cattle (150gp)
71. The Lives of Ten Elven Rulers (75gp)
72. Taboos: An Examination of Cultures (150gp)
73. King of the Dragons (300gp)
74. Storms of the Mind (600gp)
75. Falling into Fog (500gp)
76. The Very Palms of Your Hands (300gp)
77. Gardening: A How To Guide (25gp)
78. The Study of Magic (75gp)
79. Victory of the Fates (300gp)
80. The Shame of It All (50gp)
81. The Art of Dwarven Metal Smithing (300gp)
82. Swift Unnatural Beauty (100gp)
83. The Unseen: A Guide to Spirits and Apparitions (150gp)
84. Unbelievable Travels: The Telling of Seven Journeys (50gp)
85. All Tomorrows to Come (50gp)
86. Under the Wings of Swans (75gp)
87. The Lives of Twelve Queens (25gp)
88. The Wormly Words (1000gp)
89. Fifty Sermons Concerning Beauty (50gp)
90. The Book of Darkness (10gp)
91. The Hidden Reasoning of the Hermit of the Far Hills (100gp)
92. The Prison of the Mind (50gp)
93. The Murder of a World (600gp)
94. Shadow From the Deep (100gp)
95. The Practice of Shunning (500gp)
96. A Galling Defeat (100gp)
97. All the Boys and Girls (100gp)
98. The Wanderer (300gp)
99. Fire Falling from the Sky (10gp)
100. Farming: A Guide (300gp)



BOOK TITLES #2

1. Sour Victory (100gp)
2. Weaving Instruction Guide (15gp)
3. Seven Cosmic Ideas (15gp)
4. The Mouth That Sees (25gp)
5. Sailing Ships (150gp)
6. Kinds of Wines (150gp)
7. Eleven Poems (50gp)
8. Moneylending: A Guide (75gp)
9. The Crown Weighs Heavy (10gp)
10. A Scarlet Hour (500gp)
11. The Sacred Texts of Gru (300gp)
12. In Full Sun (200gp)
13. The Book of Skin (10gp)
14. The Keeping of Chickens (600gp)
15. Bardic Songs (10gp)
16. The Lost and the Unfound (25gp)
17. The Cover of Day (75gp)
18. The Night of Day (75gp)
19. The Lost Cultures of the High Mountains (15gp)
20. A Hole in the Sky (150gp)
21. When Time Stopped (25gp)
22. The Defiling Wind (200gp)
23. The Warmth of the Dew (600gp)
24. Insects: A Study (500gp)
25. The Code of Hanno (10gp)
26. Histories of the Hill Country (1000gp)
27. The Life of an Amanuensis (200gp)
28. The Burning Mountains (600gp)
29. The Bones of the Past (75gp)
30. Unheard Music (15gp)
31. How to Raise Cattle (15gp)
32. Concerning the Ancient Laws (500gp)
33. The Noise and The Silence (10gp)
34. Schools of Philosophy Among the High Elves (300gp)
35. Reflections on the Days of Youth (15gp)
36. The Fell Winter (10gp)
37. Diseases Spread by Rats (150gp)
38. The Death of the Hunter (75gp)
39. Lake Monsters and Other Swimming Horrors (75gp)
40. The Bread of Wickedness (50gp)
41. Not a Cloud in the Sky (15gp)
42. Working with Jade (75gp)
43. The Gorging Night (25gp)
44. The War Cry (10gp)
45. Various Nuts and Their Uses (200gp)
46. The Unnamed Ruins (10gp)
47. Under the Eye of Heaven (600gp)
48. The Journals of the Damned (50gp)
49. From the Ashes (1000gp)
50. The Fuller's Business (50gp)
51. Gargoyles: An Evolution of the Watchers (150gp)
52. The Sky Fallen (25gp)
53. Ash Upon the Snow (25gp)
54. The Day Woman (100gp)
55. The Windows of the Souls (25gp)
56. Eyes in the Dark (25gp)
57. The Kingfisher's Prey (50gp)
58. Magic: A Primer (300gp)
59. Goblin Hearts (100gp)
60. The Art of Burglary (50gp)
61. Bird Signs: A Divination Guide (150gp)
62. On the Baking of Bread (200gp)
63. The Time of the Wolf (500gp)
64. When the People Fled (10gp)
65. The Thieves' Dictionary (200gp)
66. The Chronicles of the South (50gp)
67. A Key on a Ring (150gp)
68. The Clever Fox (25gp)
69. The Tall Tower (75gp)
70. Wargs: A Breeding Guide (150gp)
71. The Ivory Dagger (600gp)
72. A Listing of the Carvings Found in the Valleys of Zo (150gp)
73. The Importance of Cats and Feline Symbols in Mythology (15gp)
74. The World is Broken: The Sad Rantings of the Forgotten Hermit (75gp)
75. Dwarven Physiology (300gp)
76. Worm Castles (25gp)
77. Concerning the Folklore of the Kiraloft Vale (10gp)
78. The Foundation of Guilds (15gp)
79. Birds: Kinds, Anatomy, and Diseases (100gp)
80. The Burning water (75gp)
81. Never Tell (600gp)
82. Poems of the Mad (150gp)
83. Bookbinding: A Guide (200gp)
84. Holding the Line (1000gp)
85. Legends of the Mountains (150gp)
86. The Fallen Ground (15gp)
87. A Catalog of Creation Myths (25gp)
88. The Collapsing Tower (50gp)
89. Tears of the Damned (100gp)
90. How to Care for Ravens (10gp)
91. Frost Like Ashes (300gp)
92. How to Slay Ogres (75gp)
93. The Symbols and Devices of the Nobility (10gp)
94. The Goblin Empire: A Study of Power (25gp)
95. A Guide to Exotic Spices (150gp)
96. When Sorrow Fades (300gp)
97. Hungry Seas (200gp)
98. A Myth of the Founders (100gp)
99. The Dragons of the Pit (10gp)
100. Music Written for the Lute (300gp)



BOOK TITLES #3

1. Concerning Herbs (1000gp)
2. Counting the Stones in the Road (10gp)
3. Sword Making (75gp)
4. Guilty and Damned (25gp)
5. For the Love of Learning (150gp)
6. Ice of the Soul (600gp)
7. The Spell Stones (200gp)
8. Understanding Divination (75gp)
9. Working the Soil (150gp)
10. Undead: An Exploration of Horrors from the Grave (500gp)
11. The Book of Stone (15gp)
12. The Weeping Princess (15gp)
13. The Great Leap (10gp)
14. The Flooded Keep (25gp)
15. Always Alone (25gp)
16. Evening Prayers (200gp)
17. The Death of Time (100gp)
18. The Sorrow of the Soul (25gp)
19. The Arcane Arts: An Exploration (10gp)
20. The Galakon Forest (15gp)
21. Halfling songs (25gp)
22. Goblin Songs (150gp)
23. Digging for Gold (300gp)
24. The Circling Clouds (150gp)
25. Swirling Secrets (15gp)
26. A Farmer's Tale (500gp)
27. The Book of Eyes (15gp)
28. Creeping Things: A Study (25gp)
29. Common Illnesses and Treatments (1000gp)
30. The First Born Son (100gp)
31. The Use of Fire in Demonic Rituals (25gp)
32. Herbs of the Lowlands (15gp)
33. Concerning the Construction of Log Cabins (10gp)
34. Keeping Rabbits (10gp)
35. The Book of Rain (150gp)
36. The Cold in the Marrow (500gp)
37. The Fulfilment (10gp)
38. Southern Flowers and Their Uses (1000gp)
39. When Moons Die (75gp)
40. Literature of the Last Period (15gp)
41. Blood on the Ground (50gp)
42. The White Stag of the Mountain (50gp)
43. The Book of Fire (25gp)
44. Halfling Pipeweed: An Investigation (150gp)
45. In the Dead of Winter (25gp)
46. Bright Torches (75gp)
47. Spices: Near and Far (25gp)
48. Folktales of the Peasants (25gp)
49. The Red Hammer (15gp)
50. All Shadows Creep (25gp)
51. Black Sands (100gp)
52. Brewing: Tips and Advice on Crafting Beer (1000gp)
53. The Undying Serpent (100gp)
54. The Swan Swimming in the Stars (300gp)
55. A Study of the Deep Magic (5000gp)
56. The New Pirates (100gp)
57. Ancient Mythology (15gp)
58. The Unrelenting Fog (100gp)
59. The Blue Book of the Ages (10gp)
60. The Wings of the Wind (300gp)
61. Bone Blades (25gp)
62. Rituals and Rites of Various Cultures (300gp)
63. The Foothills (150gp)
64. When the Sea Burns (15gp)
65. When Knowledge Fails (300gp)
66. When the Merriment Ceases (25gp)
67. When Stars Fall (25gp)
68. The Cords of the Grave (25gp)
69. The Far Travels of Ambrose (15gp)
70. Good Day, Sad Night (50gp)
71. The Birth of an Age (10gp)
72. Burning Bridges (50gp)
73. The Wind and Its Works (200gp)
74. A Jewelled Tent (600gp)
75. The Account of Tirgil's Great Leap (15gp)
76. The Book of Blood (100gp)
77. Hippogriffs: Care and Upkeep (300gp)
78. Stinging of the Ears (50gp)
79. A Record of Condemned Prisoners from the Last Battle (25gp)
80. The Art of Jousting (10gp)
81. Imprisoned Spirits (100gp)
82. The Stone of the Dwarves (10gp)
83. The Collected Writings of the Mad Halfling (15gp)
84. Myths and Folktales (25gp)
85. A Single Blade of Grass (100gp)
86. The Devouring Spirit (10gp)
87. The Fallen and Rotten Trees (150gp)
88. The Wisdom of the Ant (75gp)
89. Plants Organized by Kinds (15gp)
90. The Flourishing City (200gp)
91. Plead for the Children (75gp)
92. Deep Hidden Truths (25gp)
93. The Waking Dead (150gp)
94. The False Horizon (150gp)
95. The Taste of Blood (300gp)
96. Deep Shadows (300gp)
97. The Mistakes of the Many (500gp)
98. The Flaming Swords (75gp)
99. The Tomb of Darkness (600gp)
100. The Book of Air (300gp)



BOOK TITLES #4

1. By Pools of Blue (150gp)
2. Laughing at Despair (500gp)
3. The Sounds of the Deeps (300gp)
4. The Hammer of the Wind (200gp)
5. Coarse Dealings (50gp)
6. Daughters of War (100gp)
7. Lost Languages (300gp)
8. The Dreams of Birds (600gp)
9. The Last Servant (50gp)
10. The Iron Crown (600gp)
11. The Pounding Rain (25gp)
12. Wading Through the Weeds (15gp)
13. The Cats of Midnight (150gp)
14. Halfling Death Rites (25gp)
15. The Mind of War (50gp)
16. Lost Wisdom (50gp)
17. Building Bridges: An Engineering Textbook (100gp)
18. Trees: A Catalog Species (10gp)
19. Balms and Ointments (100gp)
20. Rings: Uses and Powers (200gp)
21. Mixing Elixirs (75gp)
22. The Painted Faces (25gp)
23. Frost on the Grass (100gp)
24. After the Dawn (600gp)
25. The Quick Hand (75gp)
26. Stories for Children (25gp)
27. The Talking Tree and the Gnome Wizard (10gp)
28. The Vultures of Twilight (150gp)
29. The Mirrored Sky (25gp)
30. The Statue Underwater (150gp)
31. The War of Uncounted Woes (75gp)
32. Spilled Blood (600gp)
33. The Red Book of Westmarch (100gp)
34. A Thief at Midnight (50gp)
35. Stonemasonry (150gp)
36. Tending the Flame (75gp)
37. Theories of Magic (50gp)
38. The Four Suns (100gp)
39. Orcs and Diplomacy (150gp)
40. The Lungs of the World (50gp)
41. Caring for Sheep (1000gp)
42. Deadly Frost (200gp)
43. Sacheverell's Misfortune (300gp)
44. The Days of Creation (100gp)
45. Coin of the Realm: Thoughts on Monetary Policies (500gp)
46. A Golden Coin (15gp)
47. The Book of Devils (50gp)
48. Black Smoke on the Horizon (75gp)
49. The Armorbearer (15gp)
50. The Wilting Sun (10gp)
51. The Weak and The Strong (300gp)
52. Look to the Ant (150gp)
53. A Splinter of Time (1000gp)
54. A Forest of Spears (1000gp)
55. The Design of the Gods: A Systematic Theology (1000gp)
56. The Clenched Fist (100gp)
57. The Time of No Rain (100gp)
58. The Echoes of the Past (25gp)
59. Talking Dogs (75gp)
60. Sacred Days (600gp)
61. Swords: A Study (200gp)
62. The Woman in the Mist (75gp)
63. Being Undone (300gp)
64. Simple Delights in a Decadent Age (600gp)
65. The Complacency of Fools (500gp)
66. In the Light of Tomorrow (500gp)
67. Crafting Jewelry (25gp)
68. The Broken Hourglass (100gp)
69. The Wolves of Anarchy (100gp)
70. The Strange Lives of the Dead (50gp)
71. Among the Grasslands (300gp)
72. Worlds on Strings (200gp)
73. The Great Flood (600gp)
74. On Feathered Wings (15gp)
75. The Swineherd's Handbook (15gp)
76. The Book of Frost (50gp)
77. Dwarven Stone Carving (100gp)
78. The Planting of Barley (5000gp)
79. The Unseen Slayers (150gp)
80. Wild Cries in the Dark (200gp)
81. The Princess and the Miller's son (25gp)
82. The New Fallen Snow (50gp)
83. 1001 Riddles (600gp)
84. The Bull of Heaven (75gp)
85. Creatures of the Night (600gp)
86. The Purpose of Song (15gp)
87. The Book of Weeping (100gp)
88. The Great Book of History and Lore (300gp)
89. Sadness of the Ages (150gp)
90. The Green-Eyed Monster (100gp)
91. When Gods Go Mad (50gp)
92. The Hidden Knowledge of the Blue Wizard (100gp)
93. Shattered Realms (300gp)
94. A Calming Breeze (150gp)
95. The Black Grimoire (15gp)
96. The Book of Steam (15gp)
97. The Ways of Gold (10gp)
98. A Bronze Figure (15gp)
99. To Slay Dragons (50gp)
100. The Bitter Wood (75gp)



BOOK TITLES #5

1. Uncontrollable as Water (25gp)
2. The King's Consort (300gp)
3. The Killings at the Burnt Forest (150gp)
4. Fortications and Defenses (75gp)
5. The Last War (200gp)
6. Winged Beasts (150gp)
7. Demon Speech (75gp)
8. Gold Lending: A Handy Guide (75gp)
9. A Measuring Line (200gp)
10. Casting Out Demons (50gp)
11. Lost Souls (600gp)
12. Back Down the Winding Path (75gp)
13. Doors in the Wind (75gp)
14. Beasts of the Field (25gp)
15. Taboos (300gp)
16. Gone Before Dawn (100gp)
17. The Wheeling Stars (10gp)
18. A Fallen Hearthstone (100gp)
19. Souls Lost in the Shadows (75gp)
20. When Blood Boils (25gp)
21. The Evening Star of Doom (50gp)
22. A Spear of Death (1000gp)
23. The Autumn of the First Age (25gp)
24. The Dogs of Dawn (10gp)
25. The Tale of the Lost Children (200gp)
26. Celestial Manifestations (10gp)
27. Animal Husbandry: A Practical Guide (25gp)
28. Mist and Smoke (100gp)
29. A Bronze Hand (10gp)
30. The Great Stones of the Earth (100gp)
31. War: How to Fight and How to Win (150gp)
32. The Unsettling Book of Blood Magic (150gp)
33. The Wheels of Heaven: Advanced Mathematics (150gp)
34. The Fallen Wizard (25gp)
35. The Book of Rejoicing (100gp)
36. The Angry Elf (1000gp)
37. Keys to the Abyss (50gp)
38. The Raging Sea (15gp)
39. Standing Stones (75gp)
40. Look into the Abyss (15gp)
41. A Murder in the Moonlight (100gp)
42. Miasmas of the Mists (25gp)
43. How Should We Live? (600gp)
44. How to Win Wars and Influence Battles (75gp)
45. A Torch in Hand (15gp)
46. Inventions of the Past (150gp)
47. Hair of the Dog (50gp)
48. Mourning the Lost Daughter (75gp)
49. Frogs and Toads of the South Wetlands (10gp)
50. Elf Paintings and Sculpture (150gp)
51. A Storm of Ash and Cinders (300gp)
52. Shipbuilding: A Practical Guide (15gp)
53. The Face of a Shattered Earth (300gp)
54. The Slow Defeat (25gp)
55. Don't Wake Before the Dawn (500gp)
56. Secrets of Necromancy (500gp)
57. How to Become a Bard (50gp)
58. The Book of Ice (100gp)
59. Growing Old: The Destiny of All Flesh (15gp)
60. The Beating Heart of Worlds (500gp)
61. The Forgotten Sea (50gp)
62. Wizards, Wands, and Wards (15gp)
63. Eyes in the Sky (500gp)
64. Dwarven Myths and Stories (50gp)
65. Signs in the Sky (25gp)
66. Twelve Plays from the Masters (10gp)
67. A Wedding at Midday (10gp)
68. The Halfling and the Elf (100gp)
69. The White Bull (50gp)
70. The Felling of the Old Forest (300gp)
71. The Architecture of Man (10gp)
72. Timeless Words (75gp)
73. Wake the Sleeper (10gp)
74. Hidden Knowledge (50gp)
75. The Grim Face in the Clouds (300gp)
76. Lost Cities and Forgotten Lands (50gp)
77. 101 Family Meals (50gp)
78. Forgotten Lands (100gp)
79. Giant Lore (1000gp)
80. The Book of War (50gp)
81. Chains of Sorrow (50gp)
82. The Alchemist's Handbook (50gp)
83. Broken Oaths (75gp)
84. Power of the Dead (150gp)
85. The Locust Pit (10gp)
86. The Lost Scrolls of the Mad Librarian (25gp)
87. The Singing Sea of Swinging Grass (300gp)
88. The Book of Sores (25gp)
89. Dreams of the Roaring Fire (100gp)
90. Of Kings and Knights (500gp)
91. A Scribe's Business (25gp)
92. Sons and Daughters (25gp)
93. Scraped Knuckles (300gp)
94. Mourning the Lost (50gp)
95. The Bones of the Young (1000gp)
96. The Heavy Hands of the Smith (50gp)
97. The Journey of a Thousand Ships (75gp)
98. An Ocean of Dust (75gp)
99. Hymns of Old (50gp)
100. Harvesting Clams (1000gp)



BOOK TITLES #6

1. The Black Book of Lost Souls (25gp)
2. Low Magic (75gp)
3. Catalog of Cultivated Seeds (300gp)
4. The Sibol Text (100gp)
5. The Lost Children of the South (75gp)
6. Knowledge of the Unseen (10gp)
7. The Screaming Flames (600gp)
8. Vultures on the Wing (15gp)
9. Shadows of Love (150gp)
10. Shards of Power (300gp)
11. The Key of the Pit (50gp)
12. Phases of the Moon (25gp)
13. A Necklace of Opal (500gp)
14. Lost in the Dark Wood (100gp)
15. The Day of Destruction (50gp)
16. The Book of Trees (15gp)
17. On Feasting (300gp)
18. The Book of Thunder (15gp)
19. The Book of Mist (600gp)
20. Human Anatomy (500gp)
21. The Kings and Queens of the Silver Age (15gp)
22. Blood and Wine (100gp)
23. Journey Fraught with Disaster (50gp)
24. The Book of the Ages (75gp)
25. The Lady of the Shadow Wood (50gp)
26. Memory's Last Gasp (150gp)
27. The Beating Fists (15gp)
28. The Statue of the Queen (15gp)
29. Aelfrein's Great Book of Dragons (100gp)
30. Betrayed by Friends (150gp)
31. Eyes Full of Tears (100gp)
32. Sixteen Dangerous Ideas (1000gp)
33. The Foundling's Burden (300gp)
34. Turning the Frontier into a Home (100gp)
35. Smoke in the Shadows of the Morning (10gp)
36. Orc Blood (75gp)
37. Manners and Etiquette of the Court (15gp)
38. Dragon Lore (150gp)
39. The Waving Wheat (300gp)
40. Embalming: A Guide (150gp)
41. When the Ground Crumbles Beneath You (50gp)
42. The Art of a Lost Age (150gp)
43. The Needs of the Few (300gp)
44. Towers Like Teeth (100gp)
45. The Noble Lady and the False Lord (50gp)
46. The Conscious of the King (50gp)
47. Sing! Sing! All You Singers! (25gp)
48. The Opened Tombs (50gp)
49. The Lost Land (15gp)
50. Lowmer's Crown (25gp)
51. The Epic of the Moon Knights (1000gp)
52. Beast of Shame (50gp)
53. The Hollow Men (15gp)
54. Lost Youth (200gp)
55. The Throne of the Sun (10gp)
56. Grabbing the Flames (50gp)
57. Whispers in the Dark (500gp)
58. The Black Book of the Damned (50gp)
59. Damned Souls (200gp)
60. The Ebon Hand (75gp)
61. The Three Hairs (500gp)
62. The Thorny Way (600gp)
63. The Answers of the Queen (150gp)
64. The Scent Language of Crumb Beetles (15gp)
65. The Paladin's Trove (15gp)
66. The Rising Tide of Chaos (15gp)
67. The Moon of Shadow (15gp)
68. The Black Book of Understone (500gp)
69. Face Like Flint (200gp)
70. On Governing (1000gp)
71. When the Day Ends (10gp)
72. In the Hours of the Dew (15gp)
73. Burial Practices of the Elves (50gp)
74. Fairfor's Guide to Fairy Folk (600gp)
75. The Circling Foe (1000gp)
76. Silver Beads of Dew (150gp)
77. A Frozen Piece of Nothing (600gp)
78. A Wizard's Tale (15gp)
79. The Bleeding Foot (25gp)
80. The Frozen Lake (200gp)
81. The Best Uses for Dragon Scales (300gp)
82. The Slow Fires of Endless Time (75gp)
83. When Swords Sing (100gp)
84. Foreboding Visions: An Anthology of Demonic Poetry (15gp)
85. The Coils of Death (300gp)
86. Kinds of Fish (100gp)
87. The Green Hills in the Distant (50gp)
88. Star Metal (10gp)
89. A Treatise on Laws (25gp)
90. Twilight's Kine (75gp)
91. The Endless Sea (200gp)
92. The Well of the Moons (25gp)
93. Magic of the Damned (25gp)
94. The Silvery Dawn (100gp)
95. The Waterfall Tunnel (75gp)
96. The Prayer Book of Gi (300gp)
97. The Other Fires (1000gp)
98. Terror on Every Side (10gp)
99. A Time to Flee (50gp)
100. Flowers of the Plains (300gp)



BOOK TITLES #7

1. The Elder Days (100gp)
2. Dragons of Old (1000gp)
3. Daughters of the Whirlwind (300gp)
4. The Time of Death and Rain (200gp)
5. The Art of Leatherworking (50gp)
6. Fendorr's Doom (500gp)
7. The Day of Smoke and Ash (10gp)
8. How War Should Be Conducted (300gp)
9. The Swirling Suns (300gp)
10. Mourning Songs (10gp)
11. The Fall of Twilight (150gp)
12. A Full Quiver (200gp)
13. The Spilled Blood (10gp)
14. Death and Its Many Forms (300gp)
15. The Voyage of Keyel (300gp)
16. Mount Karras and Its Environs (15gp)
17. The Dark After the Night (150gp)
18. The Lost Key (600gp)
19. Devils on the Loose (15gp)
20. Four Mistakes in Magical Reasoning (25gp)
21. A Throne of Ice (500gp)
22. Uspurper's Delight (10gp)
23. The Hide of the Bear (1000gp)
24. Elven Tales and Bedtime Stories (150gp)
25. When Diplomacy Fails (1000gp)
26. Words of the Wise: Collected Sayings (50gp)
27. What a Miller Needs to Know (5000gp)
28. The Dragon War (50gp)
29. Trevelyan's Fairytales (300gp)
30. Living Shall Envy the Dead (25gp)
31. Mathematics: Where to Begin (50gp)
32. The Tale of Queen Elien and Her Jester (75gp)
33. Caring for the Dead (500gp)
34. Swordsmanship: A Guide for Novices (15gp)
35. The Book of the Raven (10gp)
36. Sheep Herding as a Profession (150gp)
37. Burned Earth (50gp)
38. The Grimoire of the Lost Witches (600gp)
39. The Burning of Gladwin (600gp)
40. Lives of Kings (25gp)
41. On Constructing Fortifications (300gp)
42. Chaos and Order (1000gp)
43. Imps, Trolls, and Devils: A Guide to Any Encounter with Fiendish Foes (300gp)
44. Mending Broken Bones (150gp)
45. Apes: A Natural Study (300gp)
46. The Falling of Stones (25gp)
47. Blood and Water (100gp)
48. The Flesh of Demons (100gp)
49. The Book of Life (300gp)
50. Freebooting: A Practical Guide (100gp)
51. Folk Songs for Children (300gp)
52. Alone in the Wilderness (100gp)
53. The Monkey and the Leopard (75gp)
54. Swimming in a Grassy Sea (10gp)
55. The Feet of the Giant (50gp)
56. Breaking Bones (10gp)
57. City of the Dead (300gp)
58. Darkness of the Day (500gp)
59. The First Principles of Law (200gp)
60. The Were-Beasts of Legend (75gp)
61. The Anchor of the Earth (25gp)
62. The Names of All Things (25gp)
63. The Martial Arts (1000gp)
64. Acting: The Noble Profession (75gp)
65. For All the Elvish Ladies (75gp)
66. The Art of Brewing (100gp)
67. The Winds of Joy (10gp)
68. Lives Carved in Stone (100gp)
69. Gourds and Melons (75gp)
70. The Book of Light (150gp)
71. Magic: The Beginning (15gp)
72. At Dawn, We Ride (150gp)
73. A Catalog of Religions (75gp)
74. The Hermit of the Lake (300gp)
75. Swamp Beasts and Other Swimming Oddities 300gp)
76. The Crown of Keys (100gp)
77. Wayward Son (50gp)
78. The Roaring Pines (600gp)
79. Concerning the Herbs of the Low Swamps (100gp)
80. Scattered Like Dust (1000gp)
81. The Tale of the Lost Needle (100gp)
82. Rituals Involving Blood (75gp)
83. The Slow Death of Life (10gp)
84. The Dream of the Fire (75gp)
85. The Twelve Fingers (300gp)
86. Reaping the Spoils (25gp)
87. The Lost World of the Dead (75gp)
88. The Gathering Crows (10gp)
89. The Riddles of Fairies (15gp)
90. Lost Treasures and Where to Find Them (15gp)
91. The Silver Crown (150gp)
92. The Candle of Destiny (50gp)
93. The First Peoples (50gp)
94. The Legends of Yore (75gp)
95. The Giant Toad (50gp)
96. Rare Plants (500gp)
97. A Raven on the Wing (1000gp)
98. The Hidden Writing (500gp)
99. Snow on the Lake (600gp)
100. The Screaming Heart of the Dying Warrior (25gp)



BOOK TITLES #8

1. The Very Ears of the Soul (600gp)
2. Worlds Inside the Wood (150gp)
3. A Woman of Raven Beauty (150gp)
4. Illustrated Dragons of the North (150gp)
5. Food of the Gods (15gp)
6. Monastic Life (100gp)
7. Unplowed Ground (15gp)
8. Of the Nine Fingers (25gp)
9. The Croaking Gulls (50gp)
10. The Tarnished Armor (10gp)
11. Mariners of Old (300gp)
12. Building with Limestone (10gp)
13. Dwarven Songs (15gp)
14. Singing from the Shadows (200gp)
15. The Wrath of Dragons (300gp)
16. The Account of the Weeping Stones (75gp)
17. The Sweeping Wind (300gp)
18. Bending Light (50gp)
19. The Fall of the Rogue Kings (100gp)
20. Dead Flowers (10gp)
21. The Sleeping Giant (15gp)
22. Warriors from the Sea (25gp)
23. The Queen of Spellweaving (150gp)
24. Understanding the Flight of Birds (150gp)
25. All Our Failings (75gp)
26. The Golden Feather (50gp)
27. The Life Key (300gp)
28. Laws of the First Age (200gp)
29. The Book of Cloud (75gp)
30. The Gift of the Sword (500gp)
31. Sweet Mourning (10gp)
32. The Torment of Fiends (10gp)
33. The Understone Warriors (100gp)
34. The Dual of Death (10gp)
35. The Endless Circle (10gp)
36. An Iron Fist and a Red Rose (200gp)
37. Water Foul and Their Habits (600gp)
38. Alchemist's Guide to Transmuting (10gp)
39. The Book of Wind (10gp)
40. The Eye of the Cosmos (100gp)
41. Wheels Within Wheels (200gp)
42. The Ruined Harvest (100gp)
43. The Ice Fields (50gp)
44. Monsters of the Depths (25gp)
45. Birds of Prey (10gp)
46. A Leaf on the Wind (150gp)
47. The World of Ice: A Myth (75gp)
48. The Embrace of the Spider (50gp)
49. The Book of the Soil (100gp)
50. The Blood of the Young (50gp)
51. Wandering Stars (500gp)
52. Tree Bark: A Primer (15gp)
53. The Goodly Knight (150gp)
54. The Quenching Blade (100gp)
55. The Cooper's Trade (75gp)
56. The Flora and Fauna of Derindor (25gp)
57. Pirates of Old (50gp)
58. On Fasting (100gp)
59. On Cliffs Above the Sea (300gp)
60. A Dagger in the Heart (75gp)
61. The Sharpness of the Sword (10gp)
62. Water Spilled on the Ground (1000gp)
63. Portals to Other Worlds (75gp)
64. The Sundered Goddess (25gp)
65. Giants and Their Kin (100gp)
66. The Bard and Barbarian (600gp)
67. Horrid Oaths of the Fallen (25gp)
68. Digging Wells (25gp)
69. Forgotten Lore and Odd History (150gp)
70. The Poem of the Weeping Widow (100gp)
71. Cloaks: A Guide of Cuts and Styles (150gp)
72. The Water of Yesterday (75gp)
73. The Circling Gulls (150gp)
74. The Master of All the Bards (150gp)
75. The Strong Bow (100gp)
76. Opening the Wrong the Door (50gp)
77. The Longing for Peace (5000gp)
78. The Master's Fault (25gp)
79. The Seventh Journey of the Thinking Merchant (500gp)
80. The Book of Peace (25gp)
81. The Prince and the Tailor's Daughter (10gp)
82. The History of the Vale (150gp)
83. Upon the Wing (100gp)
84. On Raising Goats (600gp)
85. The Common Honey Bee (75gp)
86. Shattered Souls (75gp)
87. Fading From View (200gp)
88. The Heart of the World (100gp)
89. A Midnight Sea (25gp)
90. The Account the Kin-Slaying at Tor (10gp)
91. Dwarvish Rhymes (15gp)
92. Fists and Feet (75gp)
93. The Soldiers of the Dead (10gp)
94. Mushrooms: Sorted by Kinds and Uses (75gp)
95. The Singing Tree (500gp)
96. Not My People (10gp)
97. The Little Girl and the Old Money Lender (100gp)
98. Delving Deep (200gp)
99. The Book of Smoke (25gp)
100. On Spiders (150gp)



BOOK TITLES #9

1. The Blue Cloaks (300gp)
2. Lives of Alchemists (50gp)
3. Tales of the Hearth (50gp)
4. The Eye Perceives (75gp)
5. The Bandit Queen and the Halfling Thief (600gp)
6. Stumbling to the Grave (15gp)
7. Hours of the Day (25gp)
8. Birth and Rebirth (100gp)
9. The Keys of Death (75gp)
10. A Tooth of a Lion (15gp)
11. The Shadow of Water (300gp)
12. Obscure Myths of the Dwarves (1000gp)
13. The Shining Sword (10gp)
14. An Open Grave (10gp)
15. The Yellow Book of Doom (200gp)
16. Sorting the Dead (300gp)
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