

Libem Liborium : The Complete d20 Guide to Books

By Dana Lynn Driscoll

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Abbreviations

PHB = Player's Handbook

DMG = Dungeon Master's Guide

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Introduction

Books are small pockets of reality—insights into the world at large. As a wizened and established scholar, I have spent my entire life studying their pages. And let me tell you—you never know what you will find!

- Brillion Van Bruin the Third's Guide to Ancient Texts

How to Use This Book

This guide provides all-embracing, detailed information and mechanics for seamlessly working books into a campaign. The rules in this book are purposefully extensive, attempting to cover all areas that a dungeon master may need. Feel free to simplify any rules or take what you need for your own games. The final chapter provides an inclusive list of book generators and treasure charts.

Throughout this book are special sidebars with hints and tips that will further assist a dungeon master with this new guide. It is also recommended that a dungeon master begins by reading chapter one, which will assist you in determining how widespread reading and writing is in your campaign setting.

Welcome to Libem Liboriam: The Complete d20 Guide to Books, a d20 supplement utilizing the v. 3.5 rule set. This guide is the only source needed to incorporate the phenomenon of writing, book collecting and book utilization into your current game. Have you ever had a character that kept a journal or wrote a book? What about a character who was obsessed with collecting knowledge and information? Did you ever need a knowledgeable villain or monster? This guide will assist both book-savvy characters and the dungeon master giving a host of new book-related items, spells, prestige classes, sample libraries and book dealers, even new monsters and deities.

Chapter one details the background information that a dungeon master needs to know to incorporate books into her campaign. It includes information on determining level of literacy and prevalence of books in a campaign setting, level of printing/bookmaking technology and other societal considerations for authors and book collectors.

Chapter two focuses on writing while adventuring, detailing each step from idea conception to marketing written works. It includes information on how to determine book value and mass book sales, self-publish a book, solicit a publisher and information on the different types of book genres.

Chapter three describes the various places writing can be found. This includes sample libraries, book dealers, book shops and the hall of records. It also details information on both arcane and divine writings, including sample spellbooks and spellbook wards.

Chapter four is all about book related skills and feats. This chapter includes new and revised skills such as Craft: Writing, Craft: Bookmaking, and Craft: Illustration and a host of new feats such as Expert Researcher, Zen Composition, Craft Tome, and Scribe Cipher.

Chapter five details new prestige classes related to books, writing and knowledge gathering. Prestige Classes include the archivist, bookburner, counterfeiter, legend crafter, and rune warrior.

Chapter six provides extensive new cleric, bard and sorcerer/wizard spells. Along with a host of new protective and transmutation spells and cleric domains, several powerful evocation and damaging spells are available for the book-savvy spellcaster.

Chapter seven consists of a large list of new magical tomes to incorporate into your game as well as information on a new type of magical item—the cipher. This chapter provides detailed lists and descriptions of both types of magical items.

Chapter eight is an extensive listing of new magical and mundane book related items—everything from new inks to printing machines to goggles of summarization. The items detailed in this chapter are a must for the book-loving adventurer.

Chapter nine details four new deities related to knowledge and learning. While these deities can be added to any pantheon, they fill obvious gaps in the standard d20 pantheon. Vadella Mercume is a muse—a deity whose main focus is to assist writers in completing their masterpieces. Her close counterpart Arziki is the goddess of performances and storytelling. Thanos is the god of libraries and publishing and Azocrathe, his polar opposite, is the god of the destruction of knowledge and ignorance.

Chapter ten provides a host of new monsters and creatures related to books and learning. Everything from Azocrathe's Tome Dredgers to the reclusive and knowledge-seeking Opillia, these monsters will provide a dungeon master with a host of new creatures to incorporate into a campaign.

The final chapter of this guide is a comprehensive list of tables including random treasure generators and random book generators. These tables will allow the dungeon master to quickly and seamlessly generate treasure and books for his campaign.

Welcome to the world of books, knowledge and learning!

Chapter One: Backdrop

»I pledge my loyalty to my country and queen. For without both, my hand would waver as I write this page; my heart would be downtrodden as I pen these great tales.»

– Slivinniss the Scop, *Tales of the Traveling Bard*

This chapter is specifically designed for a dungeon master. Players should begin by reading Chapter Two: Writing While Adventuring. This chapter outlines the first steps a dungeon master needs to take to incorporate books into his or her campaign. This chapter covers answering basic questions about the campaign setting including level of technology/magic, societal influences and literacy level of the general public. These considerations will directly influence how prevalent books are in your campaign setting.

Influences on Types of Texts

Your first step in determining where books can be found, how abundant they are and what types of services are available to adventuring writers starts with answering some basic questions about the culture and region your player characters are adventuring in. To a large extent culture determines the availability and types of books.

What are the major influences in your campaign setting? Influences such as religion, government, censorship laws, racial relations, general cultural norms and type of society will determine who is writing about what. The stronger the influence, the more books will be written on that subject or affected by that subject. Laws and social practices will help determine the literacy rate and proliferation of books.

Some of examples of culture influencing written works follow. In a monarchy the crown controls what subjects can be written about and the general content allowed in written works. Most works will include subtle (or not so subtle) elevations and accolades to the royal family. In a theocracy, books will be written almost exclusively on religion or religious topics. Even fictional works will include heavy religious undertones. Monarchies, dictatorships or theocracies will often restrict certain subjects and have a stringent set of censorship laws. Such societies may also engage in revisionist history—essentially writing new history books that reflect favorably, yet inaccurately, at the current group or individual in power. In a frivolous society, books are found on etiquette, parties and entertainment. A society that is quickly growing and developing in magical or scientific discovery will have a proliferation of texts on research techniques and invention. The type and availability of books in certain parts of the world are intertwined with what types of cultures are prevalent.

Printing Methods and Techniques

The level of printing technology in a campaign setting is also a key factor in determining the availability and prices of books as well as what avenues characters have to publish their written work. This section outlines the types of book publication from the simple to the most technologically or magically advanced. Be sure to note the literacy level, as this will help you make a final decision about book proliferation in your world.

Censorship and Underground Presses

Most states will try to exercise some control over what is published within their borders, be it for moral reasons or in an effort to stamp out dissension. The higher the level of literacy, the greater the demand for news will be.

Almost every state will have something it bans, be it pornography, heretical writings, sedition or the learning of arcane magic. But that does not mean there will not be a demand for such materials, either locally produced or smuggled in from abroad. How the government responds to such banned material depends on the nature of the government's control. A democracy will seize the books and put the seller (and publisher and author if they can be found) on trial. Dictatorships, monarchies and theocracies are likely to be more direct, destroying the material, possibly in a public book-burning, and imprisoning or even executing those responsible. History abounds with examples of dictators destroying the presses of those who dared to publish against them.

But for characters with a revolutionary bent, the printing press can be their best friend, getting the news out to the people in the form of pamphlets, broad sheets and newspapers.

Hand-Written and Bound Books: This is the only type of book created in a low-magic, low-technology setting. Hand-produced books are carefully copied by scribes and bound by hand, one at a time. The entire process of producing a single book requires many laborious hours of work. In a society that creates hand-copied books, the subject variety of books is low, the availability of books rare, and the cost of books is exceedingly high. This keeps most non-privileged classes or races from acquiring reading materials.

Corresponding Literacy Level: Very Low, Low, or Selective

Average book cost: 50-100 gp

Simple Printing Presses: A simple printing press is very time consuming to operate. Each letter (hand-carved from wooden blocks or created from cast metal) is set on a plate the size of a double page of text. The text is usually justified. If the words do not line up evenly at the ends of the page, additional spaces and/or letters may be added to compensate. Only one sheet of the book (equaling two pages) can be set and printed at a time. An operator will ink the plate then press sheets of paper onto the plate, thus printing the same page repeatedly until the desired number of pages are printed. The process is repeated until all pages of the book are finished. The pages are then folded and bound together,

usually by hand using simple threading and/or gluing techniques. This method is still very labor intensive, but produces many more books than the hand-written method. Books are still found on a small variety of subjects, but the quantity and quality of available books is more consistent.

Corresponding Literacy Level: Low, Moderate, or Selective

Average Book Cost: 25-50 gp

Complex & Mechanical Presses: More complex presses have automatic elements, such as inking, pressing, and binding, all of which quickly speed up printing time. Some high-technology societies may have completely automated presses that require less supervision but usually take up more floor space. Another machine will often handle cutting and binding of books, but depending on the level of technology, this too may be done by hand. Mechanical presses speed up the printing process, allowing for a high quantity of books on a large variety of subjects.

Corresponding Literacy Level: Moderate, High, or Very High.

Average Book Cost: 5-25 gp

Incorporating Magic into the Equation:

Magic can produce any number of effects on the printing process. Magic presses may lower the production time and produce a variety of magical books. Spells detailed in this guide in Chapter Six can help replicate, translate, and organize books quickly. Mechanical automation may be replaced entirely with magically assisted production, producing books very quickly and with little cost.

Corresponding Literacy Level: Moderate, High, or Very High

Average Book Cost: 5-10 gp

Other Types of Texts:

While the standard view of printing involves a wood-derived paper glued or sewn together and encased between two thick boards, many other types of texts and writing forms exist. The development of a writing system and the growth in the area of literacy takes time and along the way a variety of systems develop. These alternative texts are based both on the level of technology of your setting and the materials available from the surrounding area.

Cave or Cliff Walls: The earliest forms of writing were blood, clay and other natural pigments carefully rubbed or dabbed onto cliff or cave walls. While most more literate societies will often not use this technique, some societies will continue to honor the traditions of their past ancestors by detailing their histories on such walls. If sheltered from the elements, these paintings can last for thousands of years.

Corresponding Literacy Level: Very Low

Clay Tablets: Although quite easy to produce, clay tablets are heavy and bulky. Clay tablets are made by filling a shallow mold with wet clay or by digging up natural clay in sheets. Molds can come in a variety of shapes and sizes and can be round, square, flat, drum-shaped, abstract, rectangular, or cone-shaped. While the clay is still soft, the writer uses a

stylus (a type of pen) to draw symbols or write letters on the surface of the clay. Once the writing is complete, the tablet is left to bake in the sun or is placed into a heated kiln for firing.

Some clay tablets are nearly indestructible and last for thousands of years. If the tablet survives the actual firing process, the fired clay becomes hardened stone. Tablets will eventually weather away if left to the elements, however.

Clay tablets would most likely be found in a society that does not have access to materials to produce paper or had a large abundance of clay reserves. Underground societies are a very good fit for this system, as the lack of most plant life leaves limited options for papermaking techniques.

Corresponding Literacy Level: Very Low, Low, or Selective

Average Tablet Cost: 10-20 gp

Potsherds: Similar to clay tablets, potsherds are reusable stone tablets often used in the purposes of education. These thin tablets can be written on repeatedly and wiped clean with a rag. In a society where writing materials are rare or expensive, a potsherd is a commonplace item.

Corresponding Literacy Level: Very Low, Low, Selective, or Moderate

Average Tablet Cost: 2 gp each

Papyrus Pages and Scrolls: Papyrus is created from reeds that grow along the flood banks of rivers in very warm climates. The Papyrus reed is cut into thin strips, layered, pounded together and finally dried in the hot sun to form sheets. The sheets are then written upon.

A scroll is the equivalent of a book created from Papyrus. Many pages of papyrus are glued together to form a long sheet, which often rolled up on round sticks or stones. The earliest scrolls were stored in waterproof jars.

Corresponding Literacy Level: Very Low, Low, or Selective

Average Scroll Cost: 25-50 gp

The Codex: A codex, also known as a tabula, is a wooden tablet covered with wax. A scribe carves or presses his writing instrument into the wax to produce writing. Several of these wooden tablets are hinged together with leather straps or pieces of metal to form a type of proto-book. A codex is properly defined as a manuscript that is sewn together in the form of a book with a spine and often a cover. The codex would most likely be found in low-technology society that has not yet developed papermaking techniques.

Corresponding Literacy Level: Very Low, Low, or Selective

Average Codex Cost: 20-40 gp

Bark Accordion Books: Many early cultures wrote with natural inks on pieces of bark. Long rectangular pieces of bark were latched together with leather cord to form accordion-style books. These proto-books would most likely be found in low-technology societies that did not have printing or papermaking technology.

Corresponding Literacy Level: Very Low, Low, or Selective

Average Bark Book Cost: 20-40 gp

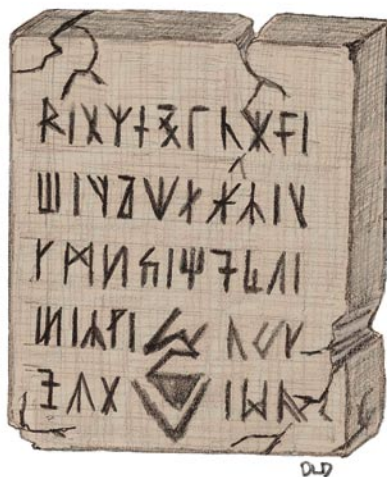


Table 1.1: Random Area Literacy Levels

Literacy Level	d% Roll	General Population Literacy Level
Non Existent	1-10%	General Population Literacy Level 0%
Very Low	11-20%	General Population Literacy Level 1-5%
Low	21-30%	General Population Literacy Level 5-25%
Selective	31-50%	General Population Literacy Level: depends on group memberships, but no more than 25-50%
Moderate	51-70%	General Population Literacy Level 50-75%
High	71-90%	General Population Literacy Level 75-95%
Very High	91-100%	General Population Literacy Level 95-100%

Reed or Bamboo Sheets: Reed or bamboo strips can be latched together with leather cording or silk to form rough sheets of paper. These may be bound into larger sheets and rolled.

Corresponding Literacy Level: Very Low, Low, or Selective

Average Sheet Cost: 3 gp each

Parchment or Vellum: The skins of sheep and goats are made into a writing material called parchment. The soft skin of a calf makes an even finer type of parchment called vellum. To create a 150 page parchment book, the skins of twelve sheep are needed. Because of the type of materials, this makes parchment and vellum books a luxury afforded only to the wealthiest of individuals.

Parchment and vellum books would be found in low-technology areas where farming and herding are common practices. Societies that use these techniques generally do not have access to paper-making technology or knowledge of paper.

Corresponding Literacy Level: Very Low, Low, or Selective

Average Book Cost: 50-100 gp (parchment); 100-300 gp (vellum)

Accessibility of Texts and Literacy Level

Now that the two major factors—cultural specifics and level of printing technology—have been covered we can now determine literacy level. Literacy can simply be defined as the ability to read and write and the accessibility of reading materials. According to the core rulebooks, all classes except Barbarians start out being able to read and write in any language they speak. This assumes a moderate to high level of literacy, but individual campaign settings may differ in this respect. Even within a campaign setting, there may be areas of the world that have higher or lower levels of literacy.

Level of literacy can depend on a number of factors, including governmental influence, level of advancement and knowledge, societal stigmas and location. A few examples to illustrate: if a government imposes strict penalties and censorship on written works, the literacy level of the area may be lower. Generally, the more advanced a society is, the higher the level of literacy. Societal stigmas surrounding reading and books may prevent the literacy level from ever rising from over a few percent. For example, if the local villagers have always believed that books bring witchery and devils, they are unlikely to welcome them into the community or learn to read.

What is the literacy level in your world? If most common folk can read, then the demand for books, at least certain types of books (fiction, drama, general interest, children's books, school books), will be widespread, driving down the prices. If, however, reading is something reserved for the educated and/or wealthy classes, books will be much more rare and higher priced. Use the following information to determine where your campaign setting fits. For a random literacy level generator, please refer to Table 1.1.

Non-Existent Literacy Level:

In this type of society, books, newspapers and other forms of writing simply do not exist. The language spoken by the locals most likely does not have a writing system. A culture without writing will develop a strong oral tradition, with history, legends and religion being passed down and memorized from one generation to the next. Young storytellers and tribal historians may be apprenticed to the seasoned bard. A non-existent literacy level will typically be found in a low technology and/or isolated society, or a society that has consciously rejected writing, among other things.

General population literacy level: 0%.

Very Low Literacy Level:

A very low literacy level means that out of an entire community only one or two individuals have the ability to read and write. A local sage, village elder or tribe leader may have spent time in another part of the world and became literate, later coming back to the community. The literate individuals may teach others to read, slowly increasing the literacy level. Or the craft of reading and writing could be shunned, kept and taught in secret by a select few individuals.

General population literacy level: 1-5%

Low Literacy Level:

In a society or area with a low literacy level, one of two situations can occur. Either many people can read but choose not to, or few people can read but usually do. Education is usually poor or limited to select individuals, denying the majority of the population access to books. An historical example of this type of system was the ancient scribes of Egypt. The Egyptian scribes were a class unto themselves—most scribes were born into the profession, trained at grueling schools and elevated to a place of honor and royalty in their communities. The general Egyptian population was illiterate, blocking access to most of the best government and professional positions in the community.

General literacy level: 5-25%

Selective Literacy Level:

A selective literacy level is one in which only an exclusive group is literate or has access to reading materials. A prime example of this type occurred in medieval England where only two groups of people were literate—the clergy and the aristocracy. The lower class had no access to books and because education was non-existent, so was the ability to learn how to read and write. A selective level is most likely class, organization, or racially based.

General literacy level: depends on number of group membership, but generally not more than 25-50%

Moderate Literacy Level:

Most fantasy settings fall somewhere around moderate to high levels of literacy. In a moderate literacy level, books and newspapers are not rare but also not found in abundance. In larger cities, libraries may be found, but they are usually not free or publicly accessible. A select few bookstores may exist in the largest of cities, but most books are sold and traded through wandering book peddlers. An historical example of this type of literacy level is in renaissance England. The invention of the printing press and rediscovering of past works of literature brought books to the masses, sparking a new age of literacy and invention. Increasing numbers of people began to read for self discovery and sheer enjoyment.

General population literacy level is between 50-75%

High Literacy Level:

A high level of literacy means that almost all of the population is literate and that books and other reading materials are easy to find and produced on a frequent basis. Bookshops, libraries and publishers can be found in most major metropolises and infrequently in smaller towns. An historical example of this level of literacy can be found in the Victorian England where even most of the middle and upper lower class citizens had limited access to books and education.

General population literacy level is between 75-95%

Very High Literacy Level:

In this type of culture everyone has access to books, and most, if not all, take advantage of that access. The proliferation of books is high, and one can find a number of books on literally any subject worth writing about (and for that matter, many books on subjects not worth reading about). Large libraries, publishing houses and bookshops are found in sizeable numbers. The best example of this type of literacy is modern western society—the books are numerous, the prices are low and education is at an all-time high.

General population literacy level: 96-100%

Chapter Two: Writing While Adventuring

To begin to write a text, one must first think of the word. Each word, deliberately and carefully, must be placed with utmost care upon the page. Contemplate each word as you write it—how does it interact with the words around it? I suggest meditating on each page for at least an hour. This, indeed, is the key to writing a great text.

---Brillion Van Bruin the Third's Guide to Writing Great Books



Books can be written by just about anyone, but the quality of the writing and presentation of information contained within the book is highly dependent on the skill of writer. Adventurers are prime candidates to be authors because they are experienced travelers, are constantly learning new information, have notable reputations and are usually involved in plots worth telling. While there may be some classes that are better suited to write books than others simply because of training, authorship can be achieved by any individual. Wizards, clerics, and bards make great authors because of the nature of these characters and their training.

Writing a book is not something that is taken on lightly, but some adventuring characters may decide to compile a book about their experiences or knowledge of a subject. Other characters may choose to keep extensive notes or a daily journal.

The type of book produced by an author may be radically different depending on her training, skills, experiences and interests. Also, no book is completely independent of the culture that the author comes from.

Types of Writing

Journal Writing

While a journal can be composed in a variety of ways, the most common type is simply a day-by-day record of events that occur in a person's life. It can have many forms, and can be as simple as jotting down a paragraph or two of daily events to an extended philosophical reflection on one's life. Journals are usually very personal, but overall can have grand effects on a campaign. For example, what if an enemy was to confiscate or steal one of the character's journals? What secrets would it reveal? If the situation was reversed, and the party was able to find a journal, the characters could benefit from the information contained within.

Oh, how I hate him! His sniveling repetitive nature, his constant pestering. His nose insists on being in every nook and cranny—he leaves nothing unturned. One almost has to admire him for his determination, although his lack of control leaves me little to respect. I do not believe he knows the meaning of privacy—perhaps in his own tongue, the word does not exist. I certainly hope he isn't representative of all humans!

---Oniko of the Cawnmey Clan, Private Journals

The cat woman intrigues me, although her intelligence seems to be a bit lacking. She is quick to anger, very primitive in manner and dress, and rather uncouth in her control and choices of her feelings and words. Her tail lashes back and forth with violent ferocity—ah—it is such an amusing experience!

---Anselholm Whitecourt Runegarden III, Private Journals

Writing Books

While book writing can be a complicated process in real life, it can be simplified for the role-playing game system. A large variety of writing exists including personal experiences and journals, fiction, informative and persuasive. These types of writing require different methods of preparation and therefore, have varying degrees of difficulty.

Personal experiences are generally just that—a writer expressing a tale about her own past actions, experiences and travels. For this type of writing to be successful, a character has to have had experiences worth writing about. A great way for a character to gain these experiences is through adventuring, so this type of writing is a likely choice for adventurers.

Keeping Notes

Characters will keep notes for a variety of reasons. Some characters may specifically state that they are keeping notes in game. As a player, if you decide that your character is keeping notes, you should do so as well. Keep a list of what your character has notes about and bring your own notebook to write things down. This will keep you from forgetting what notes you have. This job should be for the player to keep track of, not the dungeon master.

The second choice is fiction. Generally, fiction writing requires little research or library access, so it is a good choice for adventurers on the road.

The third type of writing is informative—which essentially covers any piece of writing that has substantial information that a writer wants to convey to a reader. Persuasive writing may also fall under this heading—as most persuasive writing conveys extensive amounts of information. Informative writing covers many genres—academic/scholarly writing, "how-to" books, guidebooks, religious and historical texts, tomes on arcane lore or secrets, and books about other worlds or peoples. Most of the books discussed in other sections of this guide fall into this type. Frequently, this type of writing requires a large knowledge base and sufficient research, although personal experiences may also help.

For example, if Orph Maloney the wizard wanted to write *A General Guide to Dragonkind* he'd either have to have done substantial research or have had numerous experiences in dealing with dragons—most likely a combination of both.

Book Writing Guidelines

The dragon is a creature of utmost wit and guile. While you may think you are tip-toeing into his lair unawares, the ever vigilant eye of the beast is watching your every step. Some dragons are friendly, and will welcome the wary traveler into his lair—but most are a silent, solitary lot.

---Orph Maloney's *General Guide to Dragonkind*

Normally, a character can get seven pages written per hour if she is writing from experience, extensive notes, or fiction. If, however, the piece of writing requires

Table 2.1 Craft: Writing Check Results

Check DC	Description
5	Unreadable text. Entire sections of the text are incomprehensible. Little information can be gleaned from the material. This text is unmarketable. Marketability modifier +15 DC
10	Below Average Text. Significant portions of the text are off the topic and confuse the reader. Information is inaccurate or faulty. Marketability modifier +5 DC.
15	Average text. Marketability Modifier +0 DC.
20	Above Average text. Clear, concise, and well-written. Marketability modifier -5 DC
25	Masterwork piece of writing. Marketability -15 DC
40	Epic work of Writing. Very few texts can reach this magnitude. Marketability Modifier -25 DC

research, she needs access to an information source (a library, a sage, several books on the subject, or an informant) and can complete four pages per hour. The lowered time reflects the additional need to read and confirm information when integrating material into a piece of writing.

For each hour spent writing, the author must make a Craft: Writing check; she must keep track of all of the checks and average them for a final check when the book is complete. A character may choose to make no progress and spend another hour re-writing the text for a new roll with a +5 bonus to the next roll. If an author wants to create a masterwork text, she has the option of spend 1 hour per page of text. This will allow an author to "take 20" on the roll.

The marketability modifiers are added or subtracted to any book-related DC that a character must roll. These checks include selling a manuscript to a publisher, selling books to a bookstore and selling books to individual customers.

Here is an example of the process: Sliviniss the Scop (a 5th level bard) decides to write a book of tales he has collected over the years in his travels. Since he is writing from personal knowledge, he can write seven pages per hour. He wants to include 20 tales, approximately four pages per tale, which equals 80 pages. He decides to write for a total of one hour per day. He has a +8 for his Craft: Writing check, including a +2 intelligence modifier, a +2 synergy from his perform (oratory) rank, and 4 ranks in Craft: Writing. At an average of 7 pages per

day, he will finish his manuscript in 12 days. He needs to make 12 checks, one for each hour he spends writing. His checks are (including modifiers): 19, 10, 15, 21, 14, 17, 14, 21, 16, and 27. He botched the fourth roll and decided to spend the time to re-write that section of the text. His total check result is a 17.5, which would give him an Average text with no positive or negative marketability modifiers.

Marketing Your Masterpiece

Writing the book is only half the battle. Just as important as finishing the manuscript is getting the book published and out to an audience. So how does one accomplish this? Options for book publishing are highly dependent on campaign setting, literacy level, and prevalence of books. If, for example, the level of literacy and prevalence of books is high, there will be a number (if not a proliferation) of publishers willing to publish, distribute and market a good text. This lies opposite to a world where books are rare, expensive, and on a limited number of topics. The following are four different ways to get a book published, assuming a moderate to high literacy level.

Publisher / Distributor

This type of publisher is a "full fledged" publisher. They not only pay for printing costs, but also work to distribute and market a text. A situation like this is ideal for the busy adventurer who has little time. A publisher/distributor will keep a large percentage of the profits from the books sold in order to pay for their investment. These profit percentages vary anywhere from 60-90% of the total sales and are negotiated on an individual basis with each author. Only in the most literate of worlds will these types of publishers be found, because it is only with a high literacy level that enough books will be sold to fund such publishing houses.

Special Interest Publisher

These types of publishing houses are associated with either a particular organization or specific subject of book. Special interest publishers function much like the publisher/distributor, except that a portion of the proceeds may go to benefit the larger organization. In this case, the percentages would still be about 10-30% going to the author, 10-30% going to the organization, and 40-80% staying with the publishing house itself. Furthermore, depending on the organization, the in-house publisher may or may not distribute the books outside of their own organization. For example, the Jnana Morga, a large academy of magic, has its own in-house publisher. Only the Jnana Morga, its members and its affiliates have access to the publisher.

Self-funded Publisher

A self-funded publisher is one that charges an author to publish a book. A price is usually set per book with a larger discount for a larger number of books ordered. A standard price is half of the market value of the book. Market value can be determined with Table 2.3. If an author uses a self-funded publisher, the author must work to market and distribute her own books. The benefit of this type of publisher is that any profits outside of the initial cost of printing are kept by the author.

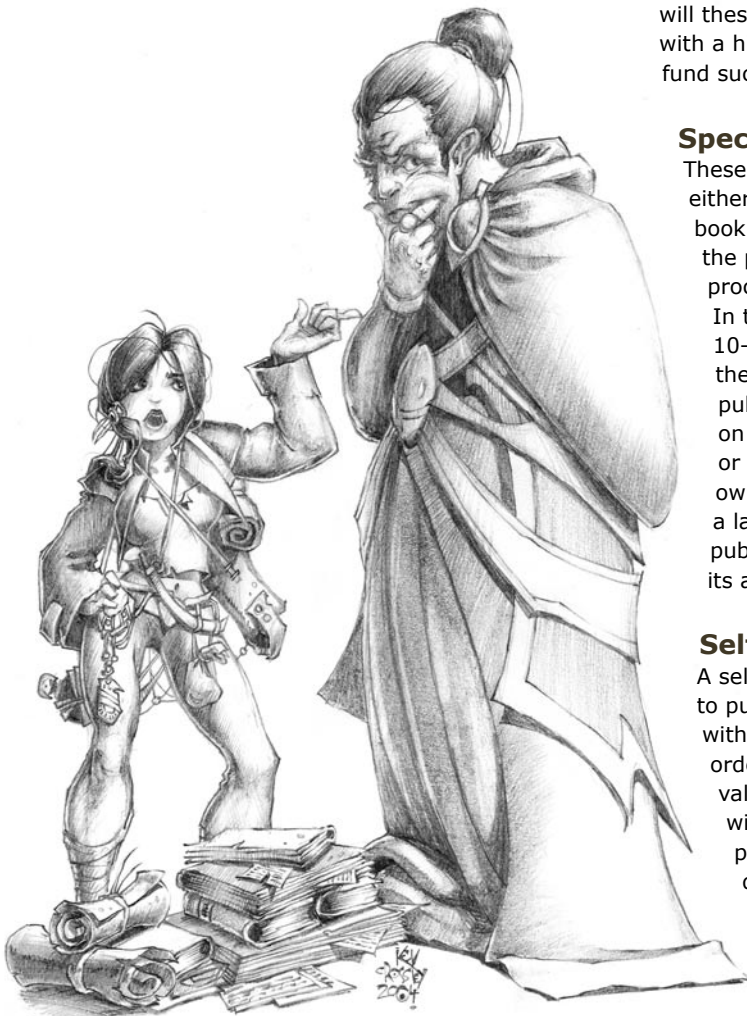


Table 2.2 Publisher Marketability Modifiers

The publisher is a special interest publisher and the manuscript does not fit its interests.	+10 DC
The publisher is a special interest publisher who only publishes for a certain group or organization and the author is not a member of that group.	+5 DC
The publisher is a special interest publisher and the manuscript fits its interests.	-10 DC
The publisher is a special interest publisher who only publishes for a certain group or organization and the author is a member of the group or has strong ties to the group	-5 DC
The publisher is a self-funded publisher and the author has the funds upfront.	-20 DC
The publisher is a self-funded publisher and the author does not have the funds upfront.	+10 DC
The author has worked with this publisher before.	-10 DC
The author has included illustrations in the book.	-2 DC
The author is well known and well liked throughout the region.	-5 DC
The author has had previous books published.	-2 DC

Table 2.3: Selling Books to a Bookstore

The book is written in a language the general customer population does not understand.	+5 DC
The book is written on an obscure subject.	+5 DC
The store is a special interest bookstore and the subject of the book coincides with that interest.	-5 DC
The bookstore has sold other books by this author in the past.	-10 DC
The author has overpriced the book.	+5 DC
The author has under priced the book.	-5 DC
The author has included illustrations in the book.	-2 DC

Table 2.4: Selling Books to an Individual

The book is written in a language the customer does not understand.	+10 DC
The book is written on a subject in which the customer has no interest.	+5 DC
The customer is familiar with the author's work or the author	-2 DC
The customer owns other books the author has written	-5 DC
The author has overpriced the book.	+5 DC
The author has under priced the book.	-5 DC
The author has included illustrations in the book.	-2 DC

Convincing the Publisher

The base DC to have a publisher accept your book is a 20. Add in your marketability modifiers (determined during writing and found in Table 2.1) and circumstantial modifiers (found in Table 2.2). This will give you the final DC. The check to convince the publisher can either be a Bluff or Diplomacy check.

Please refer to the following tables to determine printing time (Table 2.6) book value (2.5) and mass book sales (2.7-2.9).

Example: Orph Maloney has finished his book about Dragonkind, and ended up with masterwork text (-15 DC). He is attempting to get his book published through a general publisher/distributor. His final DC to convince the publisher is 0 (-15 Marketability, -5 reputation). The publisher agrees, and after some haggling, Orph will retain 30% of the total sales from the book.

Self-Publication and Distribution

Self-publication means just that—an author takes the initiative to publish her own text. Not only do the materials need to be gathered, but knowledge of book binding and printing is necessary to complete a decent

finished product. There are various ways to accomplish copying a text including:

- Hand-copying the book
- Using a simple printing press
- Hiring workers to assist you in the printing process
- Paying a scribe to create hand copies
- Replicating a book through magical means

More information on self-publishing and bookbinding can be found in *Chapter Four: Skills and Feats* under *Craft: Bookmaking* and *Craft: Printing skill* headings.

If you are a self-publisher, you will also need to self-

distribute your books to make a profit and to gain readership. The base DC is 15 to sell books to a bookstore or traveling book dealer. Bookstores and dealers will purchase a larger number of copies, but only at 50-75% of the market value of the book. Add in marketability modifiers gained during writing (Table 2.1) and circumstantial modifiers (Table 2.3) and circumstantial modifiers below for a final DC. The check can be a Diplomacy or Bluff check.

Most authors will also peddle their book to individual customers. Individual customers will pay full value for the book although they may attempt to haggle. As

Table 2.5: Published Book Values

Type of Writing	Value	Binding and Materials	Value
Unreadable Writing	1d4 cp	Normal Softcover Binding	+3 gp
Below Average Writing	1d4 sp	Normal Hardcover Binding	+6 gp
Average Writing	2d4 gp	Masterwork Binding	+50 gp
Above Average Writing	2d6 gp	Special Materials*	varies
Masterwork Writing	2d10 gp	Illustrations	+1d6 gp
Epic Writing	2d20 gp	Color Illustrations	+2d6 gp
Reputable Author	+1d8 gp	Obscure Subject	+2d10 gp

*Special materials increase the book value by double the market price of the materials. This includes special inks, covers, and bindings.

Table 2.4: Publication Times

Type of Publication	Single Book (250 pages)	Print Run: Total Hours	Print Run: Total Days
Hand Copying a Text*	8 hours	800 hours	100 days
Hand Binding a Normal Text**	2 hours	200 hours	25 days
Hand Binding a Masterwork Text**	4 hours	400 hours	50 days
Unseen Scribe Copying a Text	2 hours	200 hours	25 days
Simple Printing Press	6 hours	600 hours	75 days
Mechanical Printing Press (not including binding)	3 hours	300 hours	37.5 days
Mechanical Binding Machine	1 hour	100 hours	12.5 days
Advanced Mechanical Printing Press (including binding)	2 hours	200 hours	8.5 days
Magical Printing Press (including binding and illustrations)	1 hour	100 hours	4.5 days
Illustrations – Hand Copying per illustration***	1 hour	--	--
Illustrations - Simple or Mechanical Printing Press****	1 hour	--	--

* Based on one individual copying a text. If you have multiple scribes each copying a text, each text takes 8 hours to copy. One scribe can finish one text in an 8-hour workday; 10 scribes could finish 10 texts in an 8 hour workday.

**These are general estimates. See the Craft: Bookmaking skill for an actual time based on a variety of factors.

Example: Orph has gone with a publisher/distributor for his book on Dragonkind. The publisher has an advanced Mechanical Printing press (including binding) and has decided to print an initial run of 200 copies. The total publication time is 17 days.

***Illustrations are calculated separately and added to the final print run time.

****Includes craft time of special illustration plate for the print press.

Table 2.5: Mass Book Sales

Book Price	Price	Sales: Month 1	Sales: Months 3-6	Sales: Months 7-15	Sales: Months 15+
Cheap	1-5 gp	5d20	5d12	5d10	5d8
Reasonable	6-20 gp	4d20	4d12	4d10	4d8
Average	21-75 gp	3d20	3d12	3d10	3d8
Expensive	76-150 gp	2d20	2d12	2d10	2d8
Exorbitant	151+ gp	1d20	1d12	1d10	1d8

Table 2.6: Additional Mass Book Sale Modifiers

Event	Result
More than 75% of the original print run is sold in the first month. The book becomes a "best seller."	Add two additional dice to this month's and next month's sales.
The publisher puts the book on "sale."	The book's profits decrease by 10% and one additional die is rolled for the next month's sales.
Author does a series of publicity campaigns for the book including book signings and advertising the book.	Add one additional die to this month and next month's sales.
Author is well-known, well-liked or a local or regional hero.	Add one additional die to each month's sales.
Book is on a popular subject or individual	Add one additional die to the first three months of sales.
Book is an unreadable piece of writing.	Subtract 30% from the total sales.
Book is a below average piece of writing.	Subtract 15% from the total sales.
Book is an above average piece of writing.	Add 5% to the total sales.
Book is a masterwork piece of writing.	Add 15% to the total sales.
Book is an epic piece of writing.	Add 30% to the total sales.

before, add in the marketability modifiers gained during writing and publishing. The base DC is 15 to sell books to an individual customer. The check can be a Diplomacy or Bluff check.

Example: Sliviniss has decided to self-publish his text through magical means and is now attempting to sell the book to a customer. He had an average text and binding, with a +0 marketability modifier. He is a very well known bard, so he has -5 DC, but has overpriced the book, equaling a +5 DC. His final DC is 15 (15 base + 0 marketability -5 familiarity + 5 overpriced).

Determining Value of Books

Now that a character has a method and mode of publication, she should see some profit from her hard work. This table is used for determining new character-created book prices. For all other book prices, please refer to the random book generators in Chapter Eleven. To use the chart below, simply find all of the features of the book, roll, and add up the values to determine the actual value of the text.

Examples: Sliviniss has self-published his book of bards tales. He decided to use hardcover binding with special cover material from a displacer beast the party has recently killed. The market value of the hide is 10 gp per book. He has also included illustrations. His total value is 34 gp (2d4 for average writing, +20 gp for the

cover, +2d6 for color illustrations). Since he provided the displacer beast hide at no cost, the books only cost him 7 gp each to craft, giving him a net profit of 27 gp per book if he sells them at full price.

Orph has chosen a publisher/distributor to publish his books. The publisher is creating a masterwork text with special Golden ink. The book includes normal illustrations, is by a reputable author and is on an obscure subject. The total value of Orph's book is 227 gp (Masterwork text +2d10, masterwork binding +50, golden ink (75 gp market value) + 150, illustrations +1d6, reputable author + 1d8, and obscure subject +2d10).

Publication Times

Publication times are on a per-book basis and are listed by the hour. Times are based on a standard book size of 250 pages. A standard print run is for 100 books. Days are based on an 8-hour press run per day for the simple press, mechanical press, and mechanical binding. Unseen scribes, magical, and advanced mechanical presses do not require workers or rest, and can run 24 hours a day.

Determining Mass Book Sales

If a character is using a publisher/distributor, book distribution and sales are handled by the publisher. This chart will show how to calculate gross sales for a

Alternative Book Sales

If you are running a fast-paced campaign, you may want to increase the sales times from months to weeks. Otherwise, characters may never see profits from their hard work.

But that's my book!

Successful books will often be copied and sold by others, without license from the original author or publisher, especially in other countries where the original author/publisher has no legal standing. This was a common problem. [See media piracy is not unique to the modern era! sidebar]

print run of one hundred books distributed to a 50-mile radius. If the publisher ran more than one print run and had a wider distribution, then roll multiple sales for each 100 books published and 50-mile radius the books were distributed to. Sales calculated by the month. Remember that a publisher will take 60-90% of the gross sales based on the pre-arranged agreement with the author.

If a character is self-distributing books, profits are calculated on a per-sale basis.

Finally, table 2.7 details a literacy rate sales modifier based on how many people read in the campaign region or area. In a low-literacy area, book sales simply are not going to match what they are in a high literacy area. Add

Table 2.7 Literacy Level Modifiers

Literacy Rate	Final Sale Modifier
Low	-40%
Selective	-20%
Moderate	---
High	+10%
Very High	+20%

or subtract the percentage from the sales for a final gross sale price.

Example: Orph Maloney has gone with a publisher/distributor for sales. The publisher decided to do an original print run of 200 books at a market value of 227 gp each. For the first month, at an exorbitant rate, the standard sales per book are 23 books (2d20 = 1d20 for each 100). Orph, however, is very well known in the region, so his book gains an additional die for each print run. His total die rolls for the first month's sales are 48 books (2d20 standard, +2d20 reputation). Total gross sales are 10,896 gp. Since the setting has a high literacy rate, +10% is added to the final sales, totaling 11,986 gp. Orph has also written a masterwork text, so his sales are increased by an additional 15%. His total sales are 13,619 gp. Orph gets to retain 30% of the final sales, for total profit of 4085 gp.

Chapter Three: Where Writing can be Found

I have found that the strangest things can open portals. Recently, I was walking through the great city of Kenelm munching on a slice of fresh honey bread. I threw the crust into a nearby alleyway next to the Great Library and was astounded when a portal opened up in the wall right then and there, sucking in the two street dwellers who were digging through the rubbish only several feet away. Hard to tell where such gates go, but I certainly was glad that it was them and not myself.

---My Journeys Through the Planes by Dak Tamble

The Book Peddler

The book peddler is an individual who collects, buys and sells books. Book peddlers may be wandering bards, experts, or loremasters who simply buy and sell books as a hobby or for a personal collection. Other book peddlers are more serious about their vocation, and devote themselves to selling books as a full-time profession. Book peddlers are usually information collectors, avid readers, scholars or writers themselves. Since most book peddlers travel far and wide in search of tomes of interest, they are likely to have some not-so-common wares and are more open to trade than other types of book vending establishments. Their stock, however, is of limited quantity, simply because even with magical means, such as a portable library there are only so many books one can carry.

Book peddlers can be found in a variety of places, but are most likely encountered traveling along major roads or passing through small towns or cities.

Sample Book Peddler: *Brillion Van Bruin III, Expert Book Peddler*

Brillion Van Bruin III is a small, squat man with rosy cheeks and a jolly smile. His booming voice is often heard blocks away, shouting, "Books be here! Books for sale! Books for ALL!" His clothing is well kept, in fine shades of browns and tans and accented with gold threads. He often greets customers with the following, "Books is me game, Brillion Van Bruin the Third is me name." Brillion boasts a wide selection of books, all pulled from his minor portable library. He has written six books himself, which are the first books he tries to peddle to the interested customer. His titles are, Brillion Van Bruin the Third's Guide to Antique Books, Brillion Van Bruin the Third's Guide to Writing Great Books, Brillion Van Bruin the Third's Travels through the Land, Brillion Van Bruin the Third's Guide to Everything Else, Volumes 1, 2, and 3 (all normal texts priced between 15-50 gp). Brillion also has a wide variety of books for

sale, specializing in historical and planar books. His collection is 60% common, 20% uncommon, 15% rare, and 5% ancient tome (for further details on the different book categories, please see Chapter Eleven). He also has several minor magical tomes.

Brillion Van Bruin III: Male human Exp 8: CR 6, Medium humanoid; HD 8d6+16 (43 hp); Init +1; Spd 30 ft; AC 11 (+1 Dex; touch 11, flat-footed 10); BAB + +6/+1; Grapple +6; Atk +6/+1 melee (1d4 crit. 19-20/x2, dagger) or +6 ranged (1d8 crit. 19-20/x2, light crossbow); Face/Reach: 5 ft./5 ft.; SQ human traits. AL NG; SV Fort +4, Ref +3, Will+7; Str 10, Dex 12, Con 14, Int 18, Wis 12, Cha 16; Age 37; Height 4'9"; Weight 150 lb.; reddish hair with green eyes.

Languages: Common, Elven, Dwarven, Gnome, Halfling, Draconic, Aquan, Auran, Ignan, Terran, Sylvan, Orc, Celestial, Undercommon, Abyssal, Infernal.

Feats: Bookworm*, Master Marketer*, Quick Composition*.

Skills: Craft (writing) +15*, Craft (bookmaking) +15*; Bluff +14; Diplomacy +14 (+19 when buying or selling); Knowledge (history) +17, Knowledge (geography) +15, Knowledge (planes) +17, Knowledge (nobility and royalty) +15; Use Magic Device +15; Sense Motive +12. Speak Language 11 ranks.

Human Traits: +4 skill points at first level; +1 skill point per level; bonus feat.

Possessions: *Minor Portable Library** that contains 350 books (approximate value, 14,500); *potion of cure moderate wounds*; 1500 gp; bedroll; backpack; 6 candles; 1 week rations; 4 empty hardcover books; 2 vials gold ink*; 2 vials black ink*; 1 vial mithral ink*.

**Denotes mechanics that appear within this book.*

The Book Store

More formal than a book peddler, a book store is a commercial establishment devoted to the sale of books. Book stores are only found in areas with a moderate to high level of literacy and only in large enough cities to support them. Some book stores may be involved with one or more publishing houses, while others may specialize in a specific type or genre of book, such as rare and ancient tomes, historical books, children's and educational books, magical books or books on obscure subjects. Most book stores will also carry basic bookmaking supplies: inks, pens, binding materials and perhaps a few magical book-related items.

Sample Book Store: *Fimble's Fine Books*

[Map of Fimble's Fine Books included on page 18]

Fimble's Fine Books boasts a selection of over 1500 books, 70% common, 15% uncommon, 10% Rare, and 5% ancient tome. While Fimble's has a large selection of general books on a variety of topics, her specialty is books on obscure and arcane subjects.

Fimble Ullisproken Fenbottle Willowwhite is a cute gnomish woman, wearing blue wizard's robes and a dark cloak lined with golden runes. Fimble speaks very quickly and thinks aloud, often absentmindedly interrupting her visitors. She is very cheerful and friendly, but still strikes a hard bargain with her customers.

Her apprentice, a flaxen-haired elven male named Ellin Flamewind, tends the store when Fimble is away. A clumsy individual, Ellin is often stumbling about the store, restocking or reordering shelves. Otherwise, he is out in

Information Bias in Reading Materials

Authors of books always have their own agendas and reasons for writing. They may be misinformed by sources or simply want to present the subject in a not-so-accurate manner for personal or political reasons. All books have some sort of "bias" or slant that needs to be considered. For example, the characters may purchase a book on the history of a particular region of the world. What the characters don't know is that the author was commissioned by the leaders of the region to write the book—and so, the information contained within will reflect more favorably on the leaders, glossing over the not-so-nice pieces of history and culture. A more unbiased viewpoint is from an outside scholar who writes a book based on the personal memoirs of individuals who live in the region, including the diary of a general, a maid to the queen and a local cleric. Information bias or misinformation can give way to interesting role-playing experiences and campaign hooks.

As discussed in Chapter One, the prevalence of books is largely dependent on the literacy level of the area, the laws/regulations concerning writing and the type of society. This chapter details some typical places where books can be found in a standard fantasy setting with a medium to high literacy level including the book peddler, the book store, public and private libraries and other print sources. To determine what specific books may be available from these sources, please use the random books generator in Chapter Eleven.

the back, attempting to practice his new line of spells. Fimble's raven familiar, Zook, is the life of the store. He usually flies about, swooping down on customers challenging them to a game of cards, yelling out insults to those who swat him away.

Fimble: Female Gnome, Rock Wiz15; Small Humanoid; HD 15d4+30 (Wizard); hp 79; Init +7; Spd 20; AC 21; Atk +7 base melee, +11 base ranged; +8 (1d6, +1 Quarterstaff); +12 (1d8, Crossbow, light, Masterwork); SA: Spell-like abilities; SQ: Low-light vision (Ex), Gnomish traits; AL CG; SV Fort +10, Ref +13, Will +13; STR 8, DEX 16, CON 15, INT 22, WIS 12, CHA 8.

Possessions:

Weapons: Dagger; Crossbow, light, Masterwork; +1 Quarterstaff.

Goods: Bolts, crossbow (10), Masterwork.

Magic: Wondrous: Amulet of natural armor (+2); Ring:

Protection +2; Wondrous: Gloves of Dexterity (+2);

Wondrous: Bracers of armor (+3); Wondrous: Cloak of

resistance (+3); Scroll: Dominate person (9); Potion:

Cure serious wounds (5); Wondrous: Headband of

intellect (+4); Wand: Magic missile (9) (Charges: 25);

Glasses of Speed Reading.

Skills: Concentration+20, Hide+7, Knowledge

(arcana)+24, Knowledge (history)+24, Knowledge

(planes)+24, Listen+3, Spellcraft+24.

Feats: Expert Researcher, Craft Wand, Craft Wondrous

Item, Craft Tome, Quick Composition, Extend Spell,

Maximize Spell, Quicken Spell, Scribe Scroll, Forge Ring.

Spellbook (Wiz 4/6/6/5/5/5/4/2/1): 0 - *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, locate topic*, mage hand, mending, open/close, prestidigitation, ray of frost,*

Books as Loot

Giving books as loot can be a great way to get needed information into the character's hands, creating a new interest, bumping up those knowledge scores, or simply supplying a change of pace from the normal charts. Adding in books is as simple as thinking about the enemies, NPCs, or areas the characters encounter.

Sources for loot include:

- The private library (see main entry for more information)
- A personal journal found on a slain enemy or hidden in a secret compartment
- Certain types of highly intelligent creatures would most likely have books among their loot: any humanoid race, dragons, vampires, humanoid outsiders, genies, giants, and liches.
- Books may be located in a guard room/living quarters to keep wandering minds occupied.

Treasure generation charts and random book generation guides can be found in Chapter Eleven.

*read magic, resistance, summarize**; 1st - *animate rope, burning hands, charm person, color spray, comprehend languages, feather fall, hold portal, mage armor, magic missile, scorching object**; *unseen scribe*, ward tome**; 2nd - *blur, cat's grace, flaming sphere, invisibility, improved read aloud**; 3rd - *fireball, flame arrow, fly, haste, major alphabetize*, translate**; 4th - *fimble's secret shelves*, greater erase*, supreme illusionary message*, globe of invulnerability- lesser, polymorph, stonewall, replicate text**; 5th - *awaken tome*, blessing of the muse*, lingering charged object*, teleport, wall of force*; 6th - *analyze dweomer, globe of invulnerability, indestructible object*, legend lore*; 7th - *fireworks*, forcecage, impart knowledge*, limited wish, mass invisibility, reduplicate*, scream**; 8th - *discern location, demand*, incendiary cloud, screen*.
Spells Prepared (Wiz 4/6/6/5/5/5/4/2/1): 0 - *locate topic X2*, detect magic, light*; 1st *charm person, comprehend languages, feather fall, unseen scribe*, ward tome X2**; 2nd - *blur, flaming sphere, invisibility, major alphabetize*, translate X2**; 3rd - *fireball, greater erase*, fly, haste*; 4th - *globe of invulnerability-lesser, fimble's secret shelves*, stonewall, replicate text X2**; 6th - *analyze dweomer, globe of invulnerability, indestructible object*, legend lore*; 7th - *reduplicate*, limited wish*; 8th - *discern location*.

**Denotes mechanics that appear within this book.*

Zook: Animal, Raven ; CR 1/4; Tiny Animal ; HD 1/4d8 (Animal); hp 39; Init +2; Spd 20, 10, Fly, Average 40; AC 22; Atk +4 base melee, +11 base ranged; +11(1d2-5, Claws); AL N; SV Fort +2, Ref +4, Will +2; STR 1, DEX 15, CON 10, INT 13, WIS 14, CHA 6.
Skills: Hide+10, Listen+5, Spot+5.
Feats: Weapon Finesse.

The Public Library

There are two main types of public libraries: general public libraries and specialty public libraries. More common in most areas are specialty public libraries set up by organizations in order to provide detailed information about the organization's special interests. For example, the Church of Thanos has opened a small library located in the shrine for anyone interested in learning more about the teachings of Thanos and the faith. Another type of specialty library is located in the Jnana Morga Wizard Academy. This library is stocked with information on all types of magics, free for student use, and open to the public for a small fee. Most of their customers are wizards researching spells or creating new items.

General public libraries only exist in the most literate of societies. These libraries cater to the public and one will find a wide variety of books on a large number of subjects. One will usually not find an overabundance of specific information or multiple sources on the same narrow topic unless the library is very large.

For those public libraries that do not have the resources for magical book protection from theft, chaining is often a common tactic. The "Chained Library" is called such because each of the books is attached to the shelf by a chain, allowing a reader to take a book to a nearby table and read, but no further than a few feet away from the shelf. This helps protect the costly books from nimble fingers.

Sample Public Library : Strongfist Public Library

[Map of the Strongfist Public Library included on page 19]

The Strongfist Public Library is a small general-interest library ran by the local Strongfist monk's order as a public service to the community of Hommill. Relations between the order and the community have improved significantly since the order began assisting the community with small acts of kindness, such as this library. Attached to the library is a school, where the monks volunteer their time to teach the local village children how to read. Bente Lieong is the leader of the Strongfist clan and the head of the library itself. He also serves as a liaison between the town and the monk order.

Entry to the library is free and anyone in the community can check out 3 books at a time. The library holds approximately 200 books, 95% common, 3% uncommon and 1% rare. They are always looking for donations of supplies, books, and funds and people willing to volunteer.

Bente Lieong: Male Human Mnk 8; CR 8; Medium Humanoid; HD 8d8+8 (44 hp); Init +2; Spd 50 ft.; AC 19 (+1 armor, +1 deflection, +2 Dex, +1 monk, +1 natural, +3 Wis; touch 18, flat-footed 17); BAB +6/+1; Grapple +8; Atk +8/+3 melee (1d10+2 20/x2, unarmed) or +10/+5 melee (1d6+3, 20/x2 +1 Kama) or +7/+7/+2 melee (1d10+1 20/x2 Flurry of Blows, unarmed) or +9/+9/+4 melee (1d6+3, 20/x2 Flurry of Blows, +1 Kama) or +9 ranged (1d4+2, Sling, Masterwork); Face/Reach 5 ft./5 ft.; SA flurry of blows, ki strike magic; SQ human Traits, evasion, still mind, purity of body, slow fall 40ft., wholeness of body; AL LG; SV Fort +8, Ref +9, Will +10; Str 14, Dex 14, Con 12, Int 10, Wis 16, Cha 8; Age 26; Height 5'6"; Weight 175 lb.; Black hair with blue eyes. Languages: Common.
Feats: Stunning Fist, Dodge, Mobility, Deflect Arrows, Power Attack, Improved Trip, Weapon Focus: Kama.

Skills: Balance +13, Hide +13, Jump +13, Tumble +13.
Possessions: Sling, Masterwork; +1 Kama; bullets, sling (10); Potion of cure moderate wounds (3); Bracers of armor (+1); Cloak of resistance (+1); Ring of Protection +1; Amulet of natural armor (+1).
Human Traits: +4 skill points at first level; +1 skill point per level; bonus feat.

Flurry of Blows (Ex): When unarmored, a monk may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. The resulting modified base attack bonuses are shown in the Flurry of Blows Attack Bonus column on Table: The Monk. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before her next action. When a monk reaches 5th level, the penalty lessens to -1, and at 9th level it disappears. A monk must use a full attack action to strike with a flurry of blows.

When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes and special monk weapons interchangeably as desired. When using weapons as part of a flurry of blows, a monk applies her Strength bonus (not Str bonus $\times \frac{1}{2}$ or $\times \frac{1}{2}$) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The monk can't use any weapon other than a special monk weapon as part of a flurry of blows.

In the case of the quarterstaff, each end counts as a separate weapon for the purpose of using the flurry of blows ability. Even though the quarterstaff requires two hands to use, a monk may still intersperse unarmed strikes with quarterstaff strikes, assuming that she has enough attacks in her flurry of blows routine to do so.

Evasion (Ex): At 2nd level or higher if a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow her fall (that is, to reduce the effective distance of the fall when next to a wall) improves with her monk level until at 20th level she can use a nearby wall to slow her descent and fall any distance without harm.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.



The Private Library

Divine Magics are a powerful tool, but must be used with care and consideration. After all, you certainly wouldn't want someone spying on you while you do your business, would you?

---Compendium on Divine Magics By Shandriss Valeblossm

The most common type of library is the private library. Private libraries can belong to individuals, organizations, educational facilities, or governments. Gaining access to a private library depends on the organization or individual that owns it. Organizations will allow members full access to libraries or portions of the library. Non-members may be required to perform services or pay hefty fees to gain entrance. Gaining entrance to a privately owned library may be very difficult indeed.

Subscription libraries are a common occurrence—members pay a hefty fee to gain access to the library services. Subscription libraries are more common in moderate or high literacy worlds because the public rarely funds libraries in such societies. Private subscriptions ensure that a library is profitable and the cost limits library access to only those who can afford to pay.

Sample Private Library : Runegarden Estate

Map of Runegarden Estate Library on pages 21-24]

The Runegarden household in the country of Trey Vance is one of the wealthiest families in the land. Besides their large property holdings, the Runegarden family also boasts an impressive library with over 15,000 titles (60% common, 20% uncommon, 15% rare, 5% ancient tome). The library has literally an exhaustive supply of titles on Trey Vance and human history, a large collection of books on nobility and royalty, and fiction. The Runegarden library also boasts one of the largest known collections of tomes on divination magic.

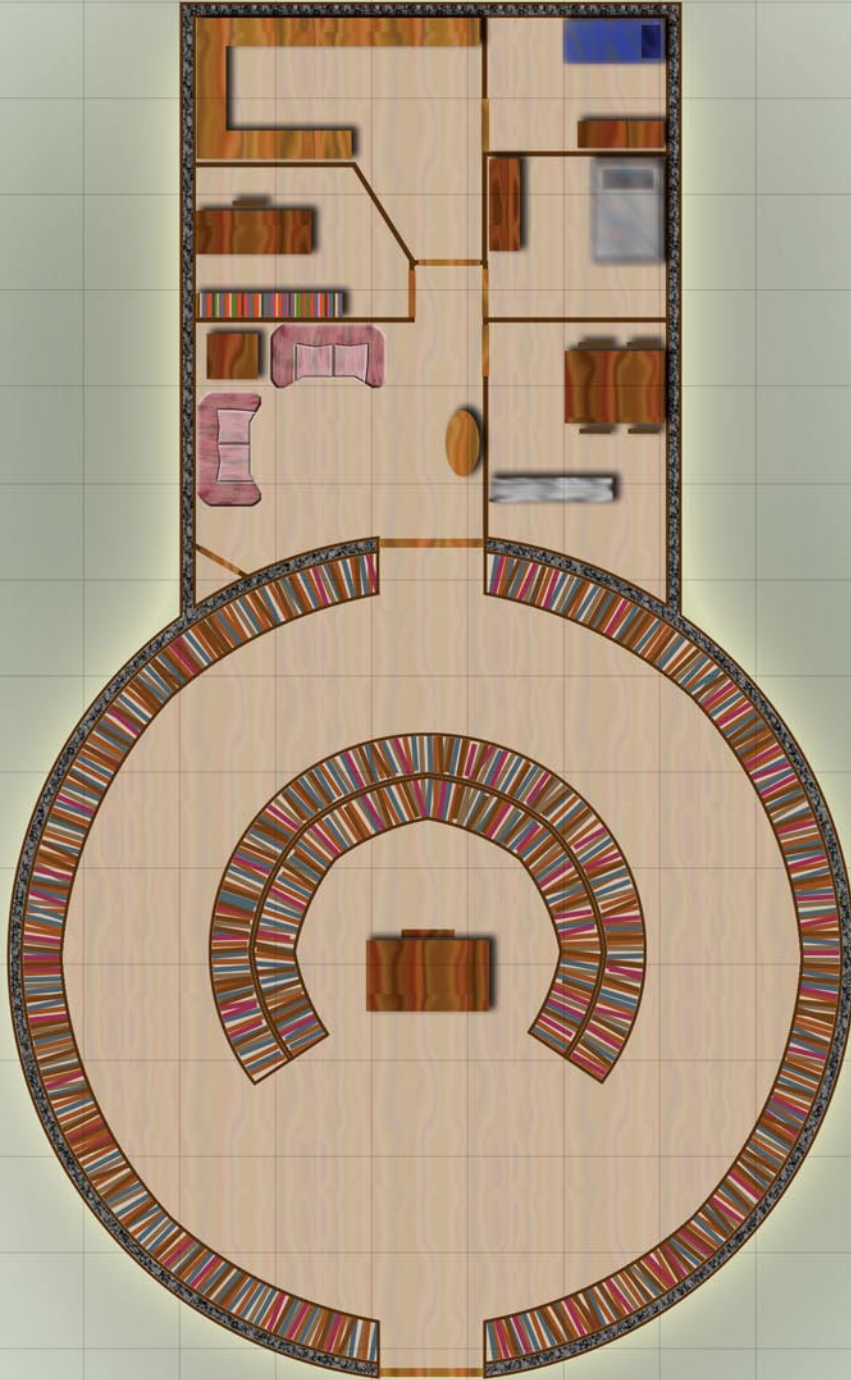
The Runegarden family has employed the same librarian for centuries—an elderly elven woman by the name of Shandriss Valeblossm. Shandriss is a master Archivist, often found in the library assisted by her Octavo companion, Dulo. Shandriss has long hair she keeps swept from her face in a tight bun, white silk garments, and a fair complexion. Shandriss has tended the tomes and assisted eight generations of Runegardens and their visitors for over 300 years.

Gaining entrance to the Runegarden library is quite a feat. Those seeking entrance must gain the approval of the head of the Runegarden household, currently the Lady Altilla Whitecourt Runegarden. Lady Altilla is moody and crabby, and often sends visitors who ask to gain entrance to the library on missions that are nearly impossible to complete. Those who gain her favor are allowed into the library with ease.

Some believe that it is simpler to simply sneak into the library or convince a servant to let them in. Unfortunately, that also proves a daunting task. The Runegarden family employs a host of powerful protectors, traps, and false passageways to lead the would-be thief astray.

Shandriss Valeblossm: Female Elf, High; Clr6, Archivist 6; CR 12; Medium Humanoid; HD 6d8+12 (Cleric) plus

Fimbles Fine Books



Strongfist Public Library



Fire, Flood, Rats and People

Books are very fragile and must be protected. The greatest dangers to them are:

Fire - Most books are extremely flammable; dry paper burns quickly and the flames can rapidly spread to consume an entire collection. Many wizards will use magic to protect their books against fire as will wealthier collectors and libraries. Clerical orders will do the same to guard their holy texts.

Floods - Water can be just as destructive as fire, ruining pages, blurring ink and causing books to rot and mold. High shelves and basic precautions are vital to protect from minor floods and general dampness. Magical wards will also protect texts from damage.

Rats and other vermin - Books can be a source of food and shelter to various types of vermin. Cats are usually the first line of a library's defense against rats and mice. Insects can be more difficult to protect against and librarians need to keep a careful eye out for signs of destructive bugs.

People - People are often the most destructive. Pictures, maps and vital information may be cut out of books. Parchments can have the ink scraped off so the parchment can be reused. Those works deemed offensive or dangerous will be destroyed by those who are offended or threatened by them. And, to those who are not literate, books are simply a good source of tinder.

6d6+12 (Archivist) (70 hp); Init +1; Spd 30; AC 14 (+3 armor, +1 Dex; touch 11, flat-footed 13); BAB +7/+2; Grapple +9; Atk +10/5 (1d8+3, 19-20/x2 +1 Longsword); or +9/+4 (1d8+1 20/x3, +1 Longbow); Face/Reach 5 ft./5 ft.; SA turn undead 6/day; SQ elven traits; AL CG; SV Fort +9, Ref +5, Will +15; Str 13, Dex 12, Con 14, Int 16, Wis 20, Cha 16; Age 300; Height 4'0; Weight 75 lb.; white hair with yellow eyes.

Languages: Common, Elven, Halfling, Gnome, Dwarven.

Feats: Bookworm*, Craft Wondrous Item, Craft Tome*, Zen Composition*, Silent Spell

Skills: Concentration +19, Craft (writing) +10*, Craft (bookmaking) +9*; Knowledge (arcana) +21, Knowledge (religion) +21, Knowledge (planes) +19, Knowledge (nobility and royalty) +19, Listen +4, Search +5, Spellcraft +19, Spot +4.

Possessions: +1 Longsword; +1 Longbow; +1 Leather; Wand of read magic (Charges: 50); Wand of detect magic (Charges: 50); Tome of Record*; Cloak of Elvenkind; Goggles of Summarization*.

Spells Prepared (Clr 6/7/6/5/4/3/2): 0 - *locate topic* X2*, *detect magic*, *detect poison*, *light*, *alphabetize*- minor*; 1st - *bles*, *endure elements*, *comprehend Languages* X2, *index** X2, *protection from evil*, *unseen scribe** (d); 2nd - *aid*, *augury*, *speed read**, *translate**, *silence*, *zone of truth*; 3rd - *dispel magic*, *summon monster III*, *alphabetize*- major* X2, *cure serious wounds*, *replicate text** (d); 4th *air walk*, *dimensional anchor*, *divination*, *sending*, *tongues* (d); 5th *break enchantment*, *true seeing*, *fimble's secret shelves** (d); 6th *animate objects*, *hero's feast*, *reduplicate** (d)

Domains: Tome* and Writing*

Dulo*: Octavo, Opillia; CR 2; Tiny Fey; HD 1d6+1 (Fey); hp 4; Init +7; Spd 20 ft., fly 40 ft. (average); AC 19 (+2 size, +3 dex, +4 Natural), Touch 15, Flatfooted 15); BAB +0; Grapple -3; Atk -; Face/Reach 1 ½ ft./ 1 ft.; SA spell-like abilities; SQ empathic link, share spell, damage reduction 5/cold iron; darkvision, low-light vision; SR 18; AL N; SV Fort +1, Ref +4, Will +5; Str 5, Dex 16, Con 13, Int 18, Wis 10, Cha 14.

Skills: Craft (writing) +10, Hide +5 (+15 within a book), Knowledge (arcane) +10, Knowledge (religion) +10, Knowledge (local) +10, Knowledge (architecture and engineering) +10; Move Silently +5;

Feats: Improved Initiative, Iron Will.

Flatten (Ex): As a standard action, an Octavo can flatten itself into a paper-thin space, such as within the pages of the book. It can remain in this form indefinitely.

Animate Objects(Sp): A group of five or more Octavo can animate objects as per the spell once per day. They use this ability only if their other spells fail and as a final defense of their homes.

Spell Like Abilities:

3/day- summarize, locate topic (DC 14) speed read, lesser illusionary message, translate (DC 17)

1/day- ghost sound (DC 14); ventriloquism (DC 15); scare (DC 16); major image (DC 17)

At will: telekinesis (DC 19)

All spells are cast as per a 10th level sorcerer. All save DCs are intelligence based.

**Denotes mechanics that appear within this book.*

Lady Altilla: Female Human Ari2; CR 1 Medium Humanoid; HD 2d8+6 (18 hp); Init +1; Spd 30 ft.; AC 11 (+1 Dex; touch 11, flat-footed 10); BAB +1; Grapple +2; Atk +2 base melee, +2 base ranged; Face/Reach 5 ft./ 5 ft.; AL NG; SV Fort +3, Ref +1, Will +3; Str 13, Dex 12, Con 16, Int 15, Wis 10, Cha 14.

Feats: Skill Focus: Appraise, Skill Focus: Knowledge (nobility and royalty).

Skills: Appraise +9, Bluff +7, Diplomacy +7, Knowledge (arcana) +7, Knowledge (nobility and royalty) +9, Knowledge (religion) +7, Sense Motive +5.

The Hall of Records

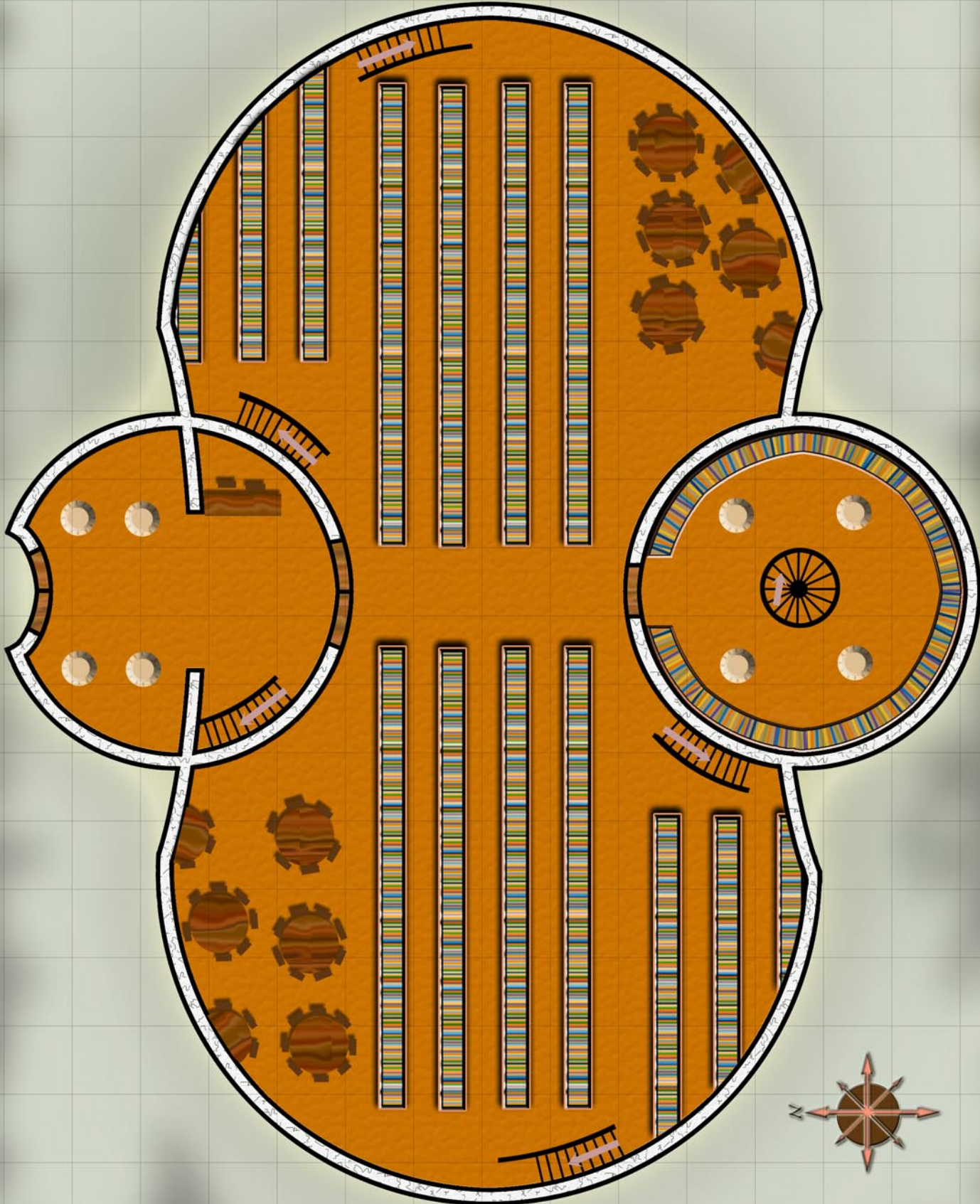
The Hall of Records, found in most major cities, is where the city records are kept. Depending on the society, these records may be open to the public to peruse or kept locked away for only official city business. The variety and number of records vary significantly from city to city, but can include any or all of the following list as shown on Table 3.1.

What the contents of the Hall of Records may be and if characters are allowed access depends on the type of city government. Generally, the more freedoms the people have, the more likely it is that records are also open for public view. In a dictatorship, fiefdom, feudalist state or monarchy, the chances of the records being public are slim. The number of records collected also depends on what type of government structure exists in the city. The more strenuous the government's hold (or the larger the bureaucracy), the more records there will be.

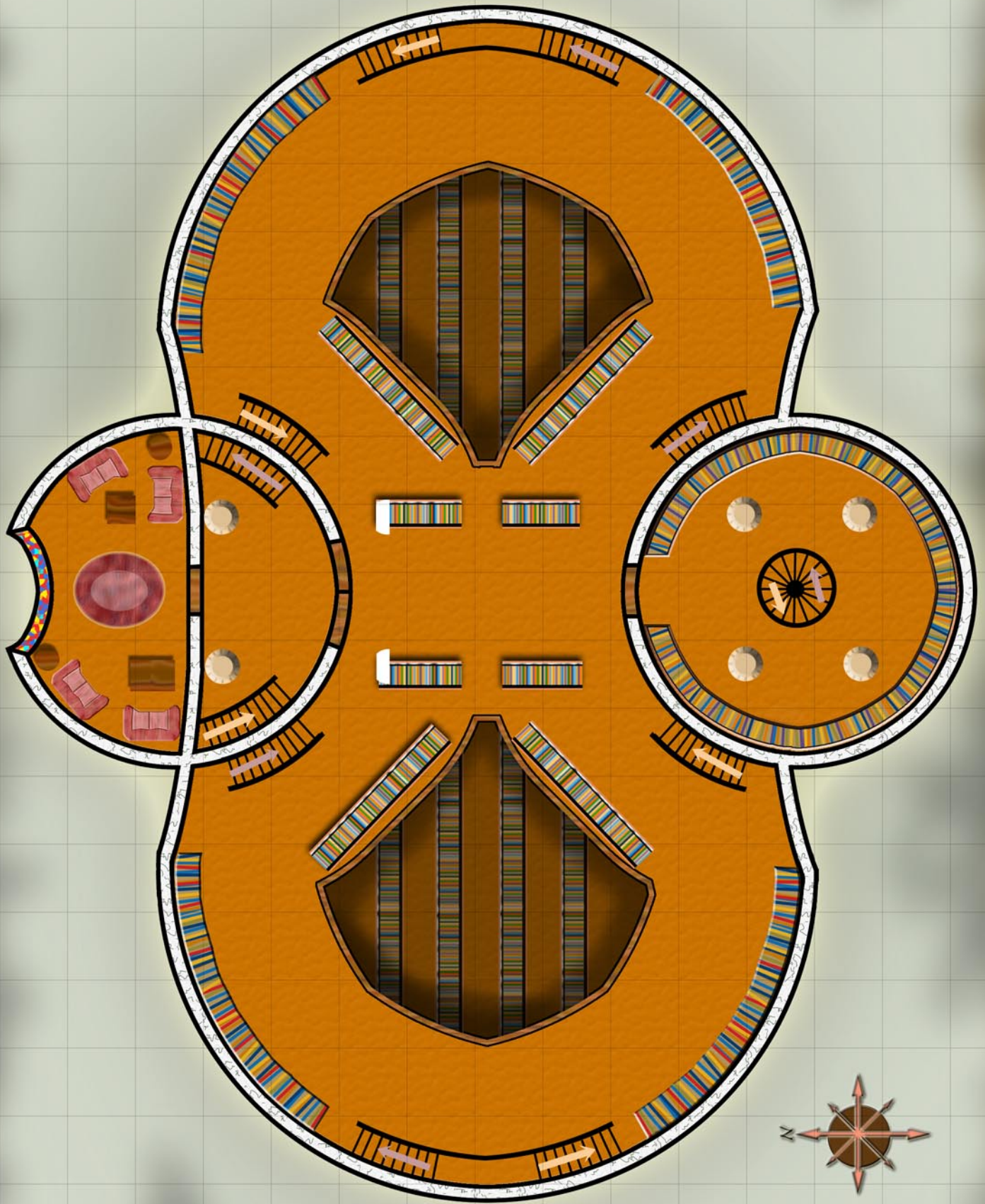
Other Text Sources

Books are not the only type of publication that exists. Journals, newspapers, flyers, and brochures may also be present. The absence or presence of other forms of publication is determined by the same factors as books: literacy and governing censorship laws. A low

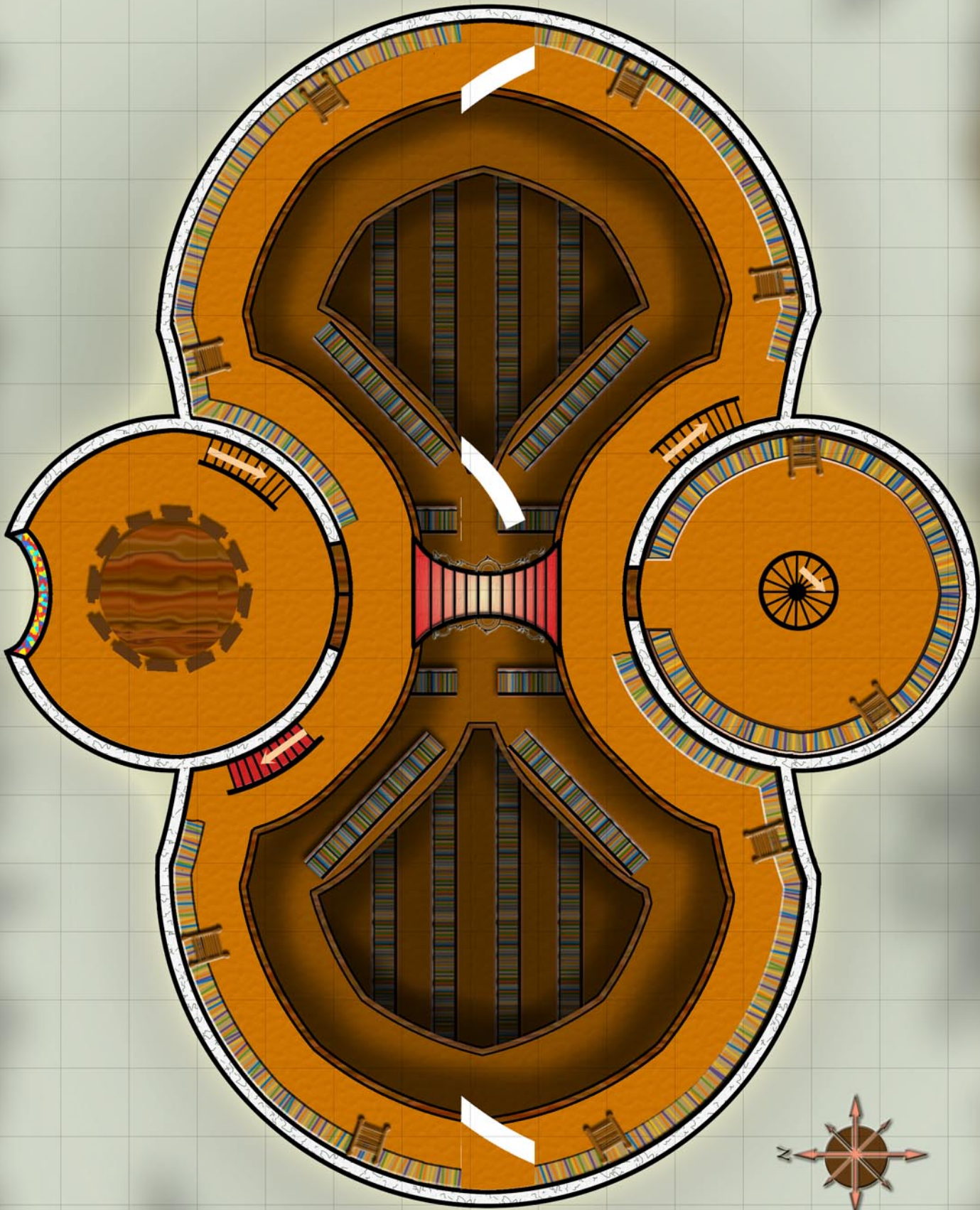
Runegarden Estate Library: 1st Floor



Runegarden Estate Library: 2nd Floor



Runegarden Estate Library: 3rd Floor



Runegarden Estate Library: 4th Floor

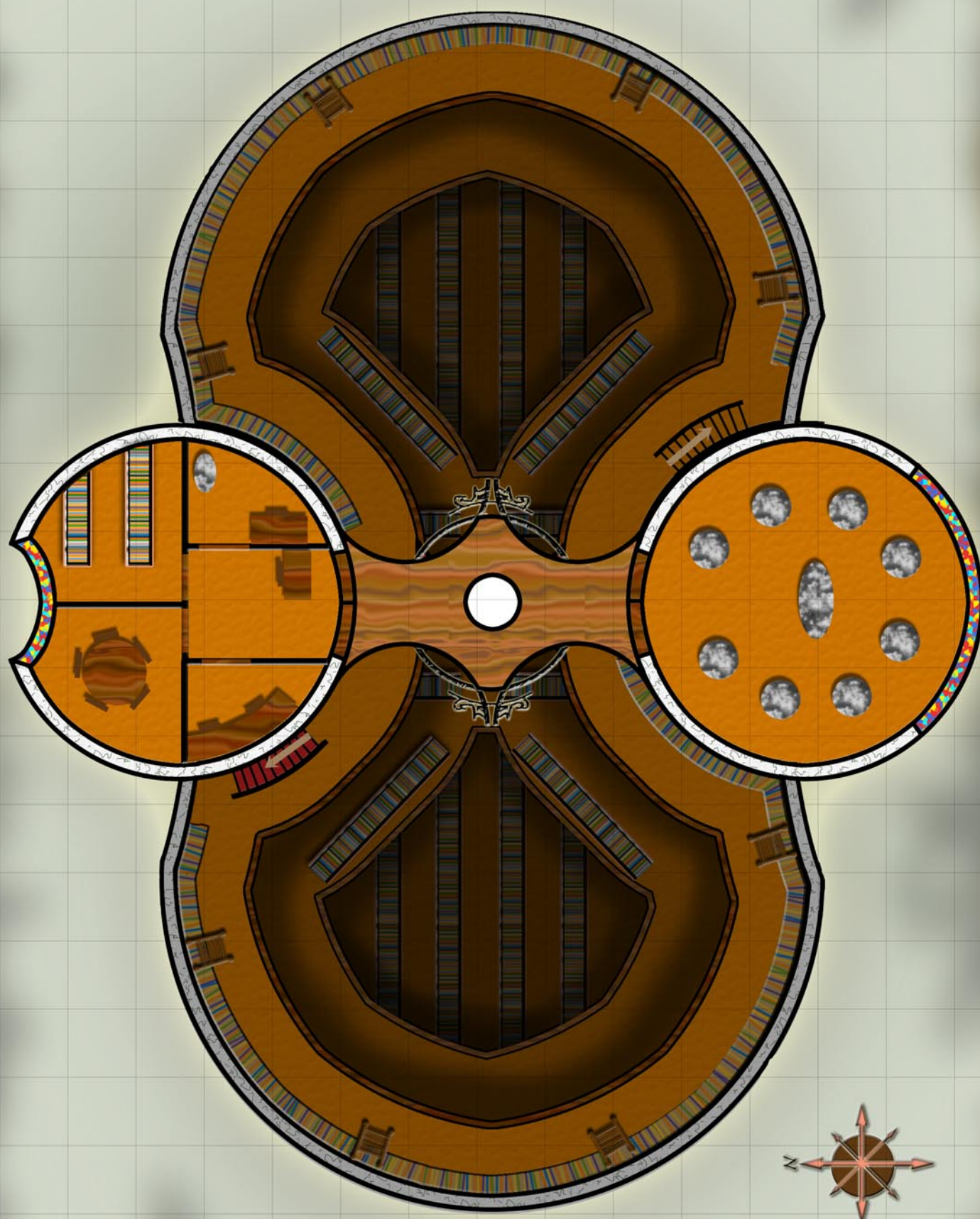


Table 3.1 Random Record Generator

d20 Roll	Type of Record
1	Marriage Records
2	Birth Records
3	Death Records
4	Court Proceedings
5	Criminal Records
6	Land sales, purchases, and holdings
7	Citizen complaints lodged with the city guard
8	Government employment records
9	Reports of criminal activity of organizations or individuals
10	Taxes paid and owed
11	Record of city imports/exports
12	Record of persons coming in and out of the city
13	Record of goods and produce coming in and out of the city
14	Record of ships/vehicles coming in and out of the city
15	Listing of past city officials/royal families
16	Record of debts/loans
17	Record of festivals/parades/city events
18	City demographics and statistics/city census data
19	Treaties/trade agreements with other cities/nations
20	List of establishments licensed to sell alcohol or goods

literacy level society is not going to be producing daily newspapers because the population cannot read them.

Newspapers

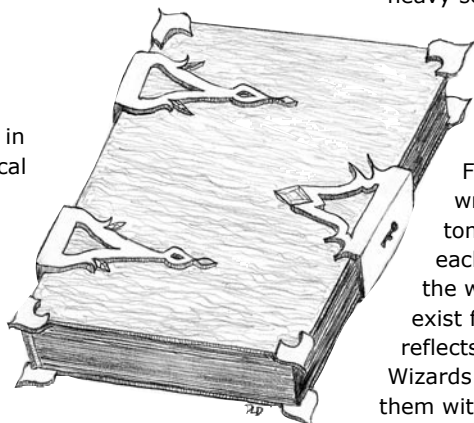
In a moderate, high, or very highly literate society, the newspaper is a common occurrence. Newspapers may provide characters with information about world events, adventuring job listings, or local happenings to check out. In some lands, newspapers are produced or controlled by the government, giving out only what the officials deem as “newsworthy” but in a land of “free press” anything goes.

Journals

Organizations will often publish journals of recent research or conferences. New magical research or technological discovery will also be contained within the pages of a journal.

Arcane and Divine Writings

Writing does not only come in the form of normal or magical books, but also in the form of bizarre arcane scrolls, spellbooks and holy tomes. These special writings represent the epitome of the knowledgeable and holy classes—the sacred texts of a goddess, the complicated writings of a



scroll, and the obscene rituals that give way to true power for those who dare to attempt them.

Arcane Writings

And the skeleton! What an emblematic creature. It is exquisite in its undeadness, its hollow nature, its wily graying bones. The skeleton has many uses other than the obvious. While a mindless being, its subtle nature allows it to be a perfect assistant in your darkest rituals, a simply remarkable cook, and a true confidant—all under your watchful eye.
 --In Death There is Life by Hallop Shasto

Arcane writings are found everywhere in a magic-heavy setting—inscribed on magical items, in scrolls, in protective permanent area spells and finally in a spellbook. A spellbook is the central focus for wizards, who spend hours of study to prepare, scribe and develop new spells.

From a diviner’s pale leather-bound spellbook written in silver ink to the necromancer’s skin tome written in blood and covered with bits of bone, each spellbook is an extension of the personality of the wizard who writes it. A variety of new materials exist for the spellcaster to craft a unique book that reflects a spellcaster’s own tastes and personality. Wizards jealously safeguard their spellbooks, protecting them with guards and wards to keep intruders out. A host of new items, inks, and spells for the protection and

Table 3.2 – Sample Unique Spellbooks

d20 roll	Appearance	Approximate Value (without spells)
1	The book has simple green paper-bound cover, worn with age. The front is stained with blood, the pages inside are curled and torn.	8 gp
2	This book has a worn leather cover with plain tan paper pages inside. It is written in black ink.	10 gp
3	The book has a simple wooden cover with the name of the wizard carved into the surface. It has a natural tan paper inside.	15 gp
4	The hardback cover of this book features a hand-painted city scene. The pages inside are pure white and it is written in quicksilver ink.	25 gp
5	This book has a polished and stained oak cover with an intricate carving of a woodland scene. It has thick handmade pages.	40 gp
6	The cover of this book is made of thin, yet heavy gray stone. It has arcane runes chiseled into the cover and crisp white pages inside.	50 gp
7	This round, small spellbook features a soft, dark leather cover, embossed with the school and owner's name on the front. The inside pages are a thick parchment lined with silver.	75 gp
8	This book, which smells faintly of rotting flesh, has a cured human skin cover with bits of bone sticking out of the corners. The pages inside are dyed with human blood.	80 gp
9	The polished copper book has a fine steel clasp and crisp white pages.	85 gp
10	This square shaped book has a purple velvet cover with ruby inlays. The pages are a pale yellow with spells written in purple ink.	100 gp
11	This book features a mirrored steel cover with a secure locking clasp. The inside pages are a light gray with spells written in silver ink.	150 gp
12	This silver cover, inlaid with tourmalines, prominently features the name of the wizard who owns it. The pages inside are lined with silver and written in silver ink.	230 gp
13	This book has an intricately worked golden cover that prominently features the name of the wizard for which the book was specially made. The pages inside are a fine parchment.	400 gp
14	The cover of this spellbook is a very lightweight material with constantly shifting patterns of color. The pages inside are made of parchment.	800 gp
15	This book's cover is made from the fur of a lynx. It has yellow inner pages that are lined in gold.	950 gp
16	The spellbook has a reddish brown beholder hide cover and is in a very abstract shape. The hide is embossed with the wizard's guild symbol.	1100 gp
17	This book features a white dragon hide cover inlaid with diamond chips. The pages are thick and flexible—all spells are written in silver ink.	1800 gp
18	The cover of this book is made out of two slabs of adamantine with jet inlays. The inside has tan parchment pages written in adamantine ink.	2500 gp
19	This book has a gem-encrusted cover that is made out of bluish glass. The pages inside are the finest vellum.	4000 gp
20	This book has a cover made entirely of clear crystal with inlaid golden runes. The pages inside are of the finest velum, each individually lined with gold. It is kept in a velvet-lined mahogany box.	5500 gp

individualization of spellbooks can be found in Chapter Six: Spells and Chapter Eight: New Magical and Mundane Items.

Arcane scrolls are much different from spellbooks. They rarely are protected or unique, instead being created quickly and offer a one-time use item for arcane and divine spellcasters alike. Even so, only those skilled in the art of spellcasting or good at faking it can hope to decipher them.

Arcane writings are written in the language of magic, a universal translation of magical energies. Regardless of native language of the writer, each spell must be written in the language of magic. Each individual uses the system differently, resulting in incompressible writing to anyone but the writer.

To decipher an arcane magical writing (such as a single spell in written form in another's spellbook or on a scroll), a character must make a Spellcraft check (DC 20 + the spell's level). If the skill check fails, the character cannot attempt to read that particular spell again until the next day. A read magic spell automatically deciphers a magical writing without a skill check. If the person who created the magical writing is on hand to help the reader, success is also automatic. Once a character deciphers a particular magical writing, she does not need to decipher it again. Deciphering a magical writing allows the reader to identify the spell and gives some idea of its effects (as explained in the spell description). If the magical writing was a scroll and the reader can cast arcane spells, she can attempt to use the scroll.

Ciphers are complex magical drawings that imbue the power of the magical language into the flesh for a single use. More expensive than scrolls or potions, ciphers can be used by anyone and have no spell limit. For more information on ciphers and how to craft them, please see Chapter Seven.

Holy Tomes and Sacred Scrolls

Holy tomes are either directly written by the gods themselves or through the pen of a divinely inspired author. In good or neutral churches, they are carved in stone tablets, special parchments, or on golden pages. Holy tomes or scrolls are usually sealed up within the innermost chambers of the church and brought out on sacred occasions. Copies of the sacred teachings are mass-produced and handed out by the church to all followers, clerics, and holy warriors.

Evil churches also have tomes and holy writings, although these usually come in the form of bizarre ritual guides, undead creation texts, cryptic writings and secretive ledgers. These texts are divinely inspired and usually created and distributed by cult worshippers.

Divine spells can be written down and deciphered just as arcane spells. Any character with the Spellcraft skill can attempt to decipher the divine magical writing and identify it. However, only characters who have the spell in question (in its divine form) on their class spell list can cast a divine spell from a scroll.

Table 3.3 Random Spellbook Wards

d10 Roll	Name	Effect	Cost
1	No Ward	None	---
2	Simple Book Lock	Requires a key for entry. Open Lock DC 20.	20 gp
3	Masterwork Simple Book Lock	Requires a key for entry. Open Lock DC 25.	40 gp
4	Complex Locking Mechanism	Requires a three digit password for entry. Open Lock DC 30.	80 gp
5	Masterwork Complex Locking Mechanism	Requires a five digit password for entry. Open Lock DC 40.	150 gp
6	Ward Tome	Requires knock or dispel magic to open.	--
7	Waterproofing	Protected from water. See waterproof for more details.	--
8	Lingering Scorching Tome	See lingering scorching tome for more details.	--
9	Lingering Charged Tome	See lingering charged tome for more details.	--
10	Indestructible Object	See indestructible object for full details.	--

Chapter Four: Skills and Feats

Inside the Pages

Books can contain a wealth of information, especially if you incorporate them fully into a campaign. One of the most problematic areas when using books, journals, and other print sources in a campaign is how to handle the content contained within.

The key to making books effective in a campaign is to limit things characters "do automatically." If a character wants to create an alchemist's fire, a vial of poison, or a complex magical item, require him to have a recipe or series of instructions on how to complete his creation. Not only does this add an element of depth to a campaign, it also allows a dungeon master to better control what her players have access to.

The best way to handle book or journal content is to summarize. When a character gets a book (either as loot, through a bookstore, or as a gift), make a quick one or two sentence summary of what the book is about, and a list of potential benefits that the book provides. Potential benefits can be anything from new spell research, recipes, magic item creation guides, hidden fighting techniques, or ancient maps to new areas of exploration. It is impossible for a dungeon master to list every bit of information in a text. Outline the important information and summarize the rest.

Use the content contained within books to your advantage to convey information to the party and to keep the game moving along. For example, giving subtle clues in ancient book about an artifact resting in a temple can entice the characters to learn more and seek out its location. You can also convey mythology, information about the culture of a specific area the characters are visiting or information about religious customs. Books can provide a dungeon master with an easy way to get the needed information to players to keep the sessions interesting and moving at good pace.

Incorporating Books

Books are not only for the avid knowledge-seeker, but rather for anyone interested in furthering their abilities. Information about past events, myths and stories, places in the world, creatures, new combat techniques and creating items can all be found in books.

Books have the greatest effect on training, skills and feats. When a character learns a new feat, gains ranks in a skill or takes a new class or prestige class, he is either getting better at his trade or coming to his knowledge through training. Training can take many forms: a paid or compensated trainer, through an organization, through a book or from an information source. In each case, a knowledgeable source is needed. The "trial and error" method also exists for learning new feats and trained-only skills, but this method takes much longer than the average traveling adventurer has to train.

Books can provide a low-cost source for training information. Books detailed in this guide are divided into the following categories.

The following knowledge skill categories are found in the core rules:

- Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts)
- Architecture and engineering (buildings, aqueducts, bridges, fortifications)
- Dungeoneering (aberrations, caverns, oozes, spelunking)
- Geography (lands, terrain, climate, people)
- History (royalty, wars, colonies, migrations, founding of cities)
- Local (legends, personalities, inhabitants, laws, customs, traditions, humanoids)
- Nature (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin)
- Nobility and royalty (lineages, heraldry, family trees, mottoes, personalities)
- Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)
- The Planes (the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes)
- Psionics (body of lore dealing with the phenomena of psionics in all its many manifestations)

This guide has added two additional categories, which can supplement skills other than Knowledge (Int).

- Educational (Skill and Feat Training manuals, trade skill books, language learning manuals)
- Miscellaneous (humor, fiction, plays, poetry, recipe books, advice books).

Skills

The act of writing, book creation and gathering information from books is facilitated through the use of skills. The following is a list of new and revised skills that are of specific use to writers or those with access to books.

CRAFT (BOOKMAKING) (INT)

Craft (bookmaking) specifically relates to preparing raw materials to turn into covers, paper, parchments and inks, as well as hand-publication and binding books.

Tools

For ink creation, an alchemist's lab is required. For bookbinding, a bookbinder's kit is needed. Improvised tools will result in a -2 circumstance penalty to the check. Masterwork artisan's tools provide +2 circumstance bonus to the check.

Crafting Books

Crafting a book is different than crafting other objects. Books values vary due to quality of the materials, workmanship, quality of the contents, subject matter and current demand. Crafting a book requires a DC 15 Craft check and takes a minimum of two hours plus one hour for every 100 gold pieces in the price of materials. One craft check is made per hour of labor. Crafting a book takes up raw materials costing half of the price of the book.

Note the difference between crafting a book and writing one. To craft a book (essentially, to put a book together) one must have already written the manuscript and made the necessary number of copies. Crafted books can be either blank or filled with writing.

Masterwork Books

A masterwork text can only be created if both the quality of the writing, materials and workmanship is all of masterwork quality. A masterwork book gives an additional +1 bonus to skill checks. To create a masterwork book, you must have a masterwork manuscript, succeed at a Craft (bookmaking) check DC of 20 and be using a masterwork component of +25 gold pieces. Crafting a masterwork book takes twice as long as normal book crafting. A masterwork book is worth 50 gp more than a normal book. One craft check is made per hour of labor. "Taking 20" is allowed, but the time for crafting is quadruple the time needed for a normal book.

Repairing Books

Repairing a book may be a necessary task to either be able to read the book or to increase its value. You can repair a book by making checks against the same DC that it took to make the item in the first place (DC 15 or DC 20 for masterwork items). The cost of repairing an item is one-fifth of the book's original price. Repair time depends on the severity of the damage, but takes a minimum of one hour. Please refer to the chart below:

Table 4.1 Book Repair Times

Quality	Description	Repair Time
Crumbling	Pages falling apart, cover gone or decayed, spine destroyed. Total reconstruction of the book is necessary.	+20 hours
Poor	Pages brittle or falling out, cover damaged, spine split or severely damaged.	+5 hours
Average	Pages yellowed or bent, cover discolored or torn, spine split.	+1 hours
Masterwork text	High quality materials and writing.	+5 hours

Creating Ink

Crafting an ink takes one hour for every 100 gold pieces in the cost of the ink. Raw materials must either be gathered or cost 1/2 of the total price. Please see the following chart for determining craft DCs. For information on crafting poison inks, see the entry below.

Creating Poison Ink

Poison inks take 1d4 weeks to fully permeate into the pages. As soon as the book is opened and an inner page is touched, the individual is poisoned and must make a Fortitude save of the set DC or become poisoned. Initial and secondary damages apply as normal.

If used on its own, the poison in the tomes would slowly lose its potency. Using several drops of Unguent of Timelessness will ensure the continued potency of the poison.

Table 4.2: Ink Creation

Name	Craft DC	Cost
Erasable Ink	20	50 gp
Golden Ink	20	75 gp
Blood Ink	20	varies
Bronzed Ink	15	25 gp
Quicksilver Ink	15	15 gp
Multicolored Ink	15	45 gp
Colored Ink Powdered Pigments (Set of Blue, Purple, and Green)	20	50 gp
Colored Ink Powdered Pigments (Set of Yellow, Orange, and Red)	20	40 gp
Ink, Black	15	8 gp
Mithral Ink	25	175 gp
Platinum Ink	25	150 gp
Adamantine Ink	25	200 gp
Pokeberry Ink	15	2 gp
Black Walnut Ink	15	3 gp
Berry Ink	15	1 gp
Coprinus Mushroom Ink	15	2 gp
Invisible Ink—Wet	20	50gp
Invisible Ink—Hot	20	50gp
Invisible Ink—Winded	20	50gp
Invisible Ink—Solution	20	50gp
Ink, Blue	15	15 gp
Ink, Green	15	10 gp
Ink, Red	15	9 gp
Ink, Purple	15	12 gp
Ink, Brown	15	9 gp



Poison inks come in a variety of types. Contact poisons are the only types of poisons that can be turned into poison inks. To create a base poison ink, one needs a contact type poison and a successful Craft (alchemy) or Craft (bookmaking) check of 10+ the DC of the poison. When creating the poison ink, the creator has a 5% chance of accidentally poisoning himself. The alchemic process has several steps, including condensing the poison to assure that the ink just as potent as the original and adding 1/5 bottle of Unguent of Timelessness.

Creating the ink takes one hour for every 100gp in the price of the poison. Calculate the cost of the poison by multiplying the poison base price times 1.25. The creator needs to have a full dose of the poison, access to an alchemist lab, and will use up raw materials costing 1/25th of the ink price + 50 gp for the partial dose of Unguent of Timelessness.

General Notes:

If you fail a check by 4 or less, you make no progress for the hour. If you fail by 5 or more, you ruin half the raw materials and must pay half the original raw material cost again.

CRAFT (WRITING) (INT)

Craft (writing) focuses on the art of writing and the skill with the pen. This skill allows you to create written masterpieces in a variety of genres—fiction categories including novels, poetry, and plays and non-fictional categories including journalism, informative, and persuasive writing.

Normally, a character can get seven pages written per hour if she is writing from experience, extensive notes, or fiction. If, however, the piece of writing requires research that the character has little knowledge of, she needs access to an information source (a library, a sage, several books on the subject, or an informant) and can complete four pages per hour. The lowered time reflects the additional need to read and confirm information when integrating material into a piece of writing.

For each hour spent writing, the author must make a Craft (writing) check; she must keep track of all of the checks and average them for a final check when the book is complete. A character may choose to make no progress and spend another hour re-writing the text for a new roll with a +5 to the next roll. If an author wants to

Table 4.3: Poison Ink Creation

Name	Type	Initial Damage	Secondary Damage	Poison Price	Ink Price
Brain Juice	Contact DC 13	Paralysis	--	200gp	250gp
Nitharit	Contact DC 13	--	3d6 Con	650gp	813gp
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	300gp	375gp
Malyss Root Paste	Contact DC 16	1 Dex	2d4 Dex	500gp	625gp
Terinav Root	Contact DC 16	1d6 Dex	2d6 Dex	750gp	938gp
Black Lotus Extract	Contact DC 20	3d6 Con	3d6 Con	4500gp	5625gp
Dragon Bile	Contact DC 26	3d6 Str	--	1500gp	1875gp

Table 4.4 Craft (Writing) Check Results

Check DC	Description
5	Unreadable text. Entire sections of the text are incomprehensible. Little information can be gleaned from the material. This text is unmarketable. Marketability modifier +15 DC
10	Below Average Text. Marketability modifier +5 DC.
15	Average text. Marketability Modifier +0 DC.
20	Above Average text. Clear, concise, and well-written. Marketability modifier -5 DC.
25	Masterwork piece of writing. Marketability -15 DC.
40	Epic work of Writing. Very few texts can reach this magnitude. Marketability Modifier -30 DC.

create a masterwork text, she has the option of spend 1 hour per page of text. This will allow an author to “take 20” on the roll.

The marketability modifiers are added or subtracted to DC that a character must make when dealing with the book. These checks include selling a manuscript to a publisher, selling books to a bookstore and selling books to individual customers. For more information on publishing, sales, and book values, see Chapter 2: Writing While Adventuring.

CRAFT (PRINTING) (INT)

Craft (printing) covers setup, operation and maintenance of any type of printing press or binding machine.

The base DC to setup or operate a printing press is 15. This check can be made once a day. If the check fails, the character has lost 1d4 hours of time and can re-make the check for the remainder of the day.

Repairing a broken printing machine requires 1/25th of the cost in raw materials, 1d4 days, and requires a DC 25 check.

CRAFT (ILLUSTRATION) (INT)

Many writers use Craft (illustration) to supplement their written work with diagrams, drawings, or other illustrations. This skill can also be used for other types of artwork including painting, portrait drawing, and creating maps. Standard illustrations take 4d20 minutes each and quality is based on Table 4.5. To create a masterwork drawing, an illustrator can spend 2d4 hours per illustration. This will allow an illustrator to “take 20” on the roll.

Craft Skill Clarifications for New Craft Skills

In some cases, the fabricate spell can be used to achieve the results of a Craft check with no actual check involved. However, you must make an appropriate Craft check when using the spell to make articles requiring a high degree of craftsmanship. Fabricate and other creation spells will work for Craft (bookmaking), but will not work for Craft (illustration) or Craft (writing). Craft (illustration) and Craft (writing) require not only skill but also talent.



Synergy: If you have 5 ranks in a Craft skill, you get a +2 bonus on Appraise checks related to items made with that Craft skill. Five ranks in Craft (writing), Craft (illustration), or Craft (bookmaking) will both give a +2 bonus synergy to Appraising books, tomes and paintings. If you have 5 ranks in Craft (illustration), you get a +2 bonus to Forgery checks. If you have 5 ranks in Perform (Oratory), you get a +2 synergy bonus to Craft (writing) checks.

DIPLOMACY (CHA)

Use diplomacy to help convince a publishing house to accept your manuscript for publication and distribution or to self-market your book to bookstores and traders. Based on the quality of your finished manuscript or book, you have a circumstantial modifier to this check based on Table 2.1 and Table 2.5 in Chapter Two. Other party members may assist the author in marketing or publishing a book.

KNOWLEDGE (INT; Trained Only)

Ranks in any knowledge skill requires training. To raise one rank in a knowledge skill, a character must have access to a text in the subject of the knowledge skill and must have spent at least four hours reading and studying the text before the skill can be raised a rank. These are not free skill points, but rather can be points that a character gains at level up. The same text can only be used to raise four ranks (representing four hours of study) and then a new source of information must be found.

If a character has additional sources on a subject that have not been used to raise his ranks, he receives a +2 circumstance bonus to his skill check if he takes the time to consult his sources. If a book is of masterwork quality, the bonus increases to a +3. Consulting sources requires concentration and takes approximately 10 minutes. Regardless of the number of sources, the bonus does not go above a +2.

SPEAK LANGUAGE (INT; Trained Only)

Speaking a new language requires dedicated study and a reliable source. Characters may take ranks in Speak Language only for languages that they either have a reliable book about or if they have access to one or more speakers of that language.

Table 4.5 Craft (illustration) Check Results

Check DC	Description
5	Very poor. Subject of the illustration cannot be discerned. Marketability modifier +15 DC.
10	Below Average illustration. Poor shading, perspective, and detail. Marketability modifier +5 DC.
15	Average illustration. Marketability Modifier +0 DC.
20	Above Average illustration. Clear details, good perspective, and nice coloring. Marketability modifier -5 DC.
25	Masterwork illustration. It is detailed and perfect in all ways. Marketability -15 DC.
40	Epic work of Art. Very few artists can reach this magnitude. Marketability Modifier -25 DC.

Feats

This section provides a host of new feats for the writer, intellectual and performer including new skill increasing feats, new item creation, and a host of miscellaneous bonuses.

BOOK SAAVY [General]

With an appropriate source, you can do things you are not trained to do.

Prerequisite: Int 13+

Benefit: You can use trained-only skills with 0 ranks if you have a book on the subject. You must consult your text for at least 10 minutes before attempting a skill check. When consulting your sources, you receive an additional +1 competence bonus on the appropriate knowledge check.

Normal: Only characters with 1 rank or more may use Trained-only skills.

BOOKWORM [General]

You are well read in a variety of subjects.

Prerequisite: Character must be literate.

Benefit: You gain a +2 miscellaneous modifier to any two knowledge skills of your choice. When reading speed is an issue, you are considered to read twice as fast as a normal reader.

Special: You can gain this feat multiple times. Each time, choose two new Knowledge skills to which it applies.

CHARISMATIC COMPOSITION [General]

You use your strength of personality rather than intelligence to write.

Prerequisite: Cha 12+

Benefit: You may use your charisma modifier rather than your intelligence modifier for all Craft (writing) skill checks. You receive a +2 bonus to charisma-based checks against anyone who has read one or more of your books.

Normal: You use your Intelligence modifier for all Craft (writing) skill checks.

CRAFT TOME [Item Creation]

You can create magical tomes, books, and manuals that produce a variety of effects.

Prerequisite: Caster level 5th

Benefit: You can create any magical tome whose prerequisites you meet (see Chapter Seven for prerequisites and a list of magical tomes). Crafting a tome takes one day for each 1,000 gp in the base price. To craft a tome, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. You can also mend a damaged tome if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft the tome in the first place. Some tomes incur extra costs in material components or XP, as noted in their descriptions.

Note on Craft Wondrous Item: While there were very few tomes detailed in the original core rules, this book expands upon the concept, adding a host of new items to choose from and warranting a separate feat.

EXCEPTIONAL RESEARCHER [Metamagic]

You are an above average researcher and gain more new spells per level.

Prerequisite: Must prepare spells from a spellbook, Wis 13+

Benefit: You gain one additional spell of any level or levels you can cast each time you gain a new level.

Normal: You gain 2 spells of any level you can cast when you level up.

Special: You may take this feat multiple times. Its effects stack.

MASTER FORGER [General]

You are exceptionally skilled at forging documents and passing them off as originals.

Benefit: You gain a +2 bonus to Forgery and a +2 bonus to Bluff checks.

Special: You can gain this feat multiple times. Its effects stack.

MASTER MARKETER [General]

You are exceptionally good at marketing your wares to a customer.

Prerequisite: Diplomacy 5 ranks

Benefit: Any diplomacy checks you make to buy or sell items get a +5 circumstance modifier.

Special: You can only gain this feat once.

QUICK COMPOSITION [General]

You have the ability to write manuscripts faster than normal

Benefit: You can write 10 pages per hour when writing on a subject you are familiar with or 7 pages per hour on an unfamiliar subject. If you have the ability to cast unseen scribe, the scribe now copies an additional 2 pages per minute.

Normal: You write 7 pages an hour when writing on a subject you are familiar with, or 4 pages per hour when writing on a subject you must research.

Special: You can only take this feat once.

SCRIBE CIPHER [Item Creation]

You can create magical ciphers that produce a variety of effects.

Prerequisite: Ability to cast arcane spells of 6th level.

Benefit: You can create any magical cipher whose prerequisites you meet (see Chapter Seven for prerequisites, more information and a list of ciphers).

Scribing a cipher takes one day for each 1,000 gp in the base price. To scribe a cipher, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. A cipher can be scribed of any level arcane spell. Some ciphers incur extra costs in material components.

UNFORGETTABLE PERFORMANCE [General]

You are better than most at making your mistakes into masterpieces.

Benefit: Once per day, you may choose to re-roll one Perform check. You must take the second check as your Perform result regardless of the outcome.

Special: You can gain this feat multiple times. Each time you take it, you get one more additional re-roll per day.

ZEN COMPOSITION [General]

You use your intuition rather than intelligence to write.

Prerequisite: Wis 13+

Benefit: You may use your wisdom score as your primary ability for Craft (writing) checks rather than your Intelligence modifier. Additionally, you gain a +1 bonus to all saves to resist spells triggered through runes and symbols.

Normal: You use your Intelligence modifier for all Craft (writing) skill checks.

Special: You can only gain this feat once.

Chapter Five: Prestige Classes

Some individuals may find that their calling is innately tied to writing, books or the seeking of knowledge. Others may find themselves down a different path, concealing or destroying information with a frenzied passion. Still others use the ancient power of writing and runes to further their battle prowess. Regardless of motives, each of these classes are bound to the knowledge they hunt or the stories they strive to tell.

Archivist

The kind librarian, the wizened historian, the famous researcher, the fabled archeologist, the royal keeper of records—all of these are archivists. Often found in libraries or halls of records, the archivist is a person who has honed his skills to work best with books, tomes, writings and research. With an uncanny ability to discover what untold or forgotten secrets lie in texts, he is often the driving force in uncovering archeological ruins and rectifying false histories. An archivist is at home among the towering stacks, the endless rows and the sacred texts. Because of his close work with books and tomes of all types, he is a very knowledgeable source of information on a multitude of subjects.

More than being just a tome-tender, these characters are also master researchers and sages, focused on the discovery and accumulation knowledge for their kind. Archivists adventure for a variety of reasons—to learn new information, to collect new tomes and funds to build their own library or assist in uncovering ancient mysteries.

While wizards and clerics often find this class most appealing, some bards and sorcerers may also feel the call of the archivist prestige class. Druids, rangers, paladins, rogues or fighters will rarely take this path. Barbarians, who are mostly illiterate, are incapable of becoming archivists.

Hit Die: d6

Requirements

To qualify as an archivist, a character must fulfill the following criteria.

Skills: Any two knowledge skills with 5 ranks, Profession (scribe) 3 ranks.

Spells: Ability to cast 3rd level spells.

Feats: Bookworm or Exceptional Researcher.

Special: The character must be literate and must have spent considerable time in libraries or have been apprenticed to an archivist or librarian.

Class Skills

The archivist's class skills are the following: Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Speak Language (Int), Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features:

The following are class features of the archivist prestige class.

Weapon and Armor Proficiency: Archivists gain no proficiency with any weapon or armor.

Spells per Day: When a new archivist level is gained,

the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an archivist, he must decide to which class he adds the new level for purposes of determining spells per day.

Understanding (Ex): At 1st level, an archivist gains Understanding, which allows him to quickly glean information from text sources. At 1st level, this ability allows him to glean information from a book for skill in half the time (5 minutes) it takes a normal character.

Reproduction (Su): At 2nd level, an archivist can reproduce an exact copy of any text that he has read. Reproducing a text requires a Craft (bookmaking) check (DC 25), 8 hours worth of work, and costs 1/3rd the cost of the book in materials. The Archivist may also add his level as a competence bonus to any Forgery check.

Further Understanding (Ex): At 3rd level, any extra sources gives him a +4 circumstance bonus (or +5 for a masterwork text) to his knowledge skills. Reading magical tomes or books requires half of the time.

Book Familiarity (Ex): At 4th level, an archivist is so familiar with books that he gains a +5 insight bonus to all Craft (bookmaking) checks.

Scholarly Companion (Ex): At 5th level, an archivist attracts the attention of an Opillia companion (see Chapter Ten: Monsters, for details on the Opillia). The type of Opillia depends on alignment. See the following chart:

Table 5.1: Scholarly Companion Type

Type	Alignment
Quarto	CN, CE, NE, LE, TN*
Octavo	LG, NG, CG, LN, TN*

*A True Neutral character can choose between either a Quarto or an Octavo

If an archivist has a familiar or animal companion from another class, an Opillia can take the place of this companion gaining any class benefits from levels previous to archivist. If the character already possesses a companion or familiar, the companion or familiar must be dismissed before an Opillia will come. The scholarly companion will assist the archivist in his endeavors, has a special bond to the archivist and gains the share spells and emphatic link abilities.

Greater Understanding (Ex): At 6th level, an archivist needs only one minute to consult sources for a synergy bonus.

Writing Familiarity (Ex): At 7th level, an archivist is so familiar with writing and techniques that he gains a +5 bonus to all Craft (writing) checks.

Superior Understanding (Ex): At 8th level, an archivist can consult his sources as a standard action. Additional sources give him a +6 (or +7 for masterwork texts) circumstance bonus to his knowledge skills.

Innate Reproduction (Su): At 9th level, an Archivist has the innate ability to reproduce texts. Once per week, as a standard action, an archivist may reproduce an exact copy of any text that he has read. There are no costs or Craft checks involved. This ability is limited to non-magical texts.

case, the way of the bookburner is only open to those who only depend on their own sheer energies for survival.

Sorcerers and multi-class rogues are the most common bookburners, although clerics, bards, or druids may sometimes find this calling. Wizards are unable to be bookburners because of their dependence on learning, spellbooks, and study. Fighters and rangers find that this class does not benefit them, while paladins and monks find that the ideals of the bookburner go against their moral philosophies. Barbarians are a good fit because of their distrust of literacy, although they must multi-class in

Table 5.2: The Archivist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/ Spells Known
1 st	+0	+0	+0	+2	Understanding	+1 level of existing class
2 nd	+1	+0	+0	+3	Reproduction	+1 level of existing class
3 rd	+1	+1	+1	+3	Further Understanding	+1 level of existing class
4 th	+2	+1	+1	+4	Book Familiarity	+1 level of existing class
5 th	+2	+1	+1	+4	Scholarly Companion	+1 level of existing class
6 th	+3	+2	+2	+5	Greater Understanding	+1 level of existing class
7 th	+3	+2	+2	+5	Writing Familiarity	+1 level of existing class
8 th	+4	+2	+2	+6	Superior Understanding	+1 level of existing class
9 th	+4	+3	+3	+6	Innate Reproduction	+1 level of existing class
10 th	+5	+3	+3	+7	Supreme Understanding	+1 level of existing class

Supreme Understanding (Ex): At 10th level, an archivist is so innately tuned with the written word that he can glean contents from books simply by touching them. As a standard action, an archivist comes to complete understanding about a text, knowing its contents from cover to cover. An archivist must be able to touch a text in order for this ability to work. He can safely glean the information from up to his Intelligence modifier in books per hour. For every book over this limit he tries to absorb he must make a DC 20 Intelligence check or be unable to absorb any further books for 24 hours.

Bookburner

While most seek knowledge and understanding, a bookburner seeks the opposite. Working directly in the name of the dark god Azocrathe (see Chapter Nine: Deities), a bookburner’s goal is to promote ignorance among the masses through misinformation and destruction. Some bookburners destroy all information they find, not bothering to read before destruction, while others focus more on the concealment of information (keeping the choicest bits for herself, of course). While destroyer-type bookburners are more prevalent, the concealment-type bookburners are much more effective, using the information she has gained to locate further targets for destruction. Even though she is a raw destructive force, a bookburner has learned that it pays to be quiet, complimenting her raw evocation with subterfuge abilities.

Bookburners are a rare but dangerous force. Most become bookburners through a dark calling, while others find the path coincides with their own beliefs. In either

order to gain access to the prestige.
Hit Die: d6

Requirements:

Alignment: Any Non-lawful
Skills: Bluff 8 ranks, Sense Motive 2 ranks
Spells: Ability to cast three evocation spells, one of which must be 3rd level.
Special: Must not have any ranks in more than one knowledge skill. Must not prepare spells from a book.

Class Skills:

Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int) Disguise (Cha), Escape Artist (Dex), Forgery (Int), Hide (Dex), Move Silently (Dex), Open Lock (Dex), Knowledge (any solitary skill), Profession (Wis), Search (Int), Sense Motive (Int), Spellcraft (Int).
Skill Points at Each Level: 4 + Int modifier.

Class Features:

All of the following are class features of the bookburner. Weapon and Armor proficiency: Bookburners gain no proficiency with any weapon or armor.

Writers Block (Ex): A 1st level bookburner cannot use any magical item based on writing including scrolls, tomes, ciphers, and magical texts. Items with small amounts of writing, symbols, or runes such as magical weapons or certain wondrous items are not prohibited.

Erasing Touch (Su): At 1st level, a bookburner gains the ability, through touch, to erase non-magical writing on contact as per the erase spell. This supernatural ability

cannot be suppressed by the bookburner. Gloves or hand coverings will not prevent this effect although an anti-magic field or a targeted dispel magic will suppress the effect.

Burning Gaze (Ex): At 1st level, the bookburner's devotion to their cause is readily visible in their eyes, she receives a +2 bonus to all Intimidate checks.

Bookbomb (Su): At 2nd level, a bookburner may imbue her spells into an erased book worth no less than 100 gp. This ability functions as per the scribe scroll feat, except that the bookburner does not have to pay any costs in raw materials. The bookbomb is a one-use magic item that can only be used by the creator. Activating the item involves speaking the command word and throwing it at the target is a standard action that provokes attacks of opportunity and in the process, the book is destroyed. A bookburner may create and carry any number of bookbombs she has the time and experience to create.

Flaming Hands (Sp): At 3rd level, a bookburner gains the ability to set her hands ablaze once per day as per the produce flame spell. Her caster level equals her character level. At 6th level she can use this ability two times per day. At 9th she can use this ability three times per day.

Resistance to Fire (Ex): At 4th level, a bookburner gains resistance to fire 5. A bookburner is exposed to fire so often that she has developed a resistance. At 8th level, this resistance increases to 10.

Bookbomb Blast(Su): If a bookburner is slain, the bookbombs

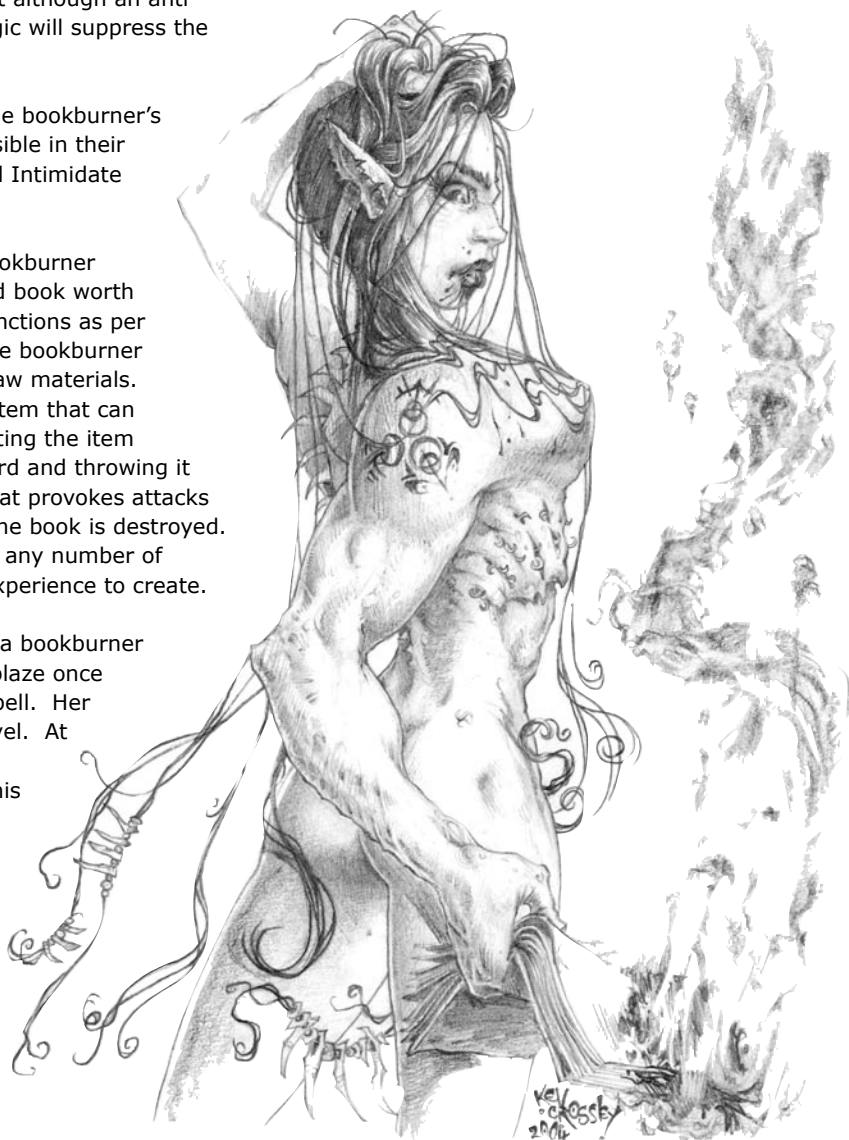


Table 5.3: The Bookburner

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/ Spells Known
1st	+0	+0	+2	+2	Writer's Block, Erasing Touch, Burning Gaze	+1 level of existing class
2nd	+1	+0	+3	+3	Bookbomb	+1 level of existing class
3rd	+1	+1	+3	+3	Flaming Hands	+1 level of existing class
4th	+2	+1	+4	+4	Resistance to Fire 5	+1 level of existing class
5th	+2	+1	+4	+4	Bookbomb Blast, Deny the Word	+1 level of existing class
6th	+3	+2	+5	+5	Flaming Hands 2/day	+1 level of existing class
7th	+3	+2	+5	+5	Greater Erasing Touch	+1 level of existing class
8th	+4	+2	+6	+6	Resistance to Fire 10	+1 level of existing class
9th	+4	+3	+6	+6	Flaming Hands 3/day	+1 level of existing class
10th	+5	+3	+7	+7	Bookbomb Detonation	+1 level of existing class

that she carried are destroyed in the process. There is a 25% chance that the imbued spell within each bookbomb discharges at a random target. Each bookbomb not discharged explodes dealing 1d4 points of fire damage per caster level to each creature within a 30 ft. radius. Creatures in the area can make a Reflex save at the original spell DC for half damage.

Deny the Word (Su): At 5th level, the bookburner has learned to deny the power of words. She adds her Charisma bonus (if any) as a profane bonus to all saves against spells and magic based on words (such as command), and language or writings (such as symbol). However, songs or music-based magic is not affected by this ability

Greater Erasing Touch (Su): At 7th level, a bookburner gains the ability to erase writing through touch as per the greater erasing spell. This is a supernatural ability and cannot be suppressed, except in an anti-magic field or by a targeted dispel magic.

Bookbomb Detonation (Su): At 10th level, the bookburner becomes a force of sheer destruction. The bookburner may command all bookbombs on her person to detonate dealing 1d6 points of fire damage per caster level per book to each creature within 30 ft. Doing so is a standard action that does not provoke an attack of opportunity. The bookburner is immune to this effect.

Counterfeiter

The counterfeiter is a master of deception and deceit. Through her skills and abilities, she has fine-tuned her trickery to an art. A counterfeiter is a specialist rogue who has focused her talents towards forgery of objects, the falsification of documents, and a simple, clean getaway. If the owners of the object never know the difference in the first place, who would suspect?

Counterfeiters are often found in large cities, as members of specialized thieves guilds or as undercover agents.

They may also be found in adventuring parties, putting their innate abilities to good use for their own profit.

Rogues, multi-class rogues and bards are the most likely class to qualify to become counterfeiters. Most other classes lack the focus and skill that this prestige class requires.

Hit Die: d6.

Requirements

To qualify to become a counterfeiter, a character must fulfill all the following criteria.

Alignment: Any non-lawful

Skills: Bluff 4 ranks, Disguise 8 ranks,

Forgery 8 ranks. *Feats:* Master Forger

Special: Must have passed off one forged object of at least 1000 gp in value as an original and gotten away with it (at least for a while!).

Class Skills

The counterfeiter's class skills (and key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex).

Skill points at Each Level: 4 + Int modifier.

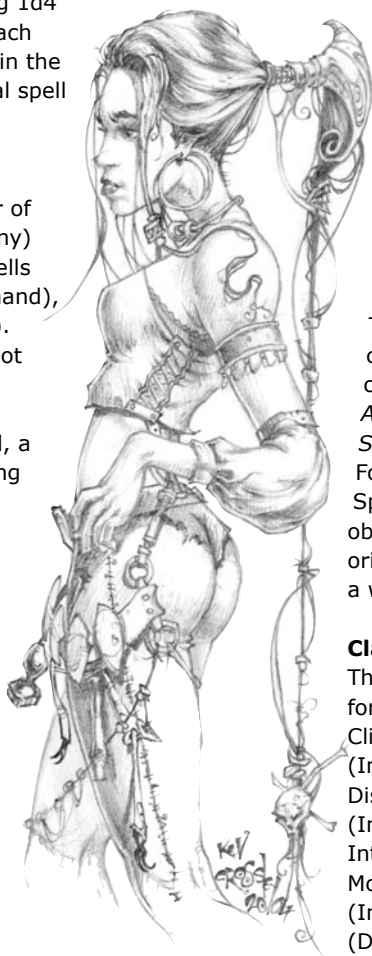


Table 5.4: The Counterfeiter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day			
1 st	+0	+0	+2	+0	Study Object, Forger's Art, Sneak Attack +1d6	0	---	---	---
2 nd	+1	+0	+3	+0	Duplication (100)	1	---	---	---
3 rd	+2	+1	+3	+1	Sneak Attack +2d6	2	0	---	---
4 th	+3	+1	+4	+1	Duplication (1000)	3	1	---	---
5 th	+3	+1	+4	+1	Sneak Attack +3d6	3	2	0	---
6 th	+4	+2	+5	+2		3	3	1	---
7 th	+5	+2	+5	+2	Duplication (10000), Sneak Attack +4d6	3	3	2	0
8 th	+6	+2	+6	+2		3	3	3	1
9 th	+6	+3	+6	+3	Duplication (any), Sneak Attack +5d6	3	3	3	2
10 th	+7	+3	+7	+3	Duplicate Studied Object	3	3	3	3

Class Features

All of the following are class features of the counterfeiter.

Weapon and Armor proficiency: Counterfeiters gain no proficiencies with any weapon or armor.

Forger's Art (Ex): The counterfeiter adds half his class level (rounded up) to all Forgery checks and on any Bluff checks to pass forged and counterfeited items off as real.

Study Object (Ex): A 1st level counterfeiter has the ability to study an object and remember it with perfect accuracy. A counterfeiter must spend one full minute (10 rounds) per 1000 gold pieces of value studying the object. She gains a +5 insight bonus on her Forgery checks when creating a copy of a studied object.

Duplication (Su): At 2nd level, a counterfeiter gains the ability to replicate objects with accurate precision. Once per week, as a standard action, the counterfeiter can replicate any magical or non-magical object in value of up to 100 gold. The counterfeiter must be able to touch the object and provide half of its base price in raw materials which are used up in the creation of the new object.

At fourth level, this ability increases to objects of up to 1000 gold. At 7th level, this ability increases to 10,000 gold. At 9th level, there is no gold piece limit to the value of objects, although this ability does not work on intelligent items or artifacts.

Sneak Attack: This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 at 1st level and every odd level thereafter (3rd, 5th, 7th and 9th). If a counterfeiter gets a sneak attack bonus from another source the bonuses on damage stack.

Duplicate Studied Object (Sp): At 10th level, the counterfeiter can duplicate any object she has studied with her Study Object ability. She does not need to touch or see the object, but must provide half of the base price in raw materials as per her Duplication ability.

Spells: Beginning at first level, a counterfeiter gains the ability to cast a number of arcane spells to assist in her endeavors. To cast a spell, a counterfeiter must have an Intelligence score of at least 10 + the spell's level, so a counterfeiter of 10 or lower cannot cast these spells. Counterfeiter bonus spells are based on intelligence, and saving throws against these spells have a DC of 10 + spell level + the counterfeiter's Intelligence bonus (if any). When the counterfeiter gets 0 spells per day of a given spell level (for instance, 1st level spells for a first level counterfeiter), she gains only the bonus spells she would be entitled to based on her Intelligence score for that spell level. The counterfeiter's spell list appears below.

Upon reaching 6th level, and at every even numbered level after that (8th and 10th), a counterfeiter can choose to learn a new spell in the place of one she already knows. The new spell's level must be the same as that of the spell being exchanged and it must be at least two levels lower than the highest-level counterfeiter spell the counterfeiter can cast. For instance, upon reaching 6th level, a counterfeiter could trade in a single 1st level spell for a different 1st level spell. A counterfeiter may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for that level.

Table 5.5: Counterfeiter Spells Known

Level	1 st	2 nd	3 rd	4 th
1 st	2*	---	---	---
2 nd	3	---	---	---
3 rd	3	2*	---	---
4 th	4	3	---	---
5 th	4	3	2*	---
6 th	4	4	3	---
7 th	4	4	3	2*
8 th	4	4	4	3
9 th	4	4	4	3
10 th	4	4	4	4

**Provided that the counterfeiter has sufficient Intelligence to have a bonus spell of this level.*

Counterfeiter Spell List:

Counterfeiter's choose their spells from the following list:

1st Level: *copy page**, *disguise self*, *erase*, *expeditious retreat*, *magic aura*, *silent image*, *ventriloquism*

2nd Level: *alter self*, *cat's grace*, *darkness*, *fox's cunning*, *invisibility*, *minor image*, *pass without trace*, *silence*, *spider climb*, *undetected alignment*

3rd Level: *deep slumber*, *deeper darkness*, *exacting copy**, *gaseous form*, *major image*, *locate object*, *misdirection*, *nondetection*, *tongues*

4th Level: *clairaudience/clairvoyance*, *dimension door*, *freedom of movement*, *glibness*, *greater erase**, *greater invisibility*, *legend lore*, *modify memory*, *major creation*, *replicate text**

**New spell detailed in this book*

Legend Crafter

He is the storyteller who crafts a tale or takes a myth to incredibly new heights. His name is known throughout the land, and his tales are often told for centuries to come. His allies gain incredible strength, determination and bravery when they hear his words while his enemies tremble at the sound of his voice. He is the legend crafter.

Legend crafters rarely stay in one place for long. They often find themselves in an adventuring party, as adventurers are always involved in tales worth telling and a legend crafter's skills are rarely used in isolation. Other legend crafters may find their place among traveling performers, gypsies or caravans. Lone legend crafters are constantly on the road, traveling from place to place sharing the tales they have worked so hard to collect.

Bards or multi-class bards are the only individuals with the determination and skill to be legend crafters. All other classes are too focused on their disciplines to devote themselves to telling the tale above all else.

Hit Die: d6

Requirements

To qualify as a legend crafter, a character must fulfill the following criteria.

Skills: Perform (Oratory): 10 ranks, Knowledge (history) 5 ranks

Feats: Unforgettable Performance

Other: Bardic Music Ability

Class Skills

The legend crafter's class skills are the following:

Appraise (Int), Balance (Dex), Bluff (Cha), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Int), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language, Spellcraft (Int), Tumble (Dex) and Use Magic Device (Cha).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the legend crafter.

Weapon and Armor Proficiencies: Legend crafters gain no proficiencies with any weapon or armor.

Reputation (Ex): At first level, a legend crafter gains a +1 circumstance bonus to any checks he makes with inhabitants within a metropolis or community where he has performed at any point in the past. His tales are so moving that the inhabitants of the area view him more favorably than the average individual. These checks include the following skills: Bluff, Diplomacy, Gather Information, Perform, Sense Motive, and Sleight of Hand. At 3rd level this bonus increases to +2. At 5th level, this bonus increases to +3, at 7th +4, 9th level +5, and +8 at 10th level.

Story of Legend: A legend crafter has the ability to weave a tale that has a variety of effects on those who hear. A legend crafter gains new stories of legend at each new level, each usable once per day. Each ability lasts for as long as the legend crafter continues to recite, requiring concentration, plus five rounds after he stops singing. While reciting, a legend crafter cannot cast spells, activate magic items by spell completion (such as scrolls), or active magic items by magic word (such as

wands). Just as a deaf caster has a 20% chance to fail when attempting to cast a spell with a verbal component, a deaf legend crafter has a 20% chance to fail when attempting to craft a story of legend. Starting a story of legend is a standard action and does not provoke attacks of opportunity. The range of all story of legend abilities is 60 feet. For the purposes of spell effects, the legend crafter's level equals his character level.

Story of Legend: Caesura (Su): At 1st level, a legend crafter can weave such a tale that one creature will stop and listen, paralyzed by his words. The legend crafter must be within 60 feet, have line of sight with the creature, and neither must be engaged in combat. The ability functions exactly like a hold monster spell with a DC of 14 + the legend crafter's charisma modifier. The ability lasts for a number of rounds equal to three + the legend crafter's continued song.

Story of Legend: Euphony (Su): At 2nd level, a legend crafter gains the ability to create a multitude of sounds to enhance a performance as per the sculpt sound spell. He gains a +2 circumstance bonus to perform checks while using this ability. This ability has no round limit.

Story of Legend: Sonnet (Su): At 3rd level, a legend crafter can recite a short poem that causes one non-magical object to come into being. This ability functions as a minor creation spell. The sonnet takes a full round action to recite and then the object appears where the legend crafter directs.

Story of Legend: Romance (Su): At 4th level, a legend crafter can weave such a tale that he can release the inhibitions of one person per two legend crafter levels. Releasing inhibitions alters the attitude of the affected individual by two ranks in either direction. The following are sample effects that can be created with a tale of romance:

- Liberate the inhibitions of individuals to incite them to riot
- Affecting two individuals in a way that makes them fall in love
- Releasing the purse strings of a crowd or individual for double pay

Table 5.6: The Legend Crafter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/ Spells Known
1 st	+0	+0	+2	+2	Story of Legend-Caesura, Reputation +1	+1 level of existing class
2 nd	+1	+0	+3	+3	Story of Legend-Euphony	+1 level of existing class
3 rd	+1	+1	+3	+3	Story of Legend-Sonnet, Reputation +2	+1 level of existing class
4 th	+2	+1	+4	+4	Story of Legend-Romance	+1 level of existing class
5 th	+2	+1	+4	+4	Story of Legend-Haiku, Reputation +3	+1 level of existing class
6 th	+3	+2	+5	+5	Story of Legend-Myth	+1 level of existing class
7 th	+3	+2	+5	+5	Story of Legend-Ode, Reputation +4	+1 level of existing class
8 th	+4	+2	+6	+6	Story of Legend-Epic	+1 level of existing class
9 th	+4	+3	+6	+6	Story of Legend-Eulogy, Reputation +5	+1 level of existing class
10 th	+5	+3	+7	+7	Story of Legend-Legend, Reputation +8	+1 level of existing class

Story of Legend: Haiku (Su): At 5th level, a legend crafter can use a short poem to remind his allies that there is victory in quickness. His haiku produces a haste effect that functions on himself and all allies within 60 feet.

Story of Legend: Myth (Su): At 6th level, a neutral or good legend crafter can speak of the great deeds and past triumphs of the gods, creating a consecrate effect within a 60 foot area. An evil legend crafter will instead produce a desecrate effect.

Story of Legend: Ode (Su): At 7th level, a legend crafter can continue to encourage his allies to keep persevering even after they have lost all hope. This ability grants all allies within 60 feet a +4 morale bonus to all saving throws.

Story of Legend: Epic (Su): At 8th level, a legend crafter can incite her allies to fight with increased speed and determination. This ability functions as both a haste effect and a song of defense affecting all allies within 60 feet. The granted effects stack.

Story of Legend: Eulogy (Su): At 9th level, a legend crafter can tell with such force of personality the downfall of a creature or individual as to cause them to fear for their very life. This ability functions as a power word kill with a DC of 19 + the legend crafter's Charisma modifier. This ability requires a full-round action.

Story of Legend: Legend (Su): At 10th level, the legend crafter can tell the ultimate tale about his allies' triumph over their enemies. This ability functions as a song of deliverance spell.

Rune Warrior

Covered and surrounded by a plethora of strange symbols, this fearsome warrior uses the innate power of the rune to assist her in her fighting prowess. She draws upon the ancient runes etched into her body to achieve a higher state of battle consciousness.

The rune warrior is not something

that one trains to be, but rather, something one becomes. It requires nothing but an open mind and a willingness to discover one's own innate powers.

Rune warriors are most often fighters although rangers, monks, or barbarians gain much benefit from this path. Other classes usually have their focuses elsewhere, and gain little from this class.

Hit Die: d10

Requirements

To qualify as a rune warrior, a character must fulfill the following criteria:

Skills: Knowledge (nature) 2 ranks

Feats: Endurance, Great Fortitude or Toughness.

Other: Base Attack Bonus +6, Wisdom 13+

Special: The character must have gone through a journey of self-discovery or spiritual awakening.

Class Skills

The rune warrior's class skills are the following: Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex) and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

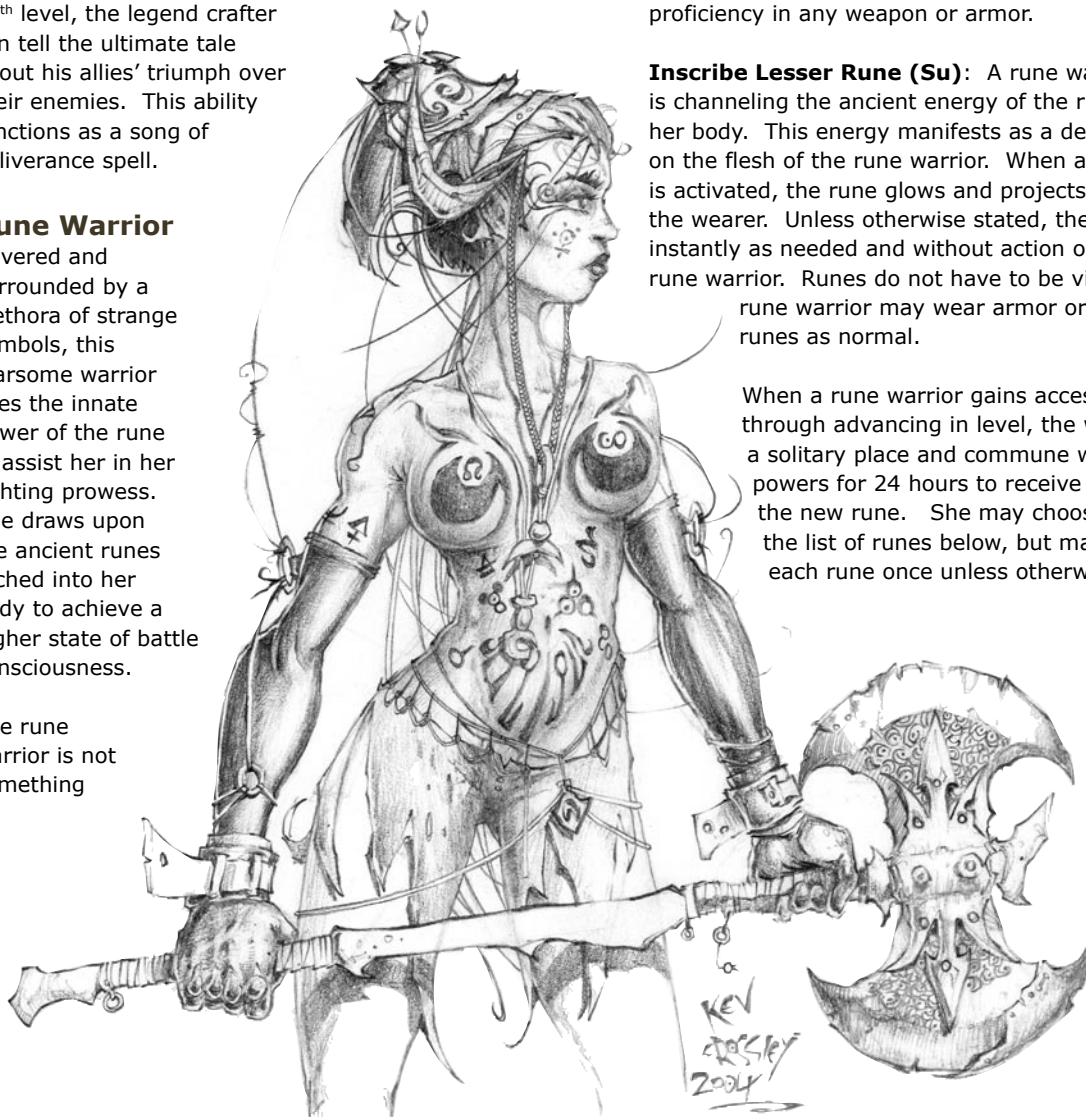
Class Features

All of the following are class features of the rune warrior.

Weapon and Armor Proficiencies: Rune warriors gain no proficiency in any weapon or armor.

Inscribe Lesser Rune (Su): A rune warrior's specialty is channeling the ancient energy of the rune through her body. This energy manifests as a detailed symbol on the flesh of the rune warrior. When a rune's power is activated, the rune glows and projects itself around the wearer. Unless otherwise stated, the runes activate instantly as needed and without action on the part of the rune warrior. Runes do not have to be visible to work; a rune warrior may wear armor or clothing over the runes as normal.

When a rune warrior gains access to a new rune through advancing in level, the warrior must find a solitary place and commune with the ancient powers for 24 hours to receive the benefits of the new rune. She may choose from any of the list of runes below, but may only choose each rune once unless otherwise noted.



Lesser Runes:

Rune of Ancestral Knowledge: The rune gives a +5 insight bonus to any skill. This rune may be taken multiple times; each time taken it applies to a new skill. This rune appears on the sides of the head.

Rune of Defense: The rune of defense grants a +2 dodge bonus to Armor Class. It appears as a large complex triangular pattern on the stomach. During your action you designate an opponent and receive a +2 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses (such as this one or the Dodge feat) stack with each other, unlike most other types of bonuses.

Rune of Distance: The rune of power grants a +2 insight bonus to all ranged attack rolls. It appears as four detailed bands around the upper arms.

Rune of Dominance: The rune of power grants a +2 insight bonus to all melee attack rolls. It appears as two detailed bands around the fists.

Rune of Eyes: The rune increases the sight capacity of the rune warrior. If the rune warrior has normal vision, this increases her vision to low light vision. If she has low light vision, this increases to darkvision. If she has darkvision, the range increases by 60 feet. The Rune of Eyes appears on the forehead in an abstract eye pattern.

Rune of Reaction: The rune grants a +4 insight bonus on all Reflex saves. It appears as stripes on the upper legs.

Rune of Resilience: The rune grants a +4 insight bonus on all Fortitude saves. It appears as claw marks on the upper back.

Rune of Resistance: The rune of resistance grants a resistance to energy 5 of one energy type to the rune warrior. This rune may be taken multiple times. Each time it is taken, the rune warrior chooses a new form of energy resistance. This rune appears on the back of the neck.

Rune of Speed: This rune allows the user to move at +10 movement rate regardless of encumbrance. It appears on the soles of the feet.

Rune of Sound Mind: The rune grants a +4 insight bonus to all Will saves. This rune appears as a circular pattern on the top of the head.

Rune of Wounding: The rune turns any weapon (including natural weapons) that a rune warrior wields into a wounding weapon, as per the DMG. The Rune of Wounding appears in the palms of the hands.

Bonus Feats: At 3rd, 6th, and 10th levels the rune warrior gains bonus feats. These feats may be chosen from the Fighter bonus feat list.

Inscribe Greater Rune (Su): As Inscribe Rune, except for the following:

When a rune warrior gains access to a new rune through advancing in levels, she must find a solitary place and commune with the ancient powers for 48 hours to receive the benefits of the new rune. The rune warrior may choose from any of the list of runes below, but may only choose each rune once unless otherwise noted. If a character chooses, she may inscribe a lesser rune in the place of a greater one. A character may take multiple greater elemental runes (Acid, Flame, Frost, Shock). Their effects stack.

Greater Runes:

Rune of Acid: This rune turns any weapon (including natural weapons) that a rune warrior wields into an acid weapon, dealing an additional 1d6 points of acid damage per hit. The rune of acid appears wrapped around the fingers.

Rune of Flame: This rune turns any weapon (including natural weapons) that a rune warrior wields into a flaming weapon, dealing an additional 1d6 points of fire damage per hit. The rune of flame appears on the backs of the hands.

Rune of Frost: This rune turns any weapon (including natural weapons) that a rune warrior wields into a frost weapon, dealing an additional 1d6 points of cold damage per hit. The rune of frost appears on the forearms.

Table 5.7: The Rune Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+2	Inscribe Rune
2 nd	+2	+3	+0	+3	Inscribe Rune
3 rd	+3	+3	+1	+3	Bonus Feat
4 th	+4	+4	+1	+4	Inscribe Rune
5 th	+5	+4	+1	+4	Inscribe Rune
6 th	+6	+5	+2	+5	Bonus Feat
7 th	+7	+5	+2	+5	Inscribe Greater Rune
8 th	+8	+6	+2	+6	Inscribe Greater Rune
9 th	+9	+6	+3	+6	Inscribe Greater Rune
10 th	+10	+7	+3	+7	Bonus feat, Inscribe Greater Rune

Rune of Might: This rune grants a +2 inherent bonus to Strength. It appears a complex pattern on the knuckles.

Rune of Nimbleness: This rune gives a +2 inherent bonus to Dexterity. It appears as a complex pattern on the shins.

Rune of Shock: This rune turns any weapon (including natural weapons) that a rune warrior wields into a shocking weapon, dealing an additional 1d6 points of electricity damage per hit. The rune of shock appears circling around the elbows.

Rune of Vitality: This rune grants a +2 inherent bonus to Constitution. It appears as complex pattern on the lower abdomen.

Rune of Wound Closure: This rune grants the rune warrior the ability to heal herself. As a standard action she may heal herself for her rune warrior level times three points of damage per day. This healing can be used all at once or divided up as the rune warrior sees fit. For example, at 10th level, a rune warrior can heal 30 points of her own damage. The rune appears as an intricately shaped pattern over the chest.

Chapter Six: Spells

Most of the spells listed in this chapter are not evidently useful for the powerful evoker or battle cleric, but are indispensable to a knowledge seeker, loremaster and bookworm.

New Bard Spells

0th

Copy Page: Creates a rough duplicate of a single page of writing.

Locate Topic: Locates a book topic in a large area.

Page Turner: Mentally turn the pages of a book.

Waterproofing: Protects any one object from water damage.

1st

Illusionary Message, Lesser: Creates an illusionary message that covers a 10' cube area.

Read Aloud: Invisible servant reads a book aloud.

Speed Read: Read any non-magical text at double speed.

Unseen Scribe: Invisible force performs simple scribing and copying tasks.

2nd

Cartography: Creates an accurate map of what caster observes.

Disguise Group: Change several humanoids appearances.

Exact Copy: Creates an exact copy of a single page of writing.

Illusionary Message, Greater: Creates a 10' cube message that only your allies can see.

Improved Read Aloud: Invisible servant translates and reads aloud a book.

Translate: Accurately translate a text from one language to another.

3rd

Master Performance: You receive a +10 bonus to your perform checks.

Shift Cipher: Transfers a cipher from a non-living source to creature.

Song of Defense: Song grants allies a +2 morale bonus to saves, ac, and some skills.

4th

Blessing of the Muse: Gain a +10 insight bonus on Craft (writing) checks.

Greater Erase: Erase magical or mundane writings, runes, and symbols.

Illusionary Message, Supreme: Creates a large illusionary message that can be seen from afar.

Replicate Text: You create a permanent copy of a non-magical text.

6th

Fireworks: Create a massive display of brilliant lights and loud noises.

Scream: You emit a shrill scream that damages and deafens creatures and breaks objects.

New Cleric Spells

Orisons

Alphabetize, Minor: Reorder items on a page in alphabetical order.

Locate Topic: Locates a book topic in a large area.

Page Turner: Mentally turn the pages of a book.

Summarize: Quickly summarize a piece of writing.

Waterproofing: Protects any one object from water damage.

1st

Index: Creates an index and table of contents for one book.

Read Aloud: Invisible servant reads a book aloud.

Ward Tome: Magically seal one book.

2nd

Improved Read Aloud: Invisible servant translates and reads aloud a book.

Speed Read: Read any non-magical text at double speed.

Translate: Accurately translate a text from one language to another.

3rd

Alphabetize, Major: Reorder a large number of books in alphabetical order

4th

Blessing of the Muse: Gain a +10 insight bonus on Craft (writing) checks.

6th

Indestructible Object: Object becomes nearly indestructible.

9th

Symbol of Entrapment: Create a rune that traps creatures inside it.

Ward Library: Wards and protects a library from a variety of effects.

New Cleric Domains

Spells with an * are new spells detailed in this guide.

IGNORANCE DOMAIN

Deities: Azocrathe

Granted Powers: Once per day, a cleric with the Ignorance domain can use modify memory at a DC of 15 + the cleric's Charisma modifier.

- 1 Undetectable Alignment
- 2 Misdirection
- 3 Touch of Idiocy
- 4 Nondetection
- 5 Repulsion
- 6 Forbiddance
- 7 Mislead
- 8 Mind Blank
- 9 Antipathy

TOME DOMAIN

Deities: Thanos

Granted Powers: Turn or destroy constructs as a good cleric turns undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

- 1 Ward Tome*
- 2 Translate*
- 3 Alphabetize, Major*
- 4 Tongues
- 5 Fimble's Secret Shelves*
- 6 Fabricate
- 7 Instant Summons
- 8 Analyze Dweomer
- 9 Unseen Scribe, Mass*

SYMBOL DOMAIN

Deities: Vadella Mercume

Granted Powers: Grants use of the Scribe Cipher feat.

- 1 Arcane Mark
- 2 Glyph of Warding
- 3 Sepia Snake Sigil
- 4 Symbol of Sleep
- 5 Symbol of Pain
- 6 Symbol of Persuasion
- 7 Symbol of Weakness
- 8 Symbol of Insanity
- 9 Symbol of Entrapment*

SONG DOMAIN

Deities: Arziki

Granted Powers: Any spell with the [sonic] descriptor is cast at +1 caster level. All DCs for [sonic] spells are increased by +1.

- 1- Ventriloquism
- 2- Sound Burst
- 3- Song of Defense*
- 4- Sculpt Sound
- 5- Shout
- 6- Song of Discord
- 7- Scream*
- 8- Shout, Greater
- 9- Song of Deliverance*

PERFORM DOMAIN:

Deities: Arziki

Granted Powers: Perform is a class skill. Once per day, a cleric with the Perform domain can use any bardic music that she has the perform ranks to qualify for. Her cleric level equals her bard level for the purposes of bardic music. If the cleric has bard levels, these levels stack with cleric levels for the purpose of bardic music.

- 1 Summon Instrument
- 2 Disguise Group*
- 3 Enthral
- 4 Master Performance*
- 5 Supreme Illusionary Message*
- 6 Veil
- 7 Fireworks*
- 8 Irresistible Dance
- 9 Shapechange

WRITING DOMAIN

Deities: Thanos, Vadella Mercume

Granted Power: Grants a +4 sacred bonus to Craft (writing) checks and the benefits of the Zen Composition feat.

- 1 Unseen Scribe*
- 2 Translate*
- 3 Replicate Text*
- 4 Blessing of the Muse*
- 5 Greater Erase*
- 6 Reduplicate*
- 7 Impart Knowledge*
- 8 Distance Learning*
- 9 Reconstruction*

New Wizard Spells

Cantrips

Abjuration

Ward Tome: Magically seal one book.

Waterproofing: Protects any one object from water damage.

Conjuration

Copy Page: Creates a rough duplicate of a single page of writing.

Divination

Locate Topic: Locates a book topic in a large area.

Summarize: Quickly summarize a piece of writing.

Transmutation

Alphabetize, Minor: Reorder items on a page in alphabetical order.

Page Turner: Mentally turn the pages of a book.

1st

Conjuration

Unseen Scribe: Invisible force performs simple scribing and copying tasks.

Evocation

Scorching Object: Imbues object with fiery protection.

Illusion

Illusionary Message, Lesser: Creates an illusionary message that covers a 10' cube area.

Transmutation

Index: Creates an index and table of contents for one book.

Read Aloud: Invisible servant reads a book aloud.

Speed Read: Read any non-magical text at double speed.

2nd

Illusion

Illusionary Message, Greater: Creates a 10' cube message that only your allies can see.

Transmutation

Improved Read Aloud: Invisible servant translates and reads aloud a book.

Shift Cipher: Transfers a cipher from a non-living source to creature.

3rd

Conjuration

Exacting Copy: Creates an exact copy of a single page of writing.

Evocation

Charged Object: Imbues object with electric protection.

Lingering Scorching Object: Imbues object with improved fiery protection.

Illusion

Disguise Group: Change several humanoids appearances.

Divination

Cartography: Creates an accurate map of what caster observes.

Translate: Accurately translate a text from one language to another.

Transmutation

Alphabetize, Major: Reorder a large number of books in alphabetical order.

4th

Conjuration

Replicate Text: you create a permanent copy of a non-magical text.

Illusion

Illusionary Message, Supreme: Creates a large illusionary message that can be seen from afar.

Transmutation

Greater Erase: Erase magical or mundane writings, runes, and symbols.

5th

Conjuration

Fimble's Secret Shelves: Hides a small library on the Ethereal Plane, you retrieve it at will.

Divination

Blessing of the Muse: Grants a +10 insight bonus on Craft (writing) checks.

Evocation

Lingering Charged Object: Imbues object with improved electric protection.

Transmutation

Attune Spellbook: Make a borrowed or captured spellbook your own.

Awaken Tome: Spellbook gains human intellect.

6th

Abjuration

Indestructible Object: Object becomes nearly indestructible.

7th

Evocation

Fireworks: Create a massive display of brilliant lights and loud noises.

Conjuration

Reduplicate: You create a permanent replica of an object.

Scream: You emit a shrill scream that damages and deafens creatures and breaks objects.

Transmutation

Impart Knowledge: Imparts information from one subject to another.

9th

Abjuration

Ward Library: Wards and protects a library from a variety of effects.

Conjuration

Mass Unseen Scribe: Creates 10d8 permanent, mindless library workers.

Divination

Distance Learning: Gain access to a library's facilities, texts and resources even when at a distance.

Necromancy

Symbol of Entrapment: Create a rune that traps creatures inside it.

Transmutation

Reconstruction: Reconstructs a destroyed object from dust or ashes.

Spell Description

ALPHABETIZE, MINOR

Transmutation

Level: Clr 0, Sor/Wiz 0

Components: V

Casting Time: 1 action

Range: Touch

Target: One page

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You reorder items on a single page in alphabetical, ascending order. This spell can affect one page of text or up to 250 words.

ALPHABETIZE, MAJOR

Transmutation

Level: Clr 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 minute

Range: Medium (100 ft. + 10 ft./level)

Target: One or more books (see text)

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You can alphabetize a number of books equal to 50 times your caster level (for example, a 15th level caster can alphabetize 750 books per casting.) You need not to be able to see all of the books, but must see at least one book in the group and specify location of the books when casting. You may choose to alphabetize by author name, book title or other distinguishing method.

Material Component: A pinch of powered lead.

ATTUNE SPELLBOOK

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 24 hours

Range: Touch

Target: One spellbook

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Attune spellbook allows the caster to transform any one captured or borrowed spellbook her own. During the casting of this spell, the caster must find a quiet and secluded place and meditate with the spellbook for the duration of the spell. To cast the spell, the caster must

be able to have unimpeded access to the spellbook. Any wards or protections on the spellbook must be disabled or removed before the spell can be cast.

At the end of casting, the spellbook is considered for all purposes to be the caster's own spellbook and no spellcraft checks are required for spell preparation.

This spell does not remove any wards or protections the borrowed or captured spellbook may contain.

Material Component: A black pearl not costing less than 500 gp. The pearl is consumed in the casting of the spell.

AWAKEN TOME

Transmutation

Level: Sor/Wiz 5

Components: V, S, XP

Casting Time: 24 hours

Range: Touch

Target: Personal spellbook

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (object)

You awaken your spellbook to humanlike sentience. To succeed, you must make a Will save (DC 10 + your current level). The awakened spellbook is friendly towards you. You have no special empathy or connection with the spellbook you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it.

An awakened spellbook has characteristics as if it were an intelligent item. It also gains the ability to move its pages and propel itself across the ground at a base movement speed of 5 feet. It possesses language and senses similar to a human's senses. An awakened spellbook can speak one language you know plus one additional language that you know per point of Intelligence (if any).

An awakened spellbook gains 3d6 Intelligence, Wisdom, and Charisma scores as well as an additional 2d6 hit points.

Awakened spellbooks have distinctive personalities of their own. These personalities can reflect the personality of the caster, spells contained within, or be completely random. This personality is always randomly determined. Some example personalities include: cautious, crazy, curious, helpful, ornery, passionate, philosophical, or sarcastic.

XP Cost: 250 XP

BLESSING OF THE MUSE

Divination

Level: Brd 4, Clr 5, Sor/Wiz 5, Writing 4

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You call upon the divine grace of the goddess of creativity and writing, Vadella Mercume, for assistance with your written work. You gain a +10 insight bonus on any Craft (writing) check for the duration of the spell and are able to write 1.5 times the number of pages.

Divine Focus: A quill pen and a vial of golden ink.



CARTOGRAPHY

Divination

Level: Bard 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: One blank scroll or parchment touched

Area: Observable by caster

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes

You imbue magical energy into the component of this spell allowing it to float within 5' of the caster recording a top-down contour map of what the caster observes during the duration of the spell. If more components are needed to complete the map, the caster becomes aware of it. The spell only records what the caster can physically observe. If the caster can observe invisible, hidden, or displaced objects with perfect accuracy, such as through the use of true seeing, those are recorded and noted as such effects. If the caster observes any illusions and is not aware of their illusory nature or cannot negate or disbelieve the effects, the map reflects this. The caster can command the map to record further information by merely visualizing the information on the page. Any effect or spell that negates mental contact between the caster and the map negates any ability for this spell to record any information, such as a Ring of Mind Shielding or mind blank. Any area effect spells that cause three or more points of damage to the caster or the map dispels this spell and may destroy the map as well

Material Component: A piece of parchment.

CHARGED OBJECT

Evocation [Electricity]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Duration: 1 day/level

Saving Throw: Reflex half

Spell Resistance: Yes

Charged object can be cast on any single non-living object (magical or mundane) weighing up to 50 lbs. If any creature, other than the caster, touches or picks up the object, the object deals 1d6 points of electricity damage per caster level (up to a maximum of 10d6). The caster may carry and handle the object as normal. The lightning does not damage the object itself.

The ward on the object cannot be detected by normal observation, and a detect magic spell reveals only that the object is magical. A successful targeted dispel magic may remove this effect.

Material Component: A pinch of powered crystal that is sprinkled over the object.

COPY PAGE

Conjuration (Creation)

Level: Brd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Duration: Instantaneous

Saving Throw: Will (object)

Spell Resistance: Yes (object)

By placing a blank sheet of paper over the page to be copied and casting the spell, you create a rough duplicate of that page. Because of the magical nature of the copying, any attempt to pass off the copied document as a forgery suffers a –15 penalty.

Material Component: A single sheet of paper and three drops of ink.

DISGUISE GROUP

Illusion (Glamer)

Level: Bard 3, Perform 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid/2 levels, no two of which can be more than 30 ft. apart

Duration: 10 minutes/level

Saving Throw: No

Spell Resistance: Yes (harmless)

You make one humanoid per two caster levels—including clothing, armor, weapons, and equipment—look different. At the time of casting, you determine what each person affected by the spell will look like. You can make the subjects seem 1 foot shorter or taller, thin, fat, or in-between. You cannot change the creature's body type, for example, humanoid creatures must remain in humanoid shape. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature, such as a mole or beard, or make the subject look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. A battleaxe made to look like a dagger still functions as a battleaxe.

If you use this spell to create a disguise, you get a +10 bonus on the Disguise check.

A creature that interacts with the glamer receives a Will save to recognize it as an illusion. For example, a creature that touched a subject and realized that the tactile sensation did not match the visual one would be entitled to such a save.

Once the spell is cast, characters are free to move any distance away from the caster without fear of losing the spell. Will saves to recognize the illusion are made individually for each creature affected by the spell.

DISTANCE LEARNING

Divination

Level: Sor/Wiz 9, Writing 8

Components: V, S, F

Casting Time: 1 full round

Range: Personal

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Distance Learning allows you to do research at a library even when you are on the road. To do so, however, you must have previously prepared at the specific library in advance, placing your divinatory mirror there.

The mirror must be exceptionally crafted and expensive, constructed for you by master crafters. It must be made out of the highest quality of materials, encrusted in gems, and not cost less than 5000 gold. A small replica must also be constructed that is an exact duplicate (costing 100 gold). The replica is needed as a focus for the spell. The mirror must be placed and kept within the library for this spell to be effective.

Upon casting the spell, concentrating on the replica mirror will give you access to an unseen servant that will retrieve the books (based on subject, title, or author) you ask for at will. The book is placed on the mirror, and the information contained within the book is transmitted directly to you via the mirror as if you are reading the book. Only one book can be placed at a time on the mirror, but you may direct the servant to exchange books at any point.

There is no limit to the number of libraries one can have remote access to, providing that the caster has replicas and mirrors placed in each. Most libraries will allow such remote access, charging a one-time or yearly fee for access. These fees range from 200-5000 gold pieces, depending on the prestige, size, and content of the library.

If you have access to multiple libraries, you may switch mirror focuses throughout the duration of the spell. This spell will function across different planes of existence.

Focus: The mirror replicas.

ERASE, GREATER

Transmutation

Level: Brd 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One book, tome, or symbol

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Erase removes writings of either magical or mundane nature from a book, tome, or symbol. With this spell, you can remove any of the following spells: explosive runes, glyph of warding, sepia snake sigil, arcane mark, illusory script and any symbol spell. Non-magical writing is automatically erased if you touch it and no one else is holding it. Otherwise, if someone is holding the text, the chance of erasing non-magical writing is 90%.

Magic writing must be touched to be erased, and you also must succeed on a caster level check (1d20 + caster level) against the original cast spell DC. (A natural 1 is always a failure on this check.) If you fail to erase any type of rune, symbol, or glyph spell, you activate that writing instead.

EXACTING COPY

Conjuration (Creation)
Level: Brd 2, Sor/Wiz 3
Casting time: 1 minute
Range: Touch
Duration: Instantaneous
Saving Throw: Yes (object)
Spell Resistance: Yes (object).

By placing a blank sheet of paper over the page to be copied and casting the spell, you create an exact duplicate of that page. This spell will perfectly copy any type of writing or signature or single-color image, but cannot copy wax seals, multi-color images, or inks costing more than 100 gp. Because of the magical nature of the copying, any attempt to pass off the document as a forgery gets a +15 to the Bluff check. The copied document faintly resonates conjuration magic.

Material Component: A single sheet of paper or parchment and three drops of golden ink.

FIMBLE'S SECRET SHELVES

Conjuration (Summoning)
Level: Sor/Wiz 5
Components: V, S, F
Casting time: 1 hour
Range: See text
Target: One bookcase and up to 2 cubic feet of books/caster level
Duration: Sixty days or until discharged
Saving Throw: None
Spell Resistance: No

You hide a large bookcase on the Ethereal Plane for up to 60 days and can retrieve it at will as a standard action. The bookcase can contain up to 2 cubic foot of books per caster level (regardless of the shelf's actual size). A single cubic foot can fit four 8x11 books. This spell functions only for books, papers, and other small writing supplies—living objects, money, equipment, etc. will not allow the spell to function.

The bookcase must be of the highest quality, not costing less than 1000 gold pieces. It can be made of a number of fine materials including quality wood, glass, or fine metals, but must be specially crafted for you or have been in your possession for at least 10 years.

At the end of the sixty days, the bookcase has a 5% chance per day of being irrevocably lost into the Ethereal plane. The only way of finding such lost objects is to search the Ethereal Plane itself.

You must also create a tiny replica worth at least 50 gold pieces of the bookcase to cast the spell and retrieve the bookcase.

Focus: The bookcase and the replica.

FIREWORKS

Evocation
Level: Brd 6, Perform 7, Sor/Wiz 7
Components: V, S, M
Casting Time: 1 full round
Range: Long (400 ft. + 40 ft./level)
Effect: 400 ft. area
Duration: Concentration
Saving Throw: See text
Spell Resistance: None

A massive display of brilliant lights and loud noises appears where the caster directs, resulting in the awe and appreciation of onlookers. Once per round, the caster determines the size, shape, and color of the

display of brilliant lights. Fireworks spells are often used at celebrations or festivities, but also have a more destructive purpose.

Casting fireworks into a crowd results in mass confusion and chaos. Any creature within the area of effect of a fireworks spell has a 50% chance of being struck by one of the displays. If struck, the creature must make a Reflex save or take 4d6 points of fire damage and 1d6 points of sonic damage. A successful Reflex save negates the damage. Those struck with the display must also make a Will save or be deafened for 1d4 rounds. Anyone staying within the area of effect is subject to being struck for each round they remain within the display.

Material Components: A pinch of magnesium, phosphorus, and iron powder, all of which must be thrown into the air during the casting of the spell.

ILLUSIONARY MESSAGE, LESSER

Illusion
Level: Brd 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Area: One 10-foot cube
Duration: 1 hour/level
Saving Throw: Yes (harmless); See Text
Spell Resistance: No

You create an illusionary message that can cover one ten-foot cube area. The message can be up to 200 words in length. The message, language, color and size of text are specified at the time of casting. The message must be in a language you can speak.

All who make successful Spot checks (DC 10) see the message. A successful Will save will allow individuals to determine that the message itself is an illusion.

Material Component: A drop of silver ink.

ILLUSIONARY MESSAGE, GREATER

Illusion
Level: Brd 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 full round
Range: Medium (100 ft. + 10 ft./level)
Area: Two 10-foot cubes
Duration: 1 hour/level
Saving Throw: Yes (harmless); See Text
Spell Resistance: No

As lesser illusionary message except as follows:

You create a message is only visible to who you want to see it. At the time of casting, you must specify the person or group of people (up to 10 persons per caster level, maximum of 200) that you want to see the message. Alternately, you can designate a specific action that renders the message visible such as walking through a doorway, casting a spell within 30 feet, uttering the name of a deity, etc. To all other onlookers, the message is invisible. Spells that break illusions or invisibility such as true seeing, see invisibility, or invisibility purge will reveal the hidden message to all.

Material Component: A vial of silver ink worth at least 10gp.

ILLUSIONARY MESSAGE, SUPREME

Illusion

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Area: Three 10-foot cubes plus one cube/3 levels

Duration: 1 hour/level

Saving Throw: Yes (harmless); See Text

Spell Resistance: No

As lesser illusionary message except as follows:

You create a large illusionary message, up to 200 words per 10-foot cube. This illusionary message can be anywhere within visual range of the spell, including in the air, on a wall, on the ground, etc.

Material Component: A vial of golden ink, worth at least 25 gp.

IMPART KNOWLEDGE

Transmutation

Level: Sor/Wiz 7, Writing 7

Components: V, S, M, XP

Casting Time: 10 minutes

Range: Touch

Target: One or two willing creatures touched

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This spell imparts some information or knowledge known by one target, the imparter, to another, the receiver. The targets can be the caster and one other creature or two creatures other than the caster. The information conveyed can be any type of memory or knowledge—such as events that took place, a dream, a chapter from a book, words from a poem or a song. Both subjects must be willing and only the information that the imparter wishes to convey will be conveyed. Only information that the imparter believes is true or has actually experienced can be conveyed—any false information will simply not be transferred. The information must not be so much that it cannot be transferred within the 10 minute casting time, such as knowledge of an entire language, a single book, or the complete history of a people.

The imparter must make a Will save at a DC 10 or irrevocably lose the information as it is transferred to the receiver. Lost information can only be gained back with a wish or miracle spell or by undergoing the process in reverse a second time.

If the caster is not the imparter or receiver, the caster only acts as a conduit and has only a 5% chance to receive any information during the transfer.

The target or targets of the spell must be willing creatures with an intelligence of at least 5 to comprehend the transfer. This spell has no effect on mindless creatures such as some undead or constructs.

Material Components: A handful of glass dust that is sprinkled on the target(s).

XP Component: Imparting knowledge is a draining process. Both the caster and subject who is the imparter are drained for 75 XP during the casting process. If the caster is the imparter, the drain is 150 XP.

IMPROVED READ ALOUD

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One book

Duration: 1 hour/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell creates an invisible servant that will read aloud any one book. The caster can specify the speed that she wishes the servant to read the book. The book can be translated as it is read aloud to any language that the caster knows.

INDESTRUCTIBLE OBJECT

Abjuration

Level: Clr 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 hour

Range: Touch

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

Indestructible object can be cast on any mundane or magical object weighing up to 50 lbs. When this spell is cast, an immobile, faintly shimmering magical sphere surrounds the object, protecting it from all forms of harm. The object gains immunity to fall energy types including fire, acid, electricity, sonic, negative, positive and cold damage. The object also gains spell resistance of 10 + caster level and a damage reduction of 10/adamantine.

The spell can be negated by a targeted dispel magic spell, but not by an area dispel magic.

Material Component: A small glass cylinder that shatters upon casting the spell.

INDEX

Transmutation

Level: Clr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One book

Duration: Instantaneous

You can create an index for a book of no more than 250 pages per casting. When casting the spell, the caster may specify whether the spell will create a table of contents at the beginning of the book or an index at the end.

LINGERING CHARGED OBJECT

Evocation [Electricity]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Duration: 1 day/level

Saving Throw: Reflex half

Spell Resistance: Yes

As charged object except as follows. This spell remains effective until the duration expires. Each time the object is picked up, carried or touched by any creature other than the caster, the object deals 1d6

points of fire damage per caster level (up to a maximum of 10d6) to that creature. The creature will continue to take damage each round as long as the object is held, carried, or located on his person. The exception to this is to place the object in an extra-dimensional space (such as a bag of holding). The caster may carry and handle the object as normal.

Material Component: A handful of powered crystal that is sprinkled over the object.

LINGERING SCORCHING OBJECT

Evocation [Fire]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Duration: 1 day/level

Saving Throw: Reflex half

Spell Resistance: Yes

As *scorching object* except as follows. This spell remains effective until the duration expires. Each time the object is picked up, carried or touched by any creature other than the caster, the object deals 1d4 points of fire damage per caster level (up to a maximum of 15d4) to that creature. The creature will continue to take damage each round as long as the object is held, carried, or located on his person. The exception to this is to place the object in an extra-dimensional space (such as a bag of holding). The caster may carry and handle the object as normal.

Material Component: A handful of powered copper, which is sprinkled on the object.

LOCATE TOPIC

Divination

Level: Brd 0, Sor/Wiz 0, Clr 0

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 feet + 10 ft/level)

Duration: 1 min/level

You specify a general book topic at the time of casting the spell. This spell will direct you to the location of the topic within range of the spell. If multiple books exist on the same topic, the spell will direct you to the nearest one. If no books exist on the topic you seek, the spell simply fails to return results.

Each round, you can turn to locate topic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

MASTER PERFORMANCE

Transmutation

Level: Bard 3, Perform 4

Components: S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Your performance becomes fluent, beautiful, and more effective. You gain a +10 competence bonus on perform checks for the duration of the spell. This ability does not affect the ranks of bardic music for the purposes of determining bardic music abilities nor does it stack with any other effect.

PAGE TURNER

Transmutation

Level: Brd 0, Clr 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One book

Duration: 1 hour/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Page Turner allows the caster to turn the pages of a book mentally. The book must stay within the visual field of the caster for the spell to function.

READ ALOUD

Transmutation

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One book

Duration: 1 hour/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell creates an invisible servant that will read aloud any one book. The caster can specify the speed that she wishes the servant to read the book. The book is read in the language it is written in.

RECONSTRUCTION

Transmutation

Level: Sor/Wiz 9, Writing 9

Components: V, S, XP

Casting Time: 1 hour

Range: Touch

Target: One object

Duration: Instantaneous

Saving Throw: None (object)

Spell Resistance: Yes (object)

Reconstruction will make whole any single object, mundane or magical, object that has been destroyed or drained. The object can be any object of up to large size. You must have some remains of the object—dust, ashes, or the masterwork item whose magical properties have been drained. This spell will reverse a disjunction, disintegrated or any other non-epic level spell that destroys an item. *Reconstruction* will also restore an object that has been destroyed by weathering, age, or fire. This spell will not restore drained charges and a reconstructed object is reformed exactly as it was before it was destroyed.

There is no gp limit or power limit to the item that can be reconstructed, provided that the caster has enough experience to complete the process.

Reconstructing an object is draining on the caster, both physically and mentally. After the object is reconstructed, the caster is fatigued.

XP Component: 500 XP.

REDUPLICATE

Conjuration (Creation)

Level: Sor/Wiz 7, Writing 6

Components: V, S, M, XP

Casting Time: 10 minutes

Range: Touch

Target: One object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (object)

You can create a permanent replica of any non-magical object of value up to 10,000 gold. You must be able to touch both the raw materials and the object to be replicated during the casting. The copy of the object will faintly radiate conjuration magic, giving a watchful eye the signal that the piece is not an original. If this process is attempted on anything valuing over 10,000 or with magical properties, the spell simply fails. A replicated item will disappear within an anti-magic field.

Material Component: Raw materials costing half of the base price.

XP Component: 1/25 of the base price.

REPLICATE TEXT

Conjuration (Creation)

Level: Brd 4, Clr 4, Sor/Wiz 4, Writing 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One book

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (object)

You create an exact, permanent copy of any non-magical text of up to 250 pages. If the text has more than 250 pages, you must cast the spell a second time for each 250 page increment. You must be able to touch both the raw materials and the text during casting. The copy of the text will faintly radiate conjuration magic, giving a watchful eye the signal that the text is not the original.

Material Component: Raw materials costing half of the base price of the book.

SCORCHING OBJECT

Evocation [Fire]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Duration: 1 day/level or until discharged

Saving Throw: Reflex half

Spell Resistance: Yes

Scorching object can be cast on any single non-living object (magical or mundane) weighing up to 50 lbs. If any creature, other than the caster, touches or picks up the object, the object deals 1d4 points of fire damage per caster level (up to a maximum 15d4). The caster may

carry and handle the object as normal. The fire does not damage the object itself.

The ward on the object cannot be detected by normal observation, and detect magic spell reveals only that the object is magical. A successful targeted dispel magic can remove this effect.

Material Component: A pinch of powdered copper that is sprinkled on the object.

SCREAM

Evocation [Sonic]

Level: Bard 6, Song 7, Sor/Wiz 7

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude Partial or Reflex negates (object); see text

Spell Resistance: Yes (object)

You emit a shrill scream that deafens and damages creatures in its path and breaks objects in its way. The scream is so loud that any creature within the area is permanently deafened, stunned for 1d4 rounds, and takes 1d6 points of sonic damage per caster level, with a maximum of 20d6. Creatures within the area must make three saves—one for the deafness, one for the stunning, and one for the damage. A successful save negates the deafness and/or stunning and reduces the damage by half.

Any non-magical glass or ceramic objects within the area explode, dealing 2d6 points of slashing damage to anyone within five feet of the object. Multiple objects of medium size or larger will deal 2d6 points of damage per object. Magical objects made of crystal, glass, or ceramic are allowed a save.

Any exposed brittle or crystalline object or crystalline creature takes 1d8 points of sonic damage per caster level (maximum of 20d8). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can bludgeoning damage from the objects with a successful Reflex save.

A scream spell can penetrate and cancel a silence spell.

SHIFT CIPHER

Transmutation

Level: Bard 3, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 full round

Range: Touch

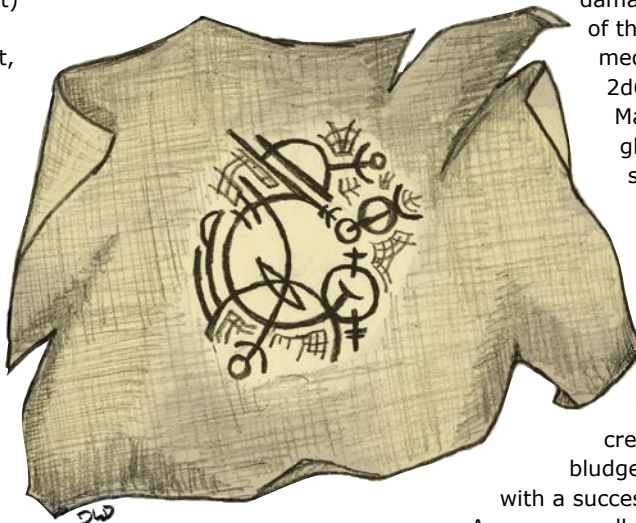
Target: Creature touched

Duration: Instantaneous

Saving Throw: See text

This spell imbibes a scribed cipher from a source of non-living matter to the skin of one willing individual. Once the cipher is inscribed, it is permanent until dispelled or discharged.

A cipher can only be transferred from non-living matter to skin. They are most often method is from a



purchased parchment, but it is also possible to transfer the cipher from a dead body to a living one.

Material Component: The cipher and a drop of ink.

SPEED READ

Transmutation

Level: Brd 1, Clr2, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

Speed read allows the caster to read any non-magical text at double speed. The reader must have some way of understanding the text, either through known languages or magical manipulation, for the spell to work. This spell does not function on magical tomes.

SONG OF DEFENSE

Enchantment (Compulsion) [Mind-Affecting] [Sonic]

Level: Brd 3, Song 3

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: The caster and all allies within 30 ft.

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

Song of Defense fills allies with determination and awareness, raising their knowledge of the world around them. All allies within the radius gain a +2 morale bonus to all saving throws, a +2 morale bonus to AC, and a +5 morale bonus to Spot, Search, and Listen checks for the duration of the spell.

SONG OF DELIVERANCE

Transmutation [Mind-Affecting] [Sonic]

Level: Song 9

Components: V, DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: The caster and all allies and enemies within a 60 ft. burst, centered on caster

Duration: 1 round/2 levels

Saving Throw: None and Will negates; see text

Spell Resistance: Yes (harmless)

Song of Deliverance imparts holy energy into all allies who hear the song. All allies within range gain 4d10 temporary hit points, a +5 morale bonus to attack and damage rolls, and a +5 morale bonus to all saving throws and skill checks.

All enemies within range must make a Will save or take a -5 morale penalty to attack and damage rolls and a -5 penalty to all saving throws and skill checks.

Creatures not affected by mind-affecting spells (undead, constructs) are immune to this effect.

Divine Focus: Any masterwork instrument.

SUMMARIZE

Divination

Level: Clr 0, Sor/Wiz 0

Components: V, S

Casting time: 1 action

Range: Touch

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell allows you to quickly summarize a text of up to 250 pages. If a text is over 250 pages, two or more castings of the spell are needed to summarize the entire text. The caster chooses the form of the summary at the time of casting: mental or audible. The summary, in the form of a short paragraph, is either mentally understood at the end of casting or audibly spoken at the end of the spell's casting.

SYMBOL OF ENTRAPMENT

Necromancy

Level: Clr9, Sor/Wiz 9, Symbol 9

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Effect: One symbol

Duration: See text

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell allows you to scribe a potent rune of ensnaring power upon a surface. When triggered, a symbol of entrapment traps within the symbol one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 250.

The symbol of entrapment affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the symbol becomes active and glows, lasting for 10 minutes per caster level or until it has affected 250 hit points worth of creatures, whichever comes first. Any creature that enters the area while the symbol of entrapment is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the symbol only once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Once a symbol of entrapment is activated and a save is failed, the creature or creatures within range are sucked inside of the symbol, and remain in a temporal stasis until such a time as the caster releases them from the symbol. There is no save for the temporal stasis—if one is ensnared within the symbol by failing the first save, they are automatically put into stasis.

Until it is triggered, the symbol of entrapment is inactive (though visible and legible at a distance of 60 feet). To be effective, a symbol of entrapment must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the symbol of entrapment ineffective, unless a creature removes the covering, in which case the symbol of entrapment works normally.

As a default, a symbol of entrapment is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a symbol of entrapment can't trigger it (even if it meets one

or more of the triggering conditions, such as reading the rune). Once the spell is cast, a symbol of entrapment's triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a symbol of entrapment to render it inoperative triggers it if the symbol reacts to touch. You can't use a symbol of entrapment offensively; for instance, a touch-triggered symbol of entrapment remains un-triggered if an item bearing the symbol of entrapment is used to touch a creature. Likewise, a symbol of entrapment cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a symbol of entrapment can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.

When scribing a symbol of entrapment, you can specify a password or phrase that prevents a creature using it from triggering the effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the symbol of entrapment, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as ten creatures) extends the casting time to 1 hour. Attuning a large group (as many as twenty-five creatures) takes 24 hours. Attuning larger groups takes proportionately longer. Any creature attuned to a symbol of entrapment cannot trigger it and is immune to its effects, even if within its radius when triggered. You are automatically considered attuned to your own symbols of entrapment, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a symbol of entrapment with a DC 19 Spellcraft check. Of course, if the symbol of entrapment is set to be triggered by reading it, this will trigger the symbol.

A symbol of entrapment can be removed by a successful dispel magic targeted solely on the rune. An erase spell has no effect on a symbol of entrapment. Destruction of the surface where a symbol of entrapment is inscribed destroys the symbol but also triggers it.

Symbol of entrapment can be made permanent with a permanency spell. A permanent symbol of entrapment that is disabled or that has affected its maximum number of hit points becomes inactive for 10 minutes, then can be triggered again as normal.

The caster of a Symbol of entrapment has the ability to peer into the symbol and see who has been trapped. She has can cast any spell she has the ability to cast through the symbol at the trapped creatures inside. If the symbol is destroyed by the caster or another creature, the trapped victims are freed from the stasis.

Note: Magic traps such as symbol of entrapment are hard to detect and disable. A rogue (only) can use the Search skill to find a symbol of entrapment and Disable Device to thwart it. The DC in each case is 25 + spell level, or 34 for symbol of entrapment.

Material Component: Quicksilver Ink, plus powdered diamond and opal with a total value of at least 5,000 gp each.

TRANSLATE

Divination

Level: Brd 2, Sor/Wiz 2,Clr2, Writing 2

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Duration: Instantaneous

Translate will accurately translate 250 pages of a single non-magical text or stack of papers from one language the caster knows to another. If the text is larger than 250 pages, two or more castings of this spell will be needed. This spell will not duplicate any magical text or text with magical protections without the protections first being turned off. This spell will only work for languages that the caster knows. This spell will work in conjunction with Tongues for the purposes of known languages, but not comprehend languages.

Material Component: A bit of papyrus

UNSEEN SCRIBE

Conjuration (Creation)

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One invisible, mindless, shapeless servant

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

An unseen scribe is an invisible, mindless, shapeless force that performs scribing tasks at your command. It can copy a text at a rate of 3 pages per minute, or copy your oral dictation into a written format. It cannot copy magical writing or scrolls, but can copy any mundane writing, even writing the caster does not understand. It will copy a text exactly as it is written, down to the handwriting or script used. The unseen scribe must be provided with materials for scribing: pen, ink, paper, or blank books. Any object copied by an unseen scribe gains a +10 bonus on Forgery checks.

An Unseen Scribe has a base speed of 15 feet. The scribe cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 5 points of damage from area attacks (it gets no saves against attacks). If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

Material Component: 1" square of parchment

UNSEEN SCRIBE, MASS

Conjuration (Creation)

Level: Tome 9, Sor/Wiz 9

Components: V, S, M, XP

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./ level)

Effect: One invisible, mindless, shapeless servant

Duration: See text

Area: 1000 ft radius, centered on caster at time of casting

Saving Throw: None

Spell Resistance: No

This spell functions like the unseen scribe and unseen servant spells except for the following. Mass Unseen Scribe creates 10d8 permanent, mindless workers, each following the duty that was assigned to them at the time of casting. The caster may choose, as a standard action, to shift the duties of one or all of the servants to a new task. The caster may choose at the

time of casting to allow the servants to take commands from any creature or solely from her. Once the decision is made, it cannot be changed.

The servants can complete any of the tasks listed in both the unseen scribe and unseen servant spell, along with the following: re-shelve and organize books; search for specific, named books; search for all books on a specific topic; catalog books based on title; restock supplies; and find books that need repairs. The workers can do any simple task as directed, provided the task does not require a DC of more than 10.

When the spell is cast, the site of casting becomes the center of the spell's radius. Servants must stay within range of spell or wink out of existence. Servants will only leave the area of effect if commanded to by the caster.

This spell lasts one month per caster level. If the caster wishes the spell to be made permanent, she also expends 1500 experience points in the process.

Material Component: A perfect star sapphire worth no less than 5000 gp.

WARD LIBRARY

Abjuration

Level: Clr 9, Sor/Wiz 9

Components: V, S, M

Casting Time: 1 hour

Range: Touch

Target: One or more books within the designated area.

Area: A circle of no more than 25 feet + 5 feet / 2 caster levels

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A ward library spell is one of the most powerful protections a spellcaster can cast on his prized book collection. As the spell is cast, the caster draws permanent magical runes around the area to be warded and sprinkles the material component as he traces the pattern. During casting, the caster may specifically designate any number of other individuals that can bypass the ward.

Ward library has a number of magical effects. First, it functions as per a ward tome spell, sealing each individual book within the collection. Ward library also grants protections as per the indestructible object and charged object spells.

This spell functions only on non-living objects within the area of effect including books, shelves and other mundane objects. It does not function on creatures or magical objects.

If a warded object is removed from the warded area, it is no longer under the protection of the spell. New objects can be brought into the warded area and be protected.

Material Component: Diamond dust worth at least 5000 gp

WARD TOME

Abjuration

Level: Clr 1, Tome 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One book

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A ward tome spell cast upon a book, tome, or spellbook magically seals it. The caster can freely pass

his own ward tome without affecting it; otherwise, the book secured with this spell can be opened only with a successful open lock (DC 40) or a successful dispel magic or knock spell. A knock does not remove a ward tome spell, it only suppresses it for 10 minutes. After the 10 minutes are up, the tome slams shut.

Material Component: Gold dust worth 25 gp

WATERPROOFING

Abjuration

Level: Brd 0, Clr 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One object

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Waterproofing can be cast on any single non-living object (magical or mundane) weighing up to 50 lbs. The spell protects the object from getting wet or being damaged by water. If the object is submerged in water, it will remain dry.

Waterproofing can be made permanent with a permanency spell.

Notes on Permanency:

The following spells can be made permanent as per the permanency spell:

Spells that can be cast upon objects or areas and rendered permanent:

Level	Spell Name	Minimum Caster Level	Exp Cost
0 th	Waterproofing	9 th	250 XP
1 st	Lesser Illusionary Message	9 th	500 XP
2 nd	Illusionary Message	10 th	900 XP
3 rd	Lingering Charged Object	10 th	1500 XP
3 rd	Lingering Scorching Object	10 th	1500 XP
6 th	Indestructible Object	12 th	2500 XP

The following spells can be made permanent on yourself or another creature:

Level	Spell Name	Minimum Caster Level	Exp Cost
0 th	Summarize	9 th	250 XP
0 th	Locate Topic	9 th	250 XP
1 st	Speed Read	9 th	500 XP

Chapter Seven: Tomes and Ciphers

Magical Ciphers

A cipher is a complex magical drawing representing the magical force of a spell that is imbibed onto some surface. Most commonly, ciphers are imbibed into a hide or skin medium such as parchment that is later transferred to the skin of a living creature through a simple magical process (see the shift cipher spell in Chapter Six). Rarely, ciphers are scribed directly into the skin, a long and painful process.

Ciphers are a one-use item similar to a scroll, but can be used by any character or creature. Activating a cipher is a move-equivalent action that does not provoke attacks of opportunity, although one must have one hand free to activate it. Activating a cipher involves running a finger over the cipher in a pre-specified pattern, which will set off the spell energies contained. After a cipher is used, the magical energies are dispersed and the drawing disappears.

A cipher can be erased with a greater erase spell. A cipher can also be dispelled with a successful targeted dispel magic check. The caster level check is based on the DC of the caster level of the cipher.

Magical ciphers can be created from any arcane spell with a personal, touch, or emanation descriptor. Divine spells cannot be made into ciphers because they are not dependent on magical writings. There is no limit to the level of spell one can get a cipher for, however, the higher the spell, the larger the cipher area. A person can have up to 10 levels of ciphers on them at any one time.

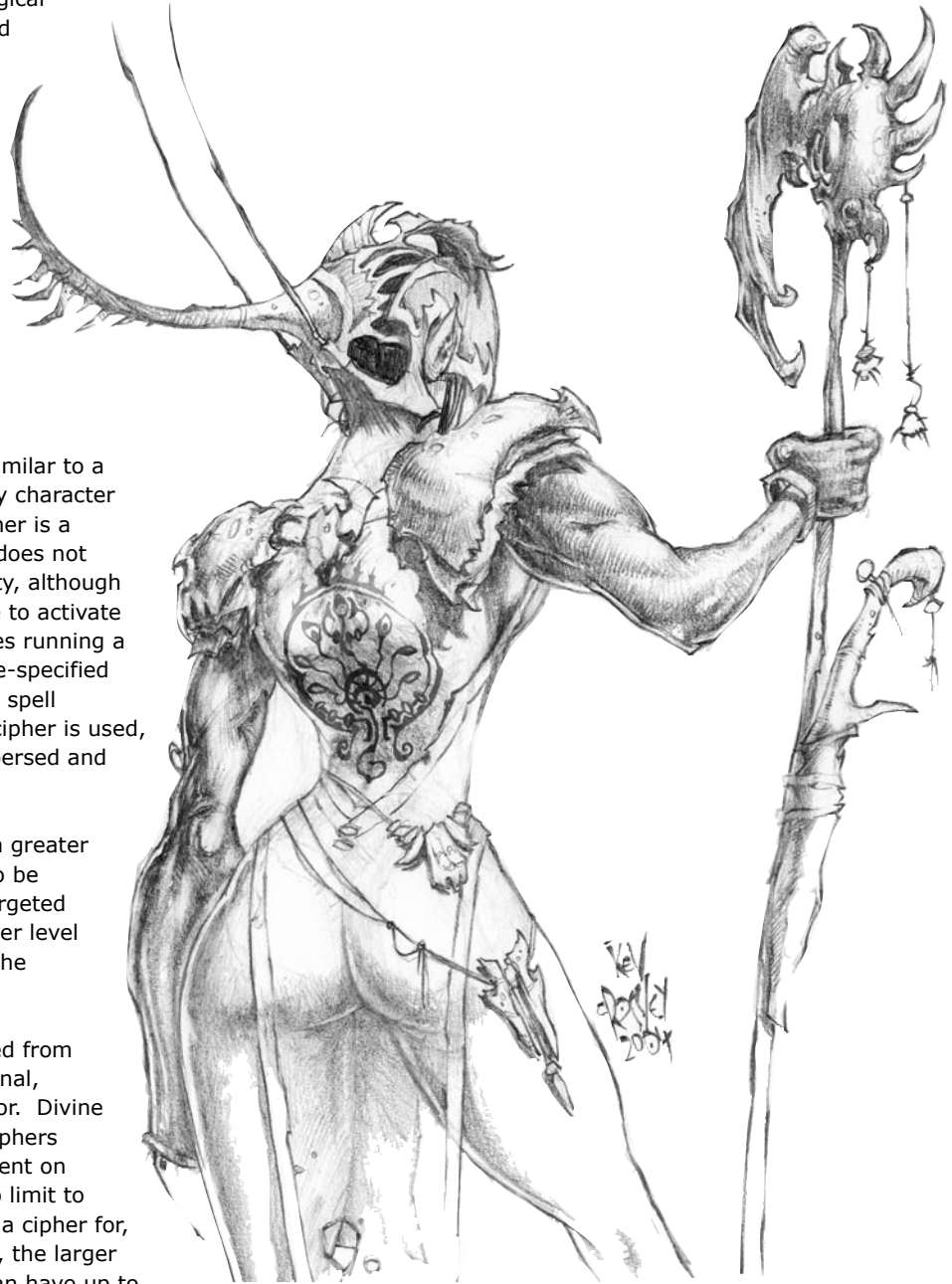
Spells with experience components such as wish are not able to be scribed into cipher form. When a cipher is scribed with a costly spell component (over 1gp), the component is consumed in the process.

For specific details on scribing ciphers, see the Scribe Cipher feat in Chapter Four. Cipher base cost can be calculated by the following formula: 30 gp x level of spell x level of caster.

The following is a list of some common ciphers and their market values (market value = double of the base cost).

Magical Tomes

Not only can books provide a wealth of knowledge and information to the reader, they also can give permanent magical bonuses. Such knowledge does not come cheap, but most are willing to pay for the benefits. Magical



tomes and manuals can increase ability scores, give additional modifiers to skills, and even bestow permanent magical effects.

Book of Infinite Tales: This flamboyant round book has gold inlays, a golden clasp and a soft velvet cover. Each time this book is opened, a new and different short story is revealed. It is a highly sought after object for bards who are always looking for new material. It grants a character who uses any tale contained within a +5 competence bonus to their perform checks. Moderate divination; CL 10th; Craft Tome, Price 2,500 gp.

Book of Song: This book was created by the famed Orph Maloney, wizard extraordinaire, to entertain him while he was in his library. The intelligent book will entertain and delight any who opens it, singing songs and taking requests. Like most entertainers, it expects a reasonable

Table 7.1: Ciphers and Market Values

Minor d%	Name Level 0	Price	d%	Name	Price
01-02	Resistance	30 gp	89-90	Tongues	900 gp
03-04	Detect Poison	30 gp	91-92	Heroism	900 gp
05-06	Detect Magic	30 gp	93-94	Displacement	900 gp
07-08	Read Magic	30 gp	95-96	Invisibility Sphere	900 gp
09-10	Prestidigitation	30 gp	97-98	Gaseous Form	900 gp
			99-100	DM's Choice	
	Level 1		Medium 4th Level		
11-12	Endure Elements	60 gp	01-05	Globe of Invulnerability, Lesser	1680 gp
13-14	Protection from Chaos/Evil/Good/Law	60 gp	06-10	Stoneskin	1930 gp
15-16	Shield	60 gp	11-15	Dimension Door	1680 gp
17-18	Mage Armor	60 gp	16-20	Arcane Eye	1680 gp
19-20	Comprehend Languages	60 gp	21-25	Detect Scrying	1680 gp
21-22	Detect Secret Doors	60 gp	26-30	Locate Creature	1680 gp
23-24	Detect Undead	60 gp	31-35	Fire Shield	1680 gp
25-26	True Strike	60 gp	36-40	Invisibility, Greater	1680 gp
27-28	Disguise Self	60 gp			
29-30	Ventriloquism*	60 gp	41-45	Teleport	2700 gp
31-32	Expeditious Retreat	60 gp	46-50	Contact Other Plane	2700 gp
33-34	Feather Fall	60 gp	51-55	Telepathic Bond	2700 gp
35-36	Jump	60 gp	56-60	Sending	2700 gp
37-38	Speed Read	60 gp	61-65	Overland Flight	2700 gp
	Level 2		6th Level		
39-40	Protection from Arrows	360 gp	66-70	Anti-magic Field	3960 gp
41-42	Resist Energy	360 gp	71-75	Globe of Invulnerability	3960 gp
43-44	Detect Thoughts	360 gp	76-80	True Seeing	3960 gp
45-46	Locate Object	360 gp	81-85	Mislead	3960 gp
47-48	See Invisibility	360 gp	86-90	Transformation	4260 gp
49-50	Blur	360 gp	90-95	Repulsion	3960 gp
51-52	Invisibility	360 gp	96-100	Legend Lore	3960 gp
53-54	Mirror Image	360 gp			
55-56	Misdirection	360 gp	Major 7th Level		
57-58	Alter Self	360 gp	01-08	Spell Turning	5460 gp
59-60	Bear's Endurance	360 gp	09-16	Teleport, Greater	5460 gp
61-62	Bull's Strength	360 gp	17-24	Arcane Sight, Greater	5460 gp
63-64	Cat's Grace	360 gp	25-32	Project Image	5460 gp
65-66	Darkvision	360 gp	33-40	Ethereal Jaunt	5460 gp
67-68	Eagle's Splendor	360 gp	41-48	Statue	5460 gp
69-70	Fox's Cunning	360 gp			
71-72	Levitate	360 gp	8th Level		
73-74	Owl's Wisdom	360 gp	49-56	Mind Blank	7200 gp
75-76	Spider Climb	360 gp	57-64	Protection from Spells	7200 gp
	3rd level		65-72	Discern Location	7200 gp
77-78	Nondetection	900 gp	73-80	Moment of Prescience	7200 gp
79-80	Protection from energy	900 gp	84-91	Iron Body	7200 gp
81-82	Arcane Sight	900 gp			
83-84	Clairaudience/Clairvoyance	900 gp	9th Level		
85-86	Blink	900 gp	92-94	Astral Projection	9180 gp
87-88	Fly	900 gp	95-97	Shapechange	9180 gp
			98-100	Timestop	9180 gp

Table 7.2: Magical Tomes

d%	Minor Tomes	Price	d%	Medium Tomes	Price
01-04	Book of Survival +2	400 gp	65-68	Cursed Book of Entrapment	15,500 gp
05-08	Manual of Intimidating Glares +2	400 gp	69-72	Tome of Dreams	18,000 gp
09-12	Manual of Leaps and Bounds +2	400 gp	73-76	Tome of Healing Touch	18,000 gp
13-16	Manual of Scaling Heights +2	400 gp	77-80	Tome of Fantasy	20,000 gp
17-20	Manual of Stealth +2	400 gp	81-84	Tome of Infinite Pages	20,000 gp
21-24	Tome of Etiquette and Diplomatic Relations +2	400 gp	85-88	Manual of Bodily Health +1	27,500 gp
25-28	Tome of the Healing Spirit +2	400 gp	89-92	Manual of Gainful Exercise +1	27,500 gp
29-32	Book of Survival +4	1,600 gp	93-94	Manual of Quickness of Action +1	27,500 gp
33-36	Manual of Intimidating Glares +4	1,600 gp	95-96	Tome of Clear Thought +1	27,500 gp
37-40	Manual of Leaps and Bounds +4	1,600 gp	97-98	Tome of Leadership and Influence +1	27,500 gp
41-44	Manual of Scaling Heights +4	1,600 gp	99-100	Tome of Understanding +1	27,500 gp
45-48	Manual of Stealth +4	1,600 gp			
49-52	Tome of Etiquette and Diplomatic Relations +4	1,600 gp	d%	Major Tomes	Price
53-56	Tome of the Healing Spirit +4	1,600 gp	01-04	Manual of Bodily Health +2	55,000 gp
57-60	Book of Infinite Tales	2,500 gp	05-08	Manual of Gainful Exercise +2	55,000 gp
61-64	Book of Survival +6	3,600 gp	09-12	Tome of Clear Thought +2	55,000 gp
65-69	Manual of Intimidating Glares +6	3,600 gp	13-16	Tome of Leadership and Influence +2	55,000 gp
70-74	Manual of Leaps and Bounds +6	3,600 gp	17-20	Manual of Quickness of Action +2	55,000 gp
75-80	Manual of Scaling Heights +6	3,600 gp	21-24	Tome of Understanding +2	55,000 gp
81-86	Manual of Stealth +6	3,600 gp	25-28	Tome of Clear Thought +3	82,000 gp
87-92	Tome of Etiquette and Diplomatic Relations +6	3,600 gp	29-32	Manual of Bodily Health +3	82,000 gp
93-96	Tome of the Healing Spirit +6	3,600 gp	33-36	Manual of Gainful Exercise +3	82,000 gp
97-100	DM's Choice		37-40	Tome of Leadership and Influence +3	82,000 gp
d%	Medium Items	Price	41-44	Manual of Quickness of Action +3	82,000 gp
01-04	Book of Survival +8	6,400 gp	45-48	Tome of Understanding +3	82,000 gp
05-09	Manual of Intimidating Glares +8	6,400 gp	49-52	Book of Song	90,000 gp
10-13	Manual of Leaps and Bounds +8	6,400 gp	53-56	Tome of Records	104,500 gp
14-18	Manual of Scaling Heights +8	6,400 gp	57-60	Tome of Clear Thought +4	110,000 gp
19-22	Manual of Stealth +8	6,400 gp	61-64	Manual of Bodily Health +4	110,000 gp
23-26	Tome of Etiquette and Diplomatic Relations +8	6,400 gp	65-68	Manual of Gainful Exercise +4	110,000 gp
27-30	Tome of the Healing Spirit +8	6,400 gp	69-72	Manual of Quickness of Action +4	110,000 gp
31-34	Book of Survival +10	10,000 gp	73-76	Tome of Leadership and Influence +4	110,000 gp
35-39	Manual of Intimidating Glares +10	10,000 gp	77-80	Tome of Understanding +4	110,000 gp
40-43	Manual of Leaps and Bounds +10	10,000 gp	81-84	Tome of Clear Thought +5	137,500 gp
44-48	Manual of Scaling Heights +10	10,000 gp	85-87	Manual of Bodily Health +5	137,500 gp
49-52	Manual of Stealth +10	10,000 gp	88-90	Manual of Gainful Exercise +5	137,500 gp
53-56	Tome of Etiquette and Diplomatic Relations +10	10,000 gp	91-93	Tome of Leadership and Influence +5	137,500 gp
57-60	Tome of the Healing Spirit +10	10,000 gp	94-96	Manual of Quickness of Action +5	137,500 gp
61-64	Manual of Enemy Weakness	13,750 gp	97-100	Tome of Understanding +5	137,500 gp

tip for its services. The book consumes any coins that are placed within its pages. It can also be asked to perform the bardic music abilities of countersong, fascinate, inspire courage, and inspire competence. It can perform one such act per day.

Strong transmutation; CL 15th; Craft Tome, master performance; AL CG; Int 14, Wis 10, Cha 14; speech, 120ft. vision and hearing; 10 ranks in Perform (Oratory), Perform (Song); Ego score 6; Price 90,000 gp.

Book of Survival: This dark leather-bound book contains information on surviving harsh climates and foraging for foods. Entwined within the words of this manual is a powerful magical effect. If anyone reads this book, which takes a total of 72 hours over a minimum of seven days, she gains a +2 to +10 competence bonus to her survival skill checks. Once the book is read, the magic disappears from the pages and it becomes a normal book. Moderate divination, CL 13th, Craft Tome, Price 400 gp (+2), 1,600 gp (+4), 3,600 gp (+6), 6,400 gp (+8), 10,000 gp (+10).

Cursed Book of Entrapment: The Cursed Book of Entrapment is a foul creation, and one loathed by scholars and book lovers. As soon as the book is opened and any single word read from the book, the reader must make Fortitude save (DC 30) or be sucked into the void. This book has no standard form and can appear as drab or elaborate as its creator intends, as its creator usually crafts it for a specific purpose. To destroy the book, it must be burned while a remove curse is cast on it. Strong conjuration. Cursed Item. CL 13th, Craft Tome (plane shift), Price 15,500 gp.

Manual of Bodily Health: This thick tome contains tips on health and fitness, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his Constitution score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Strong evocation (if miracle is used); CL 17th; Craft Tome, wish or miracle; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5)

Manual of Enemy Weakness: This bark-covered manual contains information about basics of anatomy and placing a blow for maximum effect. When read by a ranger with a favored enemy, that character gains a +2 insight bonus to attack and damage with a favored enemy category of his choice. The ranger must already have the enemy category as one of his favored enemies for this book to take effect. Reading this book takes a total of 24 hours over a minimum of three days. Once the book is read, the magic disappears from the pages and it becomes a normal book. Strong evocation (if miracle is used), CL 17th, Craft Tome, miracle or wish, Price 13,750 gp, Cost 625 gp + 2500 XP.

Manual of Gainful Exercise: This thick tome contains exercise descriptions and diet suggestions, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of manual) to her Strength score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Strong evocation (if miracle is used); CL 17th; Craft

Tome, wish or miracle; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5).

Manual of Intimidating Glares: This thick manual contains tips on bullying and body stance to aid in extracting information from others. Entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 72 hours over a minimum of seven days, she gains a +2 to +10 competence modifier added to her Intimidate checks. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Moderate divination, CL 13th, Craft Tome, Price 400 gp (+2), 1,600 gp (+4), 3,600 gp (+6), 6,400 gp (+8), 10,000 gp (+10).

Manual of Leaps and Bounds: This stone-encased manual contains tips on gaining height and distance. Entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 72 hours over a minimum of seven days, she gains a +2 to +10 competence modifier to her Jump skill checks. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Moderate divination, CL 13th, Craft Tome, Price 400 gp (+2), 1,600 gp (+4), 3,600 gp (+6), 6,400 gp (+8), 10,000 gp (+10).

Manual of Quickness of Action: This thick tome contains tips on coordination exercises and balance, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his Dexterity score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Strong evocation (if miracle is used); CL 17th; Craft Tome, wish or miracle; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5)

Manual of Scaling Heights: This cloth-covered manual contains tips on climbing difficult terrain and slippery surfaces. Entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 72 hours over a minimum of seven days, she gains a +2 to +10 competence modifier added to her Climb checks. Once the book is read, the magic disappears from the pages and it becomes a normal book. Moderate divination, CL 13th, Craft Tome, Price 400 gp (+2), 1,600 gp (+4), 3,600 gp (+6), 6,400 gp (+8), 10,000 gp (+10).

Manual of Stealth: This black skin covered manual contains tips on using shadows and objects to assist in camouflage and entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 72 hours over a minimum of seven days, she gains a +2 to +10 competence modifier added to her Hide checks. Once the book is read, the magic disappears from the pages and it becomes a normal book. Moderate divination, CL 13th, Craft Tome, Price 400 gp (+2), 1,600 gp (+4), 3,600 gp (+6), 6,400 gp (+8), 10,000 gp (+10).

Tome of Clear Thought: This heavy book contains instruction on improving memory and logic, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of

from +1 to +5 (depending on the type of tome) to her Intelligence score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Because the tome of clear thought provides an inherent bonus, the reader will earn extra skill points when she attains a new level.

Strong evocation (if miracle is used); CL 17th; Craft Tome, miracle or wish; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5).

Tome of Dreams: The Tome of Dreams usually appears as an oddly shaped text with a clear crystal cover. It contains information on dream interpretation and understanding. If this text is placed under the pillow while a creature sleeps, the text has a 10% chance each night of producing meaningful or prophetic dreams in the creature.

Strong divination, CL 20th, Craft Tome (foresight), Price 18,000 gp.

Tome of Etiquette and Diplomatic Relations: This thick manual contains tips on negotiations and subtlety when dealing with others. Entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 72 hours over a minimum of seven days, she gains a +2 to +10 competence modifier added to her Diplomacy checks. Once the book is read, the magic disappears from the pages and it becomes a normal book. Moderate divination, CL 13th, Craft Tome, Price 400 gp (+2), 1,600 gp (+4), 3,600 gp (+6), 6,400 gp (+8), 10,000 gp (+10).

Tome of Fantasy: This tome appears as a tiny square book with a black embossed cover and light gray pages. When a creature writes in this book, it produces an illusion of whatever the writer describes. Writing a quick description is a full round action, while writing a detailed description can take up to several minutes. The book contains one hundred pages, each of which are capable of producing one illusion. This book can produce any illusion that is in the confines of the following spells: disguise self, major image, hallucinatory terrain. Once all of the pages are filled, the book loses its magical properties. Moderate illusion, CL 10th, Craft Tome (disguise self, major image, hallucinatory terrain), Price 20,000 gp.

Tome of the Healing Spirit: This thick manual contains tips on using bandages and herbs to quickly assist the wounded or ill. Entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 72 hours over a minimum of seven days, she gains a +2 to +10 competence modifier to her Heal checks. Once the book is read, the magic disappears from the pages and it becomes a normal book. Moderate divination, CL 13th, Craft Tome, Price 400 gp (+2), 1,600 gp (+4), 3,600 gp (+6), 6,400 gp (+8), 10,000 gp (+10).

Tome of Healing Touch: This tome appears as with a pale quartz cover, silver pages, and gold latches. Entwined within the words contained within this book is a powerful magical effect. The reader of this book gains the permanent power of a healing touch—a spell-like-ability that allows the reader to utilize cure light wounds as a fifth level caster once per day. This book takes 72 hours to read and must be read over a minimum of seven days. Once the book is read, the magic disappears from the pages and it becomes a normal book. Moderate divination, CL 5th, Craft Tome, cure light wounds, Price 18,000 gp.

Tome of Infinite Pages: This highly sought after tome appears as a simple leather-bound book with gilt-edged pages. The tome has several functions, the most important of which is extra-dimensional space that holds an infinite amount of pages. When a writer nears the end of the book, he simply has to place the desired amount of pages within the book, close the cover, and the pages will be added to the end. The second function is an auto-indexing feature that will keep track of the entries and page numbers in the book. The final function is that the book will organize entries in a particular section or in the entire text on command. When this book is found, it has a 50% chance of containing the writings of 1d6 past authors, revealing interesting information about its past owners. This tome cannot be used as a spell book, but it can contain magical texts.

Moderate Transmutation and universal; CL 8th; Craft Tome, minor alphabetize, index, fumble's secret shelves; Price 20,000 gp.

Tome of Leadership and Influence: This ponderous book details suggestions for persuading and inspiring others, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of tome) to his Charisma score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if miracle is used); CL 17th; Craft Wondrous Item, miracle or wish; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5).

Tome of Records: This small leather-bound book appears to have seen better days. Although its look may put adventurers off, it is actually quite valuable and indeed magical. The purpose of the tome of records is simple; it records all conversations, information, and thoughts by the owner. This recording is actually in the form of a fictional story in the 3rd person limited omniscient perspective. This tome can record a story of up to one thousand pages. If the story does not reach closing by that point (closing as determined by events and the book itself) it begins a revision of previous material and may summarize earlier sections in order to accommodate the new pages.

Strong divination and transmutation: CL 15th; Craft Tome, summarize, unseen scribe; AL CG; Int 17, Wis 10, Cha 17; speech, telepathy, 120ft. darkvision and hearing; detect thoughts (owner) at will; Ego score 9; Price 104,500 gp.

Tome of Understanding: This thick book contains tips for improving instinct and perception, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of tome) to her Wisdom score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Strong evocation (if miracle is used); CL 17th; Craft Wondrous Item, miracle or wish; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5).

Chapter Eight: New Magical and Mundane Items

Availability of Items

Most of the items listed here would be available only in specialty bookshops in larger cities, however, a general store may carry one or two of the more common items. Depending on the surrounding area, other types of creature covers and specialty inks may be available to purchase or create.

Alter these lists to suit your needs.

Adventurers may find an additional source of income selling certain types of hides to booksellers for book making materials.

New Mundane Items

A host of new mundane items, from quills to mechanical presses, can be purchased by the book-savvy adventurer.

Printing Presses

Printing presses are never found as randomly generated treasure. Full entries are listed with mundane items.

Table 8.2: Printing Presses

Binding Machine, Mechanical	2500 gp
Printing Press, Automated Mechanical	180000 gp
Printing Press, Mechanical	3500 gp
Printing Press, Portable	500 gp
Printing Press, Simple	350 gp

Table 8.1: Mundane Items

d%	Mundane Items	Price	d%	Mundane Items	Price
01-02	Blank Papyrus Book	40 gp	45-46	Paper (bamboo or reed)	3 gp
03-04	Blank Codex	15 gp	47-48	Paper, cloth based	4 sp
05-06	Book, Blank- Hardcover	4 gp	49-50	Paper, Lined Copper	5sp
07-08	Book, Blank- Softcover	2 gp	51-52	Paper, Lined Gold	7 sp
09-10	Book, Blank- Vellum	75 gp	53-54	Paper, Lined Platinum	1 gp
11-12	Bookbinding Kit	2 gp	55-56	Paper, Lined Silver	5 sp
13-14	Book Cover, Cloth	15 gp	57-58	Paper: Metallic Fine Copper	5 sp
15-16	Book Covers, Exotic	varies*	59-60	Paper: Metallic Fine Gold	3 gp
17-18	Book Cover, Skin	10 gp	61-62	Paper: Metallic Fine Platinum	1 pp
19-20	Book Cover, Stone	4 gp	63-64	Paper: Metallic Fine Silver	7 sp
21-22	Book Lock, Simple	20 gp	65-66	Paper, wood based	1 sp
23-24	Book Lock, Masterwork	40 gp	67-68	Papyrus	3 sp
25-26	Book Sachet	3 gp	69-71	Parchment	2 sp
27-28	Complex Book Locking Mechanism	80 gp	72-74	Potsherd (reusable)	2 gp
29-30	Complex Book Locking Mechanism, Masterwork	150 gp	75-77	Pen, Glass	15 gp
31-32	Clay Tablet (filled)	12 gp	78-80	Pen, Goose Quill	1 cp
33-34	Case, Scroll or map	1 gp	81-83	Pens, Reed (set of three):	1 gp
35-36	Case, Fire Resistant	25 gp	84-86	Pen, Self-Inking	20 gp
37-38	Desk, Traveler's	50 gp	87-89	Sealing Wax – Clear	1 gp
39-40	Erasing Gum:	8 gp	90-92	Sealing Wax –Colored (red, orange, yellow, green blue, purple, black)	2 gp
41-42	Lantern, Reading	15 gp	93-95	Sealing Wax—Metallic (gold, silver, platinum)	10 gp
43-44	Magnifying Glass	200 gp	96-98	Vellum	2 gp
			99-100	DM's Choice	

New Mundane Items

Automated Mechanical Printing Press: This complex piece of machinery automates the entire printing and binding process. The printing plates are set up in advance and inserted into the machine. The machine is fed the raw materials and finished books come out the other side. The automated press takes up a 15' x 35' x 6'. Weight: 2000 lbs

Binding Machine, Mechanical: This mechanical binding machine has several compartments—one for the pages, one for the cover materials, and one for the binding materials. Materials are placed inside and the machine is operated by two workers or powered by water. It takes approximately one hour to bind the book. The binding machine is 4' x 6' x 4'. Weight 1000 lbs.

Blank Book-Hardcover: This 5x7" book has 250 simple paper pages and a thin wooden cover, bound with thread. Some varieties may have cloth glued over the wood, others may be painted. The books come in a variety of colors. Weight 2 lbs.

Blank Book- Papyrus: This 5x200" scroll is made from flexible and sturdy papyrus. The scroll comes either stored in a clay jar or rolled on two wooden sticks. Weight 4 lbs.

Blank Book-Softcover: This 5x7" book has 250 simple paper pages and a flimsy paper cover. It is bound simply with thread. Weight 1 lbs.

Blank Book- Vellum Pages: This 5x7" hardcover book has 150 pages of the finest vellum. It has a sturdy binding of both glue and thread. Weight 2 lbs.

Blank Codex Book: This 5x7 codex consists 10 wooden tablets coated in wax and hinged together with leather straps. A scribe carves or presses his writing instrument into the wax to produce writing. Weight 8 lbs.

Bookbinding Kit: includes string, glue, boring awl, needles, and hard cover materials. Contains enough materials to bind 10 books. Weight 2 lbs.

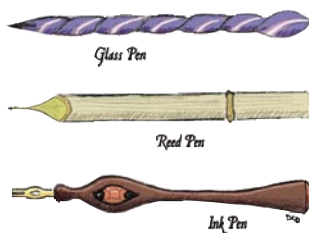
Book Satchet: This simple set of leather straps will fasten around ten books for ease of carrying. Weight 1/2 lb.

Book Cover, Stone: These thin slabs of stone provide sturdy, protective covers. They can be encrusted with gems at an additional cost. Weight 1 lb.

Book Cover, Cloth: A variety of fine cloth covers exist, including satin, velvet, and silk. Weight --.

Book Cover, Skin: The skins of creatures can make unique and interesting book covers. Most commonly available are three types: Alligator Skin, Snake Skin, and Eel Skin. Weight 1/2 lb.

Book Cover, Exotic: Exotic covers come in a variety of different materials. Some are much harder to find than others. Check with your DM for the availability of such items. Exotic covers may include: Basilisk Skin; Demon Skin; Displacer Beast hide; Dragon Hide; Hydra Hide; Chimera Hide; Ankhveg Scale. These hard-to-find covers can range in price from 20-500 gp. Weight 1-3lbs.



Case, Scroll or Map: This capped leather or tin tube holds rolled pieces of parchment or paper. Weight 1/2 lb.

Case, Scroll or Map, Fire Resistant: This steel scroll case is sealed and specially treated to reduce heat and resist fire. Weight 2 lbs.

Complex Locking Mechanism: This mechanical book lock fits snugly along the edge of the book. It requires a three-digit passcode to open or a DC 30 open lock check. Weight 1 lb.

Complex Locking Mechanism, Mechanical: This mechanical book lock fits snugly along the edge of a book. It requires a five-digit passcode to open or a DC 40 open lock check. Weight 1 lb.

Erasing Gum: This special gum will erase most inks leaving no residue. It comes in 1/2 lb squares. Weight: 1/2 lb.

Magnifying Glass: A magnifying glass is a simple 3" round lens surrounded by a wooden frame and with a wooden handle. It magnifies any text or item placed under it 3x larger than the original. Weight 1lb.

Paper (bamboo or reed): Each sheet of this primitive paper consists of strips or bamboo strips are together with leather cording or silk to form rough sheets of paper. These may be bound into larger sheets and rolled. Weight 1/2 lb.

Paper (cloth): A standard sheet of high-quality paper is made from cloth fibers. Weight --.

Paper (wood): A lower-quality page of paper is made from wood and plant fibers. Weight --.

Parchment: Parchment is most commonly sheep or goatskin hides that have been scraped for writing use. Weight --.

Papyrus: Papyrus is made of a plant fiber that is layered in strips and dried. It is a thick, sturdy material. Weight --.

Paper, Fine Metallic: This cloth sheet of paper was made with fine shavings of a precious metal, giving the overall page a brilliant sheen. These finely crafted papers come in four styles: Gold, Silver, Copper, and Platinum. Weight --.

Paper, Lined: These pages are finely lined in precious metals. It comes in four types: Gold, Silver, Copper, and Platinum. Weight --.

Pen, Glass: These hand blown glass pens that have straight or spiraled handles, with a fine glass tip that is twisted to hold a large amount of ink. Will allow one to write a full page of text before needing to dip. Each comes with a small wooden case. Weight 1/2 lb.

Pen, Goose Quill: These inexpensive pens are standard writing fare. They are usually between 5-8" long and have a fine tip. Each pen comes in a small wooden case and includes a quill knife. Weight 1/2 lb.

Pen, Reed: Reed pens come in several different thicknesses, which will produce different sized lines of

ink. Weight --.

Pen, Self-Inking: Developed by an ingenious group of gnomes, the self-inking pen has revolutionized the way people write. This pen is a simple hollow brass tube, finely tapered to a point on one end, with a small round screw at the other. The screw can be removed, allowing the user to fill the pen with ink. Weight --.

Potsherd: Similar to clay tablets, potsherds are reusable stone tablets often used for the purposes of education. These thin tablets can be written on repeatedly and wiped clean with a rag. In a society where writing materials are rare or expensive, a potsherd is a commonplace item. A potsherd comes with four pieces of chalk and a small rag. Weight 2 lbs.

Printing Press, Mechanical: This mechanized printing press will quickly print double-sided pages. While the letters still must be set, it automatically inks and presses the plates and feeds pages. It requires two workers to operate or can be powered by water. The mechanical printing press weighs is 6' x 10' x 5'. Weight 2500 lbs.

Printing Press, Portable: This simple printing press has a lift-up top, a page sized plate for placing lettering, and a hand-turned press. Letters can be set on both top and bottom of the insides of the press, allowing double-sided pages to be printed at the same time. The plates must be hand-inked between pages. The press comes with a large assortment of cast-iron letters in several sizes. This printing press will print book pages, flyers, and newspapers. A portable printing press weighs 2' x 3' x 1'. Weight 75 lbs.

Printing Press, Simple: This printing press is similar to the portable printing press, except it is sturdier and heavier. The size of the simple printing press is 3' x 5' x 3'. Weight: 300 lbs.



Sealing Wax:

Sealing wax is sold in pound blocks. It is a hard wax that melts quickly. It comes in the following colors: gold, silver, platinum, copper, black, red,

blue, green, yellow, purple, orange and white. Weight 1 lb.

Simple Book Lock: This simple book lock fits snugly over the right edge of a book to prevent anyone from gaining access to what is inside. The lock can be opened with a key or with a DC 20 open lock check. Weight 1/2 lb.

Simple Book Lock, Masterwork: This fine yet simple book lock fits snugly over the right edge of a book to prevent anyone from gaining access to what is inside. The lock can be opened with a key or with a DC 25 open lock check. Weight 1/2 lb.

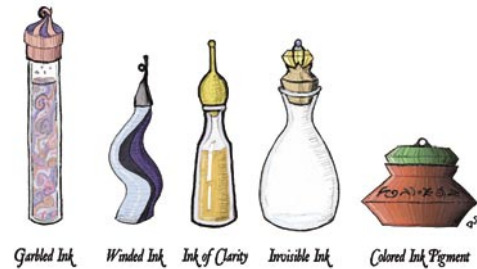
Reading Lantern: This small metal lantern is specifically designed for the bookworm in mind, angled in a way that sheds light on the pages. It holds 1 pint of oil and will burn brightly for 8 hours. It illuminates a 10' area brightly, 20' shadowed illumination. Weight 3 lbs.

Tablet, Clay: This heavy clay tablet filled with writing on one side is nearly indestructible. These tablets are usually only found in societies that do not have printing or papermaking technology. Weight 5 lbs.

Traveler's Desk: This compact, folding desk is specially suited with the traveler in mind. When compact it occupies a 2'x2'x5" space, but folds out into a 2'x4' desk complete with compartments, a small book rack, and a storage drawer. Weight: 7 lbs.

Vellum: Vellum is paper of the finest quality is made from calf skin. Weight --.

New Inks



Adamantine Ink: Adamantine ink is normally not used in book publications. Similar to Platinum ink, Adamantine ink is a concoction of several ingredients that when added together, produce a substance that will adhere to anything permanently. Some use this ink to decorate book covers, while others use it for permanently marking objects, as accents on buildings, and for other decorative functions. Other than being slightly poisonous, it works surprisingly well for tattoo art.

Blood Ink: Ink created from the blood of living creatures is not something that can normally be purchased in a general or specialty store. Blood inks are usually created for a specific purpose or task, usually for evil of some sort. For example, Hallop Shasto, a crazed necromancer, writes his tomes in the blood of his enemies.

Bronzed Ink: Similar to Golden ink, Bronzed ink produces a slightly shimmery, dark, rich result. This ink has a base liquid with fine powdered bronze inside. It may come either pre-mixed or in powder form.

Colored Ink Powered Pigments: Comes in two sets: Blue, Purple, and Green and Red, Yellow, and Orange. These powdered pigments will each produce a fine colored ink when added to 1 oz. of water. If more water is used, the color is weakened. If less water is used, the color is stronger.

Erasable Ink: Erasable ink is simply ink that can be removed with little trace from a page. It comes in five standard colors—blue, black, red, green and purple.

Golden Ink: This ink is a mixture of liquid and finely powdered gold. Golden ink is of a very high quality and dries to appear like gold on a page. It may come either pre-mixed or in powder form.

Invisible Ink (non-magical): Invisible inks are inks that are invisible to the eye. There are several types of invisible inks, all of which require certain "stimuli" to

reveal the hidden text. Various stimuli include "wet" "hot" "winded" and "special solution."

Mithral Ink: The most fine and precise ink on the market, Mithral ink also sports a hefty price tag. It produces a more delicate and shiny result when compared to Quicksilver ink and is completely safe.

Multicolored Ink: Multicolored Ink appears to be normal black ink at first glance. When a pen is put to a page, however, the ink produces a variety of colors that change as one writes.

Natural Plant Inks: Natural inks are made from plant berries, husks, or fibers that are seeped, mashed, cooked, and strained. They are of mediocre quality and will fade with time. Still, they are some of the more prevalent and economical inks on the market. Most of the inks include a preserving agent so that they do not spoil.

Pokeberry Ink: This ink, created from the ripe berries of the pokeberry plant, produces a vibrant bright pink ink.

Black Walnut Ink: Black Walnut Ink is created from the ripe husks of the black walnut tree. It produces a dark, brown-orange ink that stains all that it touches.

Berry Ink: This ink is produced from assorted regional berries to produce varying purple hues. It is quick to spoil, even with preserving agents.

Inks for Tattooing

Some of the listed inks are suitable for Tattooing and scribing ciphers. The following can be safely used for tattooing: Colored Ink Pigments, Colored or black ink, Berry Ink.

The next set of inks are slightly poisonous, but produce excellent tattoos: Golden Ink, Silver Ink, Bronzed Ink, Mithral Ink, Adamantine Ink. Within an hour of being tattooed, the character must make a DC 15 Fortitude save or suffer 1d6 points of temporary Constitution damage.

The final list is extremely poisonous, and should not be used for tattoo work: Poison Ink (any), Quicksilver Ink, Natural Pokeberry Ink, Natural Walnut Ink, Natural Coprinus Mushroom Ink, Multicolored Ink, Invisible Ink, and Erasable Ink.

If these inks are used in tattoos, the character must immediately make a Fortitude save at a DC 25 or take 2d6 points of permanent Constitution drain. The character must make the same save or take the same damage for the next four hours.

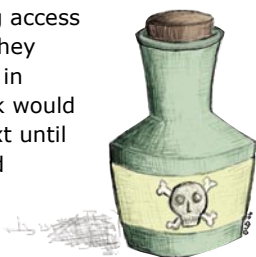
Table 8.3 Inks

d%	Name	Cost	d%	Name	Cost
01-03	Adamantine Ink	200 gp	51-53	Invisible Ink—Winded	50gp
04-06	Blood Ink	varies*	54-56	Mithral Ink	175 gp
08-10	Bronzed Ink	25 gp	57-59	Multicolored Ink	45 gp
11-13	Colored Ink Powdered Pigments (Set of Blue, Purple, and Green)	50 gp	60-62	Natural Ink- Pokeberry	2 gp
14-16	Colored Ink Powered Pigments (Set of Yellow, Orange, and Red)	40 gp	63-65	Natural Ink- Black Walnut	3 gp
17-19	Erasable Ink	50 gp	66-68	Natural Ink- Berry Ink	1 gp
20-22	Golden Ink	75 gp	69-71	Natural Ink- Coprinus Mushroom	2 gp
23-25	Ink, Black	8 gp	72-74	Platinum Ink	200 gp
26-28	Ink, Blue	15 gp	75-77	Poison Ink- Brain Juice*	250gp
29-31	Ink, Brown	9 gp	78-80	Poison Ink- Nitharit*	813gp
32-34	Ink, Green	10 gp	81-83	Poison Ink- Sassone leaf residue*	375gp
35-37	Ink, Purple	12 gp	84-88	Poison Ink- Malyss Root Paste*	625gp
38-40	Ink, Red	9 gp	89-91	Poison Ink- Terinav Root*	938gp
41-43	Invisible Ink—Hot	50gp	92-94	Poison Ink- Black Lotus Extract*	5625gp
44-47	Invisible Ink—Solution	50gp	95-97	Poison Ink- Dragon Bile*	1875gp
48-50	Invisible Ink—Wet	50gp	98-100	Quicksilver Ink	15 gp

*Not commonly available on the open market. All inks come in 1 oz. vials unless otherwise noted.

Platinum Ink: While one of the ingredients in Platinum ink is the precious metal itself, it is actually a large mix of alchemic ingredients. While it can be used in book production, it is also widely used for other applications because of its unique properties. Platinum ink will literally stick to and write on any surface one can find.

Poison Ink: Poison inks were first premiered by the Marut Kamahl, a notorious thieves guild. The Marut Kamahl is known for their specialty of poison and were wary of outsiders gaining access to their secrets. Because of this, they wrote their most secretive of texts in Poison ink—the poison from the ink would slowly permeate the pages of a text until even to touch or turn a page would be deadly. Most Marut Kamahl members had either build up an immunity to the poison or would drink an antidote before handling the pages. Please see the Craft (bookmaking) skill in Chapter Four for more information about creating Poison ink.



Quicksilver Ink: Quicksilver ink produces a fine, somewhat shimmery silver look upon drying. This ink is an inexpensive way to get an exquisite look, but not without its price. Is made from the purest form of quicksilver, therefore, one must use caution when handling and using this ink, as it causes insanity and death after prolonged exposure. Some book crafters will coat their books with a clear sealer after using the Quicksilver ink –both to protect the fingers of the reader and the ink itself. Quicksilver ink was first developed as a cheap alternative to Mithral ink, which few can afford.

Magical Items

Be on your guard when using wands, however as the breaking of a wand can be a terrible thing. What happens? Who knows! Each time I have witnessed the breaking of such a device (I assure you, an experienced magician such as myself would never be accountable for such a thing happening) a large number of strange events occurred. Butterflies are summoned, fireballs rain from the heavens, and gnomes forget their names. It is certainly an experience you have to see (and indeed, survive) to believe.

---On Wands by Fimble Ullisproken Fenbottle Willowwhite

Ethereal Book Lock: This lock, placed on the inside edge of the book, appears as a blue translucent rounded box encasing the book. Speaking the appropriate command word removes the lock allowing the book to be read. The box and the book cannot be harmed as they are both actually on the Ethereal Plane. On the Ethereal Plane, the book is protected by a complex lock made of force that can only be opened with difficulty (Open lock DC 45). The lock cannot be opened from the material plane. Strong transmutation. CL 17th. Craft Wondrous Item. etherealness. Price 50,000 gp.

Garbled Ink: This ink comes in a small vial with a colorful stopper. It is an ink that constantly changes size, shape and language every round, rendering the text itself unreadable. Unless the reader has magical means to

read a text, the writing is nearly impossible to discern. The following spells will allow a reader to comprehend what the text says: comprehend languages, tongues, analyze dwoemer. The words written in garbled ink will become readable once the command word is spoken. There is enough ink to write 250 pages of text. Faint illusion. CL 3. Brew Potion; illusionary script. Price 750 gp.

Glasses of Summarization: These glasses, encrusted with gems and encased in gold, allow whoever wears them to quickly summarize text, as per the summarize spell. They are constantly active. Faint divination. CL 3rd. Craft Wondrous Item, summarize. Price: 3000 gp

Glasses of Speed-Reading: These glasses often appear as a pair of worn brass spectacles. When one wears them, however, they instantly realize the function, which is to allow the reader to speed read as per the spell. Faint transmutation. CL 3rd. Craft Wondrous Item, speed read. Price 3000 gp.

Goggles of Location: These small, purple goggles appear with opaque lenses. Upon command, the goggles will locate a book or topic for the owner, as per the locate topic spell. Faint divination. CL 3rd. Craft Wondrous Item. locate topic. Price 2700 gp.

Ink of Clarity: Ink of Clarity comes in a small, circular vial with a golden stopper. Ink of Clarity will automatically translate the text based on its reader. Books or letters written in Ink of Clarity will translate itself into the native language of the reader. There is enough ink to write 250 pages of text. Faint Divination. CL 3. Brew Potion; translate. Price 750 gp.

Invisible Ink (magic): Invisible Ink comes in thin, flattened vial and is black in color. As it dries, the ink fades into nothingness. It will only reappear when the proper command word, set at the time of writing of the first page, is spoken. The vial contains enough ink to write 250 pages of text. Faint abjuration; CL 3; Brew Potion; secret page. Price 750 gp.

Levigator: This small copper clasp can be attached to any object, such as a book or lantern weighing 50 lbs or less. When the clasp is affixed to the object, and the command word spoken, the object will levitate as per the spell. The object normally levitates at about 4 feet above the ground, but can be physically placed at any point in space. Faint transmutation. CL 3rd. Craft Wondrous Item, levitate. Price 5,400 gp.

Magical Bookends: These magical bookends, usually appearing as shaped and carved stone, can be placed between up to 100 books to protect and guard them against intruders and damage. If the command word is not spoken, anyone who reaches or steps within 1 foot of the protected books takes 5d6 points of lightning damage per round, Reflex DC 18 to avoid. The bookends will also protect the books from damage, including energy damage. Moderate evocation. CL5th. Craft Wondrous Item, protection from elements, lightning bolt. Price 30,000 gp.

Magical Book Lock: This book lock appears as a simple metal band surrounding a book. If a command word is spoken, the band unlatches allowing the owner to remove the lock or read the book. The band must be removed to gain access to what is inside. A targeted dispel magic or knock spell can undo or suppress the lock, but only for 10 minutes, after which the book lock tries to close. The open lock DC is 35.

Faint abjuration. CL 3rd. Craft Wondrous Item. arcane lock. Price 7,500 gp.

Pen of Endless Ink: This beautifully crafted glass pen appears to be a simple pen at first glance. When the pen is put to a surface, however, the ink from within begins to flow. The user has the choice of black, blue, or golden ink. The pen can be used for eight hours per day. Faint conjuration. CL 3rd. Craft Wondrous Item, minor creation. Price 14,000 gp.

Podium of Scribing: This simple pedestal appears to be a normal scribe's desk. It has a slightly slanted top with two lower drawers. The lowest drawer is large enough to fit a stack of papers or a single large book. The next drawer has several sections for various scribing supplies—ink and paper. Upon command, this desk will begin to scribe the contents of what is in the lowest drawer. It must be furnished with raw supplies in the upper drawer in order to produce results. When activated, the desk functions as an unseen scribe. The desk can function for 8 hours per day.

Faint conjuration. CL 3rd. Craft Wondrous Item, unseen scribe. Price 6000 gp.

Portable Desk: The portable desk is similar to the mundane travelers desk, but with a magical twist. While in compact form, the desk measures 1' x 2' x 3" and weighs 10 lbs. Upon command, this desk folds out into a full 3' by 6' desk, complete with extra-dimensional storage drawers and a small bookshelf. There are five drawers that can each hold 15 pounds of weight and contents of no more than 15 cubic feet.

Moderate conjuration. CL 9th. Craft Wondrous Item, fimble's secret shelves. Price 4500 gp.

Portable Library: Portable libraries are the dream of all adventuring book collectors and serious scholars. Portable libraries appear as a worn leather-bound book, filled with incomprehensible writing. When the book is opened to the center page and the command word spoken, the speaker and all creatures in physical contact with her enter the extra-dimensional library space. This extra dimensional space cannot store anything but library equipment which includes, but is not limited to: books, paper, parchment, ink, quills, binding equipment, and any necessary equipment for crafting inks, or books. Any material that taken into the space that is not of the appropriate type is expelled if left inside when the owner leaves.

Portable Library (minor): The minor portable library holds approximately 50 cubic feet, or about 1000 books.

Faint conjuration. CL 9th. Craft Wondrous Item, fimble's secret shelves. Price 20,000 gp.

Portable Library (medium): The medium portable library holds approximately 200 cubic feet, or about 10,000 books.

Moderate conjuration. CL 12th. Craft Wondrous Item, fimble's secret shelves. Price 60,000 gp.

Portable Library (major): A major portable library holds approximately 1000 cubic feet, or about 100,000 books.

Major conjuration. CL 18th. Craft Wondrous Item, fimble's secret shelves. Price: 120,000 gp.

Proximity Stone: This simple quartz gem floats about 2 feet above the head, audibly alerting the owner to the presence of any object, creature, or obstacle within five feet of her. The object must be at least small in size. While absentminded scholars, who had a tendency to run into walls and shelves while reading and walking, originally invented this device, it has come to have a variety of other uses. The object can sense invisible objects, but nothing that is not a part of the current plane. It only identifies the absence or presence of objects, not direction, size or shape.

Faint divination. CL 3rd. Craft Wondrous Item detect magic, prestidigitation. Price 6,000 gp.

Rod of Duplication, Minor: This item appears as a brass rod, carved with runes, and topped with a black obsidian crystal fragment. Once per week, this rod will duplicate any non-living object that costs 100 gp or less as per the reduplicate spell.

Moderate transmutation. CL 13th. Craft Rod, reduplicate. Price 1,950 gp.

Rod of Duplication, Medium: This item appears as a silver rod, carved with runes, and topped with a black obsidian crystal fragment. Once per week, this rod will duplicate any non-living object that costs 1000 gp or less as per the reduplicate spell.

Moderate transmutation. CL 13th. Craft Rod, reduplicate. Price 7,800 gp.

Rod of Duplication, Major: This item appears as a golden rod, carved with runes and topped with a black obsidian crystal fragment. Once per week, this rod will duplicate any non-living object that costs 10,000 gp or less as per the reduplicate spell.

Moderate transmutation. CL 13th. Craft Rod, reduplicate. Price 37,800 gp.

Staff of the Archivist, Greater: This carved wooden staff has a flattened area on top to fit a small book or tome. The staff allows the wielder to cast the following spells:

Exacting Copy (1 charge)
Translate (1 charge)
Alphabetize, Greater (1 charge)
Replicate Text (2 charges)
Greater Erase (2 charges)
Blessing of the Muse (2 charges)

CL 12th. *Craft Staff, exacting copy, translate, greater alphabetize, replicate text, greater erase, blessing of the muse.* Price 90,000 gp.

Staff of the Archivist, Lesser: This carved wooden staff has a flattened area on top to fit a small book or tome. The staff allows the wielder to cast the following spells:

Copy Page (1 charge)
Locate Topic (1 charge)
Summarize (1 charge)
Unseen Scribe (1 charge)
Index (1 charge)
Speed Read (1 charge)
Cartography (3 charges)

Magical Aura. CL 12th. Craft Staff. *copy page, locate topic, summarize, unseen scribe, index.* Price 31,500 gp.

Table 8.4: Magical Items

d%	Minor Items	Price
01-12	Ink of Clarity	750 gp
13-22	Invisible Ink	750
23-34	Garbled Ink	750
35-46	Rod of Duplication (minor)	1,950 gp
47-58	Goggles of Location	2,700 gp
59-70	Glasses of Summarization	3,000 gp
71-83	Glasses of Speed-Reading	3,000 gp
84-96	Portable Desk	4,500 gp
97-100	DM's Choice	

d%	Medium Items	Price
01-14	Levitor	5,400 gp
15-28	Podium of Scribing	6,000 gp
29-42	Proximity Stone	6,000 gp

d%	Medium Items	Price
43-56	Magical Book Lock	7,500 gp
57-70	Rod of Duplication (medium)	7,800 gp
71-84	Pen of Endless Ink	14,000 gp
85-95	Portable Library (minor)	20,000 gp
96-100	DM's Choice	

d%	Major Items	Price
01-14	Magical Bookends	30,000 gp
15-28	Lesser Staff of the Archivist	31,500 gp
29-42	Rod of Duplication (major)	37,800 gp
43-56	Ethereal Book Lock	50,000 gp
57-70	Portable Library (medium)	60,000 gp
71-84	Greater Staff of the Archivist	90,000 gp
85-95	Portable Library (major)	120,000 gp
96-100	DM's Choice	

Chapter Nine : Deities

Tonight my hand wavers as I pen this last entry on the eve before battle. My troops are in high spirits, hopeful of their upcoming victory. As required, I go through the ranks, emitting an air of confidence, firmness and courage. But beneath it all, a pained feeling eats away at my soul. Tonight, I received word that Colonel Varnbrin's troops that were moving to flank have been intercepted and slaughtered by the despicable enemy. Indeed, we are alone in this fray. May the gods save us.

---General Astros Icebear, Private Journals

With a wealth of books comes those who embody them—the gods themselves. This chapter presents four new deities that are on opposite corners of the quest for knowledge through the pages of a book. First comes Vadella Mercume, the inspiring muse herself. Her counterpart, Arziki, is the goddess of the performance and theater. Thanos stands solemn, the god of records, libraries, and tomes. Finally there is Azocrathe the destroyer, he who seeks to plunge the masses into ignorance and unawareness.

Domains that are marked with an asterisk (*) are new domains detailed in Chapter Six of this book.



VADELLA MERCUME

(Vah-DEL-la Mer-KYU-may)

Names: The Muse, Master of the Pen, The Inspiring Star

Symbol: A silver pen with a golden quill

Alignment: NG

Portfolio: Inspiration, Creativity, Writing, Poetry, Playwrights

Worshippers: Writers, Scholars, Poets,

Anyone seeking inspiration

Cleric Alignments: CG, LG, NG, N

Domains: Magic, Luck, Symbol*, Writing*

Favored Weapon: Shortbow

Description: Vadella Mercume usually appears as a small pixie with brilliantly colored wings and swirls of multicolored lights surrounding her as she moves. She speaks only in whispers, often coming to give assistance to the struggling writer or inspire greatness in the poet, in so creating a masterpiece.

Holy Days: Vadella Mercume has one holy day per year, on the third day of the third week or the third month each year. It is on this day that authors celebrate their success; it is on this day that poets pay homage. Celebrations are in the form of plays, poetry and prose reading circles combined with feasting and festivity.

Clerics: Vadella Mercume has few clerics, but many worshippers. Those who choose to take up the divine path focus on assisting and inspiring others in all of their creative endeavors—writing above all else.

Other Deities: Vadella Mercume often works hand-in-hand with Arziki to assist playwrights and bards compose their best works that will be later transformed into performances.



ARZIKI

(Ar-ZEE-kee)

Names: The Master Performer, The Gypsy Queen, The Veiled One

Symbol: The twin masks of comedy and tragedy

Alignment: CN

Portfolio: Performers, Storytelling,

Worshippers: Bards, Actors, Storytellers, Gypsies, Wandering Performers

Cleric Alignments: CN, TN, CG, CE

Domains: Song*, Perform*, Travel, Luck

Favored Weapon: Whip

Description: Arziki appears as a dark-skinned human woman in brightly colored clothing that sparkles and jingles with small sequins and bells. She carries a lute tied to her back and wears a veil that covers all of her face except for her deep brown eyes. Arziki is the patron goddess of performers, entertainers and wandering minstrels, all of which pay homage to her by embodying her in the flesh in the form of colorful outfits and a cheerful heart.

Holy Days: Arziki has no specific holy day, but her worshippers can be found at any celebration, performing songs, dances, and plays.

Clerics: Arziki's clerics are usually indistinguishable from a bard or wandering minstrel. They often travel with other performers, providing assistance and aid, as well as a few good tales.

THANOS

(THAW-nos)

Names: Wise One, The Sapient Keeper

Symbol: A scroll tied with a white ribbon

Alignment: LN

Portfolio: Libraries, Bookstores, Publishers, Knowledge

Worshippers: Librarians, Scholars,

Cleric Alignments: LN, LG, LE, TN,

Domains: Knowledge, Tome*, Writing*, Law

Favored Weapon: Staff



Description: Thanos often appears as a wizened, elderly elven male, adorned in silver and black robes that reach

the floor. He sports long flowing silver hair and a long but well-kept beard that tapers to a point partway down his chest. In hand rests a wooden staff at the top of which sits a book. Thanos is a master scribe, bookkeeper and recorder and as such libraries, publishers, and bookstores often display small marble shrines in his honor.

Holy Days: Thanos holds the first Monday of the first week of each month as a holy day. It is during this day that information is freely given, that the doors to his libraries are open for all and that anyone who asks may use the library services free of cost.

Clerics: Clerics of Thanos are often found as chief librarians, heads of publishing houses, or as master scribes. They are often those sought to solve disputes, handle important treaties or paperwork, and assist in governmental operations. Many clerics of Thanos choose to take the path of the archivist (see the archivist prestige class in Chapter Five).

AZOCRATHE

(Az-O-krath)

Names: The Seeker, The Bookburner, The Keeper of Secrets

Symbol: A Flaming Tome

Alignment: CE

Portfolio: Secrets, Misinformation, Ignorance, Lies, Discord, Manipulation

Worshippers: Dictators, Tyrants, Rogues, Assassins, Traitors

Cleric Alignments: CE, NE, CN

Domains: Destruction, War, Secrets, Ignorance*

Favored Weapon: Great Club



Description: Azocrathe usually appears swirl of howling winds and thick, choking, black smoke. Azocrathe rarely appears on the Material Plane, preferring to work behind the scenes through his clerics or those he can manipulate. Azocrathe's philosophy is that masses are much better off in ignorance and knowledge results in corruption and problems. Knowledge is best obliterated, or at least left to the few who can handle such information (such as himself). He is a selfish, greedy, arrogant god, who cares for nothing other than his own ends.

Holy Days: Azocrathe is too chaotic to have predictable holy days, although his clerics, cults, or other worshippers may spontaneously declare a book burning celebration.

Clerics: Azocrathe's clerics despise knowledge and learning in all forms, believing that people are better off ignorant and uneducated and will eradicate information with flames at every chance. They rarely associate with wizards as they see their studies as blasphemous and the pinnacle of all that is wrong with the world.

Other gods: Azocrathe's chief rival is Thanos, whose goal is to protect and provide information to the masses.

Chapter Ten : New Monsters

Sometimes, the eyes can play tricks on ye, but don't be fooled! Be ever vigilant. Don't speak to these figments, don't even look at them or acknowledge their presence. These so-called »pixies« are nothing but wisps of smoke, dust in the eye or dirt in the bottom of the ale mug. They are nothing of consequence.

--They Don't Exist by Pallis Paradur

What lurks in the darkest depths of the forgotten library? What creatures may hide between the shelves? Libraries or record halls are not always well-lit, cheerful or friendly places. They attract all sorts of beings, from those who protect to those that destroy.

BIMIC

Tiny Aberration

Hit Dice: 1d8+0 (4 hp)

Initiative: +4 (Dex)

Speed: Fly 20 ft. (poor)

AC: 18 (+2 size, +4 Dex, + 2 natural) touch 16; flat-footed 14

Base Attack/Grapple: +0/+2 (+3 when attached)

Attack: Slam +6 melee (1d4-3) or touch +6 melee (attach)

Full Attack: Slam +6 melee (1d4-3) or touch +6 melee (attach)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Attach, gnaw

Special Qualities: Darkvision 60 ft.

Saves: Fort +0, Ref +4, Will +3

Abilities: Str 5, Dex 18, Con 10, Int 10, Wis 12, Cha 10

Skills: Disguise +14, Hide +12, Listen +3, Spot +3

Feats: Weapon Finesse (B), Alertness

Environment: Any Indoor or Underground

Organization: Band (2-4), Flock (5-8), Storm (9-14)

Challenge Rating: 1/2

Treasure: None

Alignment: Usually Neutral

Advancement: 2-3HD (small)

Level Adjustment: --

Bimics speak Common and have a racial +10 bonus to Disguise checks.

The average-looking leather-bound book suddenly springs to life. As it clumsily takes to the air, the book flaps menacingly towards you, growling and hungrily displaying its tiny mouth.

Bimics are book-like creatures that feed on the flesh of an unsuspecting adventurer. While just one does not pose a significant threat to most, multiple bimics can quickly overwhelm their adversary. A bimic has no standard coloring or size, but must appear as some form of hard-bound book.

Combat

A bimic attacks by either slamming a victim or finding a vulnerable spot and attaching itself. This attack is a touch attack and can target only small or larger creatures. Bimics often lay in wait for an unsuspecting passerby to pick them up to read.

Attach (Ex): If a bimic hits with a touch attach, it uses its mouth to latch on to the opponents body. An attached bimic is effectively grappling its prey. The bimic loses its Dexterity bonus to AC and has an AC of 14, but holds on with great tenacity. Bimics have a +12 racial bonus on grapple checks, already figured into base attack/grapple

above. An attached bimic can be attacked with a weapon or grappled itself. To remove an attached bimic through grappling, the opponent must achieve a pin against the bimic.

Gnaw (Ex): During any round in which a bimic begins attached to an opponent, it automatically deals 1d4 points of slashing and piercing damage. Bimics continue to feed in this way until satiated.

MALCONTENT

The malcontent are the dark counterparts of the Olathe. Unlike their benign counterparts, the malcontent are malicious, vengeful and evil spirits who hold all those interested in reading, knowledge, and learning with contempt. The malcontent are writers who have finished their masterpieces while still alive; however, their works were not well received by the literary community. The malcontent died still harboring their feelings of grief, angst, and upset, unable to rest because of their anguish.

To create a malcontent, apply the ghost template to the base creature. A sample malcontent has been provided below:

Belise : Belise Malfonten was a wizard and historian whose main goal in life was to reconstruct the true past of his people. He was immersed and dedicated in finding the truth at any and all costs. He slowly unraveled the ancient mysteries of his people and wrote his research in a book he titled *The Other Side of Us* that he finally released as a withered old man.

He awaited with joy for the parades, the accolades and the awards for discovering the true history of his people. Instead of sending parades and beautiful women bearing gifts, they sent the royal guard. Belise was drug off, stripped down and sentenced to execution for his crimes against the crown.

In his obsession, Belise was so ignorant of how others may take his undiscovered secrets that he used no discretion or shading when presenting his findings. The crown and royal family soon discovered that his text reflected less-than-favorably upon them and their ancestors and ordered to have him put to death. He was to be an example—for future scholars quick to publish what information others left buried.

On a cold and drizzling morning soon, Belise was hung for treason to the crown. But Belise would not stay dead. His ghostly form appeared soon after his death, haunting the castle of the royal family. He continues to haunt the castle throughout the ages, distorted and cursed with his own rage.

Belise: Male Human Ghost/Wiz 5
 Medium Undead (Augmented Humanoid) (Incorporeal)
 Hit Dice: 5d12 (Wizard) (36 hp)
 Initiative: +2 (Dex)
 Speed: Fly 30 ft. (perfect)
 AC: 18 (+2 Dex, +4 deflection, +2 armor), touch 16, flat-footed 16
 Base Attack/Grapple: +2/+2
 Attack: Quarterstaff +2 (1d6 20/x2), or Crossbow, light, Masterwork +5 (1d8 19-20/x2), or touch +4 (1d6)
 Full Attack: Quarterstaff +2 (1d6 20/x2), or Crossbow, light, Masterwork +5 (1d8 19-20/x2), or touch +4 (1d6)
 Space/Reach: 5 ft./5 ft.
 Special Attacks: Corrupting touch, malevolence, manifestation
 Special Qualities: Spellcasting, darkvision 60 ft., incorporeal traits, rejuvenation, +4 turn resistance, undead traits
 Saves: Fort +2, Ref +5, Will +5
 Abilities: Str 10, Dex 15, Con --, Int 18, Wis 12, Cha 14
 Skills: Craft (writing) +9, Concentration +9, Hide +10, Listen +11, Knowledge (arcana) +11, Knowledge (history) +11, Search +13, Spellcraft +11, Spot +11.
 Feats: Brew Potion, Combat Casting, Scribe Scroll, Quick Composition.
 Challenge Rating: 10
 Possessions: Dagger; Quarterstaff; Crossbow, light, Masterwork, bolts, crossbow (10). Potion of Cure Moderate Wounds (3); Scroll of Web, Scroll of Fireball, Scroll of Confusion, Bracers of armor (+2), Cloak of resistance (+1).
 Spellbook (Wiz 4/4/3/2): 0 - *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st - *animate rope, charm person, color spray, feather fall, hold portal, mage armor, magic missile, summon monster I*; 2nd - *blur, cat's grace, flaming sphere, invisibility*; 3rd - *fireball, flame arrow*.
 Spells Prepared (Wiz 4/4/3/2): 0 - *dancing lights, daze, detect magic, light*; 1st - *charm person, mage armor, magic missile, summon monster I*; 2nd - *blur, cat's grace, invisibility*; 3rd - *fireball, flame arrow*.

Special Attacks

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + ghost's Cha modifier). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot

enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Telekinesis (Su): A ghost can use telekinesis as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Special Qualities

A ghost has all the special qualities of the base creature as well as those described below.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance

MASQUERADING FEDDLE

Tiny Aberration (Shapechanger)

Hit Dice: 3d8+18 (30 hp)

Initiative: -5 (Dex)

Speed: 10 ft.

AC: 7 (+2 size, -5 Dex)

Base Attack/Grapple: +2/-6

Attack: Melee touch +2 or Constrict +2 (1d4 plus 1d6 acid)

Full Attack: Melee touch +2 or Constrict +2 (1d4 plus 1d6 acid)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Acid, constrict (1d4 plus 1d6 acid)

Special Qualities: Blindsight 60 ft., shapechanging, dematerialize, materialize, transparency, SR 15

Saves: Fort +6, Ref -4, Will +0

Abilities: Str 8, Dex 1, Con 20, Int 5, Wis 5, Cha 1

Skills: Disguise +10, Listen +2, Spot +2

Feats: Alertness

Environment: Any Indoor or Underground

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Usually Neutral

Advancement: 4-6HD (small), 7-9HD (medium)

Level Adjustment: -

Masquerading Feddles get a +15 racial bonus to Disguise checks and a +5 racial bonus to Spot and Listen checks.

You pick up the {insert object here} and realize that the object seems surprisingly lighter than you would expect. The object suddenly loses shape liquefies, into a brownish ooze spreading itself over your hand.

A masquerading feddle is a master of disguise. It often disguises itself as a small object such as a book, jar or fine looking weapon and waits for an unsuspecting adventurer to pick it up. Even though the masquerading feddle appears like a normal object, a perceptive adventurer will notice that the object they have picked up is slightly lighter than a normal object of that size. Once picked up or touched, the masquerading feddle dematerializes and wraps around its victim for a meal.

Combat

A masquerading feddle is composed of a thick, acidic brownish slime that acts as a powerful adhesive, wrapping itself around any creatures or items that touch it. A masquerading feddle will attack only when it comes in physical contact with a living creature.

Dematerialize (Ex): As a free action, a masquerading feddle can choose to dematerialize into its ooze form. A dematerialized masquerading feddle automatically grapples any creature it hits with its touch attack. A creature that is already touching or holding the masquerading feddle when the it dematerializes can make a Reflex save with a -10 penalty at the masquerading feddle's total attack roll to drop it before the transformation is complete. If the check fails, the masquerading feddle latches on and begins to spread out over the limb and wrap itself around the creature. In the following rounds opponents can attempt to pull the

masquerading feddle off with a Strength check of a DC 20 or Escape Artist check of DC 25. For each attempt to break free, the creature deals 1d6 points of acid damage.

Materialize (Ex): As a standard action, the masquerading feddle can rematerialize into a non-ooze form. If the masquerading feddle is dropped with the successful Reflex save, the masquerading feddle will reassume the object form. Masquerading feddles can only assume object forms they have in the past or as objects within five feet of them.

Constrict (Ex): An Masquerading Feddle deals automatic damage (1d4 + 1d6 acid) for each round it is attached to the creature. The opponent's clothing, items, and armor take a -5 penalty on Reflex saves against the acid.

Transparency(Ex): While in dematerialized, attached form, an Masquerading Feddle is partially transparent and quite thin. Because of this, any physical attacks directed at the masquerading feddle have a 50% chance of hitting the creature it is attached to.

OLATHE

The Olathe are the ghosts of writers who have died leaving their lifetime masterpieces unfinished and incomplete. They often haunt the dark corners of libraries, publishing houses or the residence in which they wrote their masterpiece, constantly searching for ways to finish their work. It is only through the completion of their masterpiece can they ever rest in peace or truly leave their ghostly form behind. The Olathe are never violent or malicious, but will defend themselves if attacked. Their usual countenance is forlorn, sorrowful, or regretful.

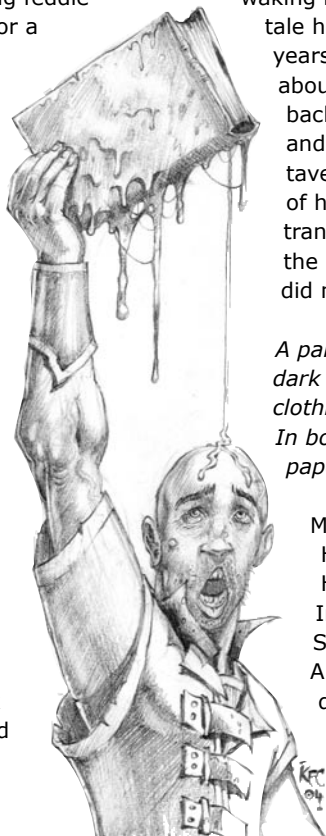
To create an Olathe, apply the ghost template to the base creature. A sample Olathe has been provided below:

Sample Olathe, 6th level human Bard

Silvilliar Yarveknon was a lowly bard who spent every waking hour he wasn't earning a living writing a tale he labeled, "The Traversis." For twelve long years Silvilliar wrote the The Traversis, a story about an epic quest to the ends of the world and back. Several days before he was to put quill and ink to the final pages, he died in a fire at the tavern in which he was performing. Within days of his death, his spirit refused to leave and he transformed into a ghostly form. He now haunts the lower level of the Ilsillian Library, where he did most of his writing.

A pale, thin, tall man materializes before you. His dark hair falls in curls across his haggard face, his clothing and leather armor are colorful but worn. In both arms he clutches a disorganized pile of papers to his chest.

Medium Undead (Augmented Humanoid) (Incorporeal)
Hit Dice: 6d12 (36 hp)
Initiative: +2 (Dex)
Speed: Fly 30 ft. (perfect)
Armor Class: (+2 Dex, +4 deflection, +2 armor)
Base Attack/Grapple: +4/
+4
Attack: Touch +7 (1d6),
or Crossbow +7 (1d8 19-



20/x2) or Dagger +4 (1d4 19-20/x2)
 Full Attack: Touch +7 (1d6), or
 Crossbow +7 (1d8 19-20/x2) or Dagger
 +4 (1d4 19-20/x2)
 Space/Reach: 5 ft./5 ft.
 Special Attacks: Corrupting touch,
 malevolence, manifestation
 Special Qualities: Bardic Music, bardic
 knowledge, countersong, fascinate,
 inspire courage +1, inspire competence,
 suggestion, darkvision 60 ft.,
 incorporeal traits, rejuvenation, +4 turn
 resistance, undead traits
 Saves: Fort +2, Ref +5, Will +5
 Abilities: Str 10, Dex 16, Con --, Int 14,
 Wis 12, Cha 18
 Skills: Bluff +13, Concentration +9,
 Craft (writing) +13, Disguise + 13,
 Gather Information +13, Perform +13,
 Sense Motive +8
 Feats: Point Blank Shot, Rapid Shot,
 Charismatic Composition, Lingering
 Song
 Environment: Any
 Organization: Solitary
 Challenge Rating: 8
 Treasure: None
 Alignment: CG
 Level Adjustment: +5 of base creature
 The will save is DC 17 against the
 ghost's malevolence.

Spells Per Day: 0/4, 1/4, 2/3
 Spells Known: 0: *detect magic, light,*
prestidigitation, lullaby, mending,
locate topic; 1st level: *hypnotism, lesser*
confusion, hideous laughter, lesser
illusionary message; 2nd Level: *alter*
self, sound burst, tongues

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + ghost's Cha modifier). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through

solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

OPILLIA

Opillia are a type of fey creature with a strong love of books, libraries and learning. They are often found in forgotten libraries or long-abandoned bookshelves, but may also make their presence in large libraries where they can hide among the stacks. Some Opillia are known to befriend those who share their love of learning and books. Librarians or sages will often have them as familiars or assistants in a library. These mutual relationships often last for decades. There are two types of Opillia: Octavo and Quarto. All Opillia speak Common, Sylvan, plus five bonus languages.

Combat: Opillia avoid combat whenever possible, but will use their spell-like abilities against any who try to harm them or the books they love.

Octavo

Tiny Fey
 Hit Dice: 1d6+1 (4 hp)
 Initiative: +7 (Dex, Improved Initiative)
 Speed: 20 ft., Fly 40 ft. (Average)
 AC: 19 (+2 size, +3 Dex, +4 natural), touch 15, flat-footed 15
 Base Attack/Grapple: +0/-3
 Attack: Shortsword -3 (1d3-3/19-20/x2) or Shortbow +3 Ranged (1d4-3/x3)
 Space/Reach: 1 1/2 ft./1 ft.
 Special Attacks: Spell-like abilities
 Special Qualities: Damage reduction 5/cold iron; darkvision, low-light vision, SR 18
 Saves: Fort +1, Ref +4, Will +5
 Abilities: Str 5, Dex 16, Con 13, Int 18, Wis 10, Cha 14
 Skills: Craft (writing) +10, Hide +5/+15 within a book, Any four knowledge skills +10, Move Silently +5
 Feats: Iron Will, Improved Initiative
 Environment: Any Indoors
 Organization: Pack (1-3); Flurry (5-10), Stack(30-60)
 Challenge Rating: 2
 Treasure: No coins; 50% items; 50% goods
 Alignment: Usually Chaotic Neutral
 Advancement: 1-3HD (tiny)
 Level Adjustment: +3

Octavo speak Common, Sylvan, and four bonus languages.

This tiny humanoid is tan in color, and stands a little over a foot tall. It has long, flattened legs, arms, and fingers, thin papery wings, and a flattened ovalar head. It smells faintly of aging books.

Octavo are reclusive creatures, often found in little-used stacks or long abandoned libraries. They appear to be a small humanoid made from bits of aged paper and only weigh between 1-3 pounds. They are usually found in groups.

Combat

If they deem it necessary, they will defend their territory by luring off intruders with their spell-like abilities.

Octavo will sometimes flatten themselves and hide within the pages of texts if the intruders grow too near. They will avoid melee combat at all costs.

Flatten (Ex): As a standard action, an Octavo can flatten itself into a paper-thin space, such as within the pages of the book. It can remain in this form indefinitely.

Animate Objects(Sp): A group of five or more Octavo can animate objects as per the spell once per day. They use this ability only if their other spells fail and as a final defense of their homes.

Spell-like Abilities

3/day- summarize, locate topic (DC 14) speed read, lesser illusionary message, translate (DC 17)

1/day- ghost sound (DC 14); ventriloquism (DC 15); scare (DC 16); major image (DC 17)

At will: telekinesis (DC 19)

All spells are cast as per a 10th level sorcerer. All save DCs are intelligence based.

Quarto

Tiny Fey

Hit Dice: 1d6+1 (4 hp)

Initiative: +2 (Dex)

Speed: 20 ft.

AC: 18 (+2 size, +2 Dex, +4 natural), touch 14, flat-footed 14

Base Attack/Grapple: +0/-3

Attack: None; See below

Space/Reach: 1 1/2 ft./1 ft.

Special Attacks: Ink ray, spell-like abilities

Special Qualities: Damage reduction 5/cold iron;

darkvision, low-light vision, SR 18

Saves: Fort +1, Ref +4, Will +2

Abilities: Str 5, Dex 14, Con 12, Int 18, Wis 10, Cha 14

Skills: Craft (writing) +10, Hide +10, Any four knowledge skills +10, Move Silently +5

Feats: Quick Composition, Point Blank Shot

Environment: Any Indoors

Organization: --- (1-3); --- (5-10), ---(30-60)

Challenge Rating: 2

Treasure: No coins; 50% items; 50% goods

Alignment: Usually Neutral Good

Advancement: 1-3HD (tiny)

Level Adjustment: +3

Quarto are tiny creatures that, at first appearance, appear to be simply small balls of dust. Upon closer inspection (Spot DC 15), one notices that they have fluffy, light colored bodies that are usually full of bits

of dust and cobwebs making them appear gray in appearance. Six spidery legs surround the body. Two blue, faintly glowing eyes, and two long, thin arms jut out of the front of the body.

Quarto are the friendlier of the Opillia race and as such are often found as assistants in a library or as a scholar's familiar. Their bodies are about 6" long, 3" wide and 3" high and weighs about 2 1/2 lbs. Their long legs and arms can stretch and lengthen up to 6 feet in length to allow them to reach the highest library shelves.

Combat

Quarto are skittish and shy beings and will only fight if they are attacked or if the books they protect are at jeopardy. They use their extraordinary abilities to stay out of melee combat.

Ink Ray (Ex): A Quarto can deliver a ray of ink to their opponent's eyes to any opponent within 10 feet. A successful attack will blind an opponent with ink for 1d6 rounds. An opponent can spend one full round to remove the ink from his or her eyes. Range Touch +3; Fortitude negates DC14.

Stretchable Limbs (Ex): A Quarto has the ability to stretch her legs and arms up to five feet in length. If a quarto stretches both legs and arms, she can reach up to 10 feet above her.

Dust Jacket (Ex): As a quarto goes about her business in a library, she collects an enormous amount of dust. As a standard action, she can begin to quickly shake her body and loosen the dust, granting her 10% concealment for 1d4 rounds or until dispersed with a significant force of wind.

Spell-like Abilities

3/day: locate topic, summarize (DC 14), comprehend languages (DC15)

1/day: ventriloquism (DC 15)

At will: telekinesis

All spells are cast as per a 10th level sorcerer. All save DCs are intelligence based.

Opillia as Companions

Quartos will willingly seek out and befriend those who love books and learning as much as they do. They may quietly follow a possible candidate through the library and the town, and confront them by asking them a series of questions to which they do not know the answer. If the candidate companion can answer the questions correctly or promise to find them the answer, they accept the friendship.

They are friendly, but jumpy, and very curious of the world around them. They are over-inquisitive creatures but will not stay with someone who is cruel or harsh with them. They also collect objects they find fascinating, and may stash such objects in their fluff or place them in the packs of companions. These objects could include anything from brightly colored string, small bits of flowers, scraps of metal, live worms, smooth wooden sticks, jewelry, or small books.

Taking a quarto as familiar requires the Improved Familiar feat. The individual must be within one step of the quarto's alignment and be at least 5th level.

Octavo will rarely agree to become the companion of another because of their reclusive nature. If convinced, usually in the form promises of new books and knowledge, they prove to be troublesome companions. They are unpredictable in their behavior and actions; and usually hide when danger comes near or when they are called upon to do something they do not want to do. Taking an octavo as a familiar requires the Improved Familiar feat. The individual must be within one step of the octavo's alignment and be at least 5th level.

PRINTER'S DEVIL

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 9d8+45 (85 hp)

Initiative: +5 (Dex)

Speed: 40 ft.

AC: 24 (+5 Dex, +8 natural, +1 armor -leather apron-), touch 15, flat-footed 19

Base Attack/Grapple: +9/+15

Attack: Poison pen +17 melee (1d3+7 19-20/x2 plus poison)

Full Attack: Poison pen +17/+12 melee (1d3+7 19-20/x2 plus poison) or poison pen +15/+10 melee (1d3+7 19-20/x2 plus poison) and dagger +13 melee (1d4+3 19-20/x2)

Face/Reach: 5 ft./ 5 ft.

Special Attacks: Spell-like abilities, summon devil

Special Qualities: Damage reduction 5/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 15, resistance to sonic 15 and resistance to cold 5, see in darkness, see invisible, SR 20, telepathy 100 ft., what is written

Saves: Fort +11, Ref +11, Will +10

Abilities: Str 23, Dex 21, Con 21, Int 16, Wis 18, Cha 16

Skills: Craft (illustration) +9, Craft (printing) +15, Craft (writing) +15, Diplomacy +9, Forgery +15, Gather Information +15, Hide +11, Knowledge (any 4) +9, Listen +10, Move Silently +11, Profession (any) +10, Search +9, Sense Motive +10, Sleight of Hand +11, Spot +10

Feats: Combat Expertise, Dodge(B), Mobility(B), Quick Composition, Two Weapon Fighting, Weapon Focus (poison pen)

Environment: A lawful evil-aligned plane

Challenge Rating: 9

Organization: Solitary

Treasure: Standard, plus triple normal books and masterwork printer's tools

Alignment: Always Lawful Evil

Advancement: 10-18 HD (Medium)

Level Adjustment: +9

You see an average printer, his hands and leather apron stained with ink, and a quill tucked behind one ear. He grins at you and winks. His eyes are sharp and hard and perhaps that smile is a little too knowing.

Unlike other devils, a printer's devil makes no attempt to overawe or impress others; they appear human or humanoid. A printer's devil in human form usual stands about five and a half feet tall and weighs about 130 pounds.

Printer's devils prefer to work through the medium of the printed work, spreading corruption and evil through books, pamphlets and newspapers. They will introduce subtle errors into religious texts, calls for war and histories and the most terrible scandals in newspapers. They excel in producing and distributing banned and forbidden books.

A printer's devil will often come to a printer who is in dire need and help make his shop profitable again, before starting to suggest books to press . . . Soon many of these poor souls find themselves printing and distributing forbidden works and becoming involved in a web of conspiracy and evil.

A printer's devil is considered to be constantly under the effects of a speed read spell. For the purpose of running presses and other machines needed to make books and other printed material, a printer's devil is considered to be able to do the work of three men.

Printer's devils speak Common, Gnomish, Dwarven, Infernal, Celestial, and Draconic.

What is written (Su): Once a week, a printer's devil can reshape reality with the same effect as a limited wish (but with no cost to the devil involved). It takes the printer's devil at least a hour to do this as it must write out the changes in reality in explicit detail and print a sheet with the new reality on it; then the effect takes place. It will use this ability to make its employer and customers dependant on its abilities.

Combat

Printer's devils prefer to avoid combat when possible, as they prefer subtly and betrayal to direct confrontation. They use suggestion to sow dissension among their opponents and will flee if they are outclassed.

A printer's devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Poison Pen: This harmless appearing quill is a terrible weapon in the hands of a printer's devil. It is a +1 tiny weapon that inflicts 1d3 points of piercing damage with a 19-20/x2 threat range and can be used by anyone proficient in the dagger. In the hands of a printer's devil, wounds caused by the poison pen are laced with a vicious poison that weakens both the body and the mind. Injury, Fortitude DC 19, initial damage 1d3 Str and 1 Wis, secondary damage 1d3 Str and 1d3 Wis. The save is Constitution based.

Spell-like Abilities: At will—greater teleport (self plus 50 pounds of objects only), alphabetize (minor and major), index, locate topic, suggestion (DC 16), summarize, and translate. Once a week— each of the following symbols: fear (DC 19), pain (DC 18), and weakness (DC 20). Caster level 12th. The save DCs are Charisma-based.

Summon Devil (Sp): Once per day a printer's devil can attempt to summon 2d10 lemures or 1d3 kytons (chain devils) with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

See Invisible (Su): Printer's devils continuously see invisible, as the spell (caster level 14th).

PRINT GOLEM

Large Construct

Hit Dice: 12d10+30 (96 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 25 (-1 size, +1 Dex, +12 natural, +3 shield), touch 10, flat-footed 21

Base Attack/Grapple: +8/+22

Attack: Large war hammer +19 melee (1d10+10/x3) or slam +18 melee (1d10+10)

Full Attack: Large war hammer +19/+14 melee (1d10+10/x3) or 2 slams +18 melee (1d10+10)

Face/Reach: 10 ft./ 10ft.

Special Attacks: Shoot type

Special Qualities: Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision, printing, resistance to fire 30

Saves: Fort +4, Ref +5, Will +4

Abilities: Str 30, Dex 12, Con --, Int 8, Wis 11, Cha 1

Skills: Craft (printing) +17

Feats: Martial Weapon Proficiency (war hammer), Skill Focus [Craft (printing)], Shield Proficiency, Weapon Focus (war hammer)

Environment: Any

Challenge Rating: 9

Organization: Solitary

Treasure: --

Alignment: Always Neutral

Advancement: 13-20 HD (Large); 21-36 HD (Huge)

Level Adjustment: --

A large metallic automation shaped like a blocky humanoid, seemingly covered in copper scales and holding a large rectangular shield faces you. Its face is devoid of any features. Coming closer, you can make out that the scales are made of copper type and the shield is part of a printing press.

This golem has a humanoid body made from iron and copper; thousands of print characters form its outer skin. A print golem is 10 feet tall, weighs about 3,000 pounds and may carry as much as 500 lbs worth of paper and ink. A print golem cannot speak but it can display questions and words in type across its blank face. It smells of paper, ink and warm metal. It moves with a slow but smooth gait. Each heavy step reverberates.

If a print golem needs to defend itself, it forms its presses into a shield and one of its ink rollers into a war hammer. Using its shoot print ability to drive off attackers it will defend the print show to which it is assigned.

Printing (Su): The print golem prints and binds books, broadsheets or anything thing else as if it was a magic press. It can be given orders and resets itself to print different books as needed, refilling itself with raw materials as necessary.

If given a book, it can be ordered to read the book and then print copies of it. If the book is clearly printed, the golem will have no problem but it does have trouble duplicating artwork, complex patterns and hand written works.

Combat

Shoot Type (Su): Once per day, the print golem can launch worn type in a missile attack in a 15' cone causing 3d8 points of bludgeoning damage, Reflex save (DC 16) for half or a focused attack on a single target within 25' causing 5d8 points of bludgeoning damage, Reflex save (DC 18) for half.

Immunity to Magic (Ex): A print golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold damage slows a print golem (as the slow spell) for 1d4+1 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the golem and inflicts damage on the print golem if it can overcome its resistance to fire, but it destroys print and gives the print golem another use of its shoot type ability.

A magical attack that deals electrical damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a print golem hit by a lightning bolt gains back 7 hit points if the damage total is 21 points. A print golem gets no saving throw against electrical effects.

A print golem is affected normally by rust attacks, such as that of a rust monster or a rusting grasp spell.

Construction

A print golem's body is sculpted from 2,000 pounds of pure iron and a further 1,000 pounds of pure copper, smelted with rare tinctures and admixtures costing at least 15,000 gp. Assembling the body requires a DC 21 Craft (printing) check.

CL 15th; Craft Construct, invisible servant, geas/quest, limited wish, monster summoning VII, polymorph any object, caster must be at least 15th level; Price 150,000 gp; Cost 80,000 gp + 5,600 XP.

TOME DREDGER

Huge Aberration

Hit Dice: 17d8+90 (158 hp)

Initiative: +2 (Dex)

Speed: 40 ft., burrow 10 ft.

AC: 25 (-2 size, +2 Dex, +15 natural), touch 10, flat-footed 23

Base Attack/Grapple: +12/+28

Attack: Slam +18 Melee (1d10+8 plus 2d6 fire) or Head Thrash +18 melee (1d6+8) or Tail Grind (3d6)

Full Attack: 2 slams +18 melee (1d10+8 + 2d6 fire) and Head Thrash +18 melee (1d6+8) and Tail Grind (3d6)

Space/Reach: 15 ft./10 ft.

Special Attacks: Smoldering touch, tail grind, head thrash, rumble

Special Qualities: Darkvision 60 ft., Immunity to Fire, resistance to acid 10, resistance to sonic 10

Saves: Fort +19, Ref +10, Will +16

Abilities: Str 27, Dex 15, Con 21, Int 14, Wis 16, Cha 10

Skills: Balance+ 11, Climb+18, Intimidate +20,

Jump+18, Listen +15, Spot +15

Feats: Blind-Fight, Great Fortitude, Multiattack, Iron Will,

Lightning Reflexes, Alertness.
Environment: Any underground or indoor
Organization: Solitary, Pack (2-4) or Tribe (5-8)
Challenge Rating: 12
Alignment: Always CE
Treasure: Double Standard

A huge, six legged creature with smoldering, pitted black skin, a towering head with a halo of sharp spikes and a long tail with a spinning and grinding tip stands before you. It lets out a low growl and charges.

The tome dredger is a spawn of the dark god Azocrathe, who created the foul beings to quickly obliterate any large collections of knowledge and information. One tome dredger can destroy an entire hall of records or set a library ablaze in a matter of minutes. These creatures know only destruction and will stop for nothing that stands in their path.

Combat

A tome dredger will use its Rumble ability to knock its foes off guard, then move in for a kill by using its Smoldering Death ability. It fights mercilessly to the death, targeting any visible spellcasters or prone enemies first.

Smoldering Touch (Ex): A tome dredger's body consists of a smoldering, rubbery flesh that sticks to and ignites any nearby objects. A tome dredger's slam attack deals 2d6 points of fire damage to any object the first round, and an additional 1d6 points of fire damage the following round. A creature attacking a tome dredger

with a wooden weapon must make a Reflex save (DC 22) for each successful hit or have the weapon catch fire (taking 2d6 damage per round).

Tail Grind (Ex): A tome dredger has a set of grinding, whirling spikes on its tail that not only allow it to burrow into the earth but also attack foes. A successful attack will deal 4d6 points of slashing damage. The Tail Grind attack has a range of 10 ft.

Head Thrash (Ex): A tome dredger attempts to spear its melee opponents with its razor-sharp head spikes. A successful attack deals 1d8+6 points of slashing damage.

Rumble (Ex): As a standard action, a tome dredger can drive its tail into the earth, causing a 30 ft. radius area around it to tremble and shake violently. All creatures within the area must make a successful Reflex save (DC 22) or fall prone for 1d4 rounds. Any loose objects within the area fall to the ground.

Smoldering Death (Ex): After using its Rumble ability and knocking an opponent prone, a tome dredger will finish its foe off by opening its lower body cavity and dumping a heap of fire and brimstone on top of its prone opponent. The attack deals 8d10 points of fire damage, Reflex save DC 22 for half. If an opponent fails the first save and takes damage, the following round they must a second Reflex save at a DC 22 or take an additional 4d10 points of smoldering fire damage. This is a standard action and can be done every 1d4 rounds.

Chapter Eleven: Charts and Random Generators

There are many ways to incorporate books into a campaign and a wealth of information that books can provide. The following charts have been provided to assist a dungeon master with a seamless incorporation of books and tomes into her campaign. Not only will these charts give you all of the necessary information about a text including subject, language, value, and special features, it also gives an additional treasure chart for random encounters.

Random Treasure Generator

Roll this chart for any encounter with humanoid or intelligent creatures for books and book-related items. This chart is based on a high-level literacy rate in a standard fantasy setting.

Chart 11.1: Random Treasure Generator

Level	D%	Books	D%	Items
1 st	01-52	---	01-71	---
	53-95	1 book	72-95	1 mundane
	96-100	1d4 books	96-100	1 minor
2 nd	01-44	---	01-49	---
	45-95	1 book	50-85	1 mundane
	96-100	1d4 books	86-100	1 minor
3 rd	01-41	---	01-49	---
	42-95	1 book	50-79	1 mundane
	96-100	1d4 books	80-100	1 minor
4 th	01-41	---	01-42	---
	42-95	1 book	43-62	1d2 mundane
	96-100	1d4 books	63-100	1 minor
5 th	01-38	---	01-57	---
	39-95	1 book	58-67	1d3 mundane
	96-100	1d6 books	68-100	1d2 minor
6 th	01-37	---	01-54	---
	38-95	1 book	44-49	1d2 mundane
	96-100	1d6 books	60-99	1 minor
7 th	01-29	---	100	1 medium
	30-87	1 book	01-51	--
	88-100	1d6 books	52-96	1d2 minor
8 th	01-29	---	97-100	1 medium
	30-87	1 book	01-48	---
	88-100	1d6 books	49-96	1d2 minor
9 th	01-29	---	97-100	1 medium
	30-85	1 book	01-43	---
	86-100	1d6 books	49-96	1d2 minor
10 th	01-24	---	97-100	1 medium
	25-79	1d4 books	01-40	---
	80-100	1d8 books	41-88	1d2 minor
11 th	01-14	---	89-99	1 medium
	15-75	1d4 books	100	1 major
	76-100	1d8 books	01-40	---
12 th	01-14	---	32-84	1d2 minor
	15-75	1d4 books	85-98	1 medium
	76-100	1d8 books	99-100	1 major
13 th	01-08	---	01-27	---
	09-75	1d4 books	28-82	1d3 minor
	76-100	1d8 books	83-97	1 medium
14 th	01-08	---	98-100	1 major
	09-75	1d4 books	01-19	---
	76-100	1d8 books	20-73	1d3 minor
15 th	01-03	---	74-95	1 medium
	04-74	1d6 books	96-100	1 major
	75-100	1d10 books	01-19	----
16 th	01-03	---	20-58	1d3 minor
	04-74	1d6 books	59-92	1 medium
	75-100	1d10 books	93-100	1 major
17 th	01-03	---	01-11	---
	04-68	1d6 books	12-46	1d6 minor
	69-100	1d12 books	47-90	1d2 medium
18 th	01-02	---	91-100	1 major
	03-65	2d4 books	01-40	---
	66-100	2d8 books	41-46	1d6 minor
19 th	01-02	---	47-90	1d2 medium
	03-65	2d4 books	91-100	1 major
	66-100	2d10 books	01-33	---
20 th	01-02	---	34-83	1d2 medium
	03-65	2d4 books	84-100	1 major
	66-100	2d10 books	01-24	---
20 th	01-02	---	25-80	1d2 medium
	03-65	2d4 books	81-100	1 major
	66-100	2d10 books	01-04	---
20 th	01-02	---	05-70	1d2 medium
	03-65	2d4 books	71-100	1 major
	66-100	2d10 books	01-25	---
20 th	01-02	---	26-65	1d2 medium
	03-65	2d4 books	66-100	1d2 major
	66-100	2d10 books		

Mundane Items: Mundane item charts can be found in Chapter Eight.

Magic Items:

Use the chart 11.2 to determine the type of magic item chart to roll on. All magic item charts are found in Chapter Seven, and Chapter Eight.

Random Book Generation Charts

Use the following book charts in order.

This first chart determines rarity of book, which has a strong influence on value.

The second chart is for the condition of the book, which includes value modifiers. Apply any condition value modifiers after all price features have been calculated (based on rarity and special features, if any).

Chart 11.2: Magic Items

Percentile	Chart
01-30	Scrolls
31-60	Ciphers
61-80	Items
81-100	Magic Tomes

Chart 11.3: Book Rarity

Rarity:	D%	Value	Description
Common	1-50%	2d4 gp	Common books are usually cheaply made and of mediocre quality. They are easy to find and, in fact, may proliferate the market.
Uncommon	51-80%	2d6 gp X 10	Uncommon books are generally a higher quality, on a larger variety of subjects, and made out of more expensive materials. These books have a 10% chance of having a special feature. If this book has a special feature, roll on table 11.6.
Rare	81-95%	2d8 gp X 100	Rare books are usually on very obscure subjects and are made out of top quality features. They are always masterwork and have a 30% chance of having a special feature. If this book has a special feature, roll on table 11.6.
Ancient Tome	96-100%	2d10 gp X 1000	Ancient tomes are made of exceptional quality materials and usually contain information that has been long forgotten or is of the most secretive type. To have withstood the test of time, they have superior craftsmanship and are always of masterwork quality. Because of both information within and overall quality, these books are extremely valuable and have an 80% chance of having a special feature. If this book has a special feature, roll on table 11.6.

Chart 11.4: Book Condition

Condition:	D%	Value Modifier	Description
Poor	1-10	25% of original value	Needs serious repair; pages brittle; spine broken; may be missing pages or have damaged pages; cover may be torn, soiled, or missing.
Average	11-39	75% of original value	Wear on edges of pages; some pages may be torn or faded, but intact; cover will show wear. A book in this category may have one or two major flaws, but not enough to put it in poor condition. All in all, in "used" condition.
Good	41-70	95 % of original value	A book in this category has wear, mostly from being read over and over again. It may have some cover marks or creases, but is still in good condition. The pages are very readable and in good condition.
Fine	71-90	100% of original value	Like new condition, this book may have only been read a once or not at all, all pages in excellent condition, cover and pages nearly flawless.
Very Fine	91-100	1.25% of original value	This book is in pristine condition. It appears to be brand new and has no flaws.

Only roll on this chart if your book has a special feature (found on Chart 11.3). Special features add a 25% markup to the value of a text.

Table 11.5: Book Special Materials

Material / Effect	D20 Roll	Description
Gilt-lined pages	1	The edges of pages of this book have been dipped in gold.
Special Ink	2	This book was written with a special colored ink, usually from a unique or hard-to-find source. The ink colors could include: golden, platinum, mithril, written in the blood of a virgin, etc.
Hidden Compartment	3	This book has an intricately designed hidden compartment. Usually, something of great value or importance is hidden inside (DM's choice).
Notation	4	Some previous owner has made important and poignant notations in the margins of the book.
Strange composition	5	This book has an odd shape. Examples: circular, oval, completely square, elongated, triangular, etc.
Fire Protected	6	The contents of this book will not burn in the hottest flame.
Acid Protected	7	The book is completely immune to acid effects.
Portable	8	On command the book shrinks to the size of a common coin (still shaped as a book) and on command may be restored.
Telepathic	9	On command, the book will telepathically communicate the contents to the reader.
Imparting	10	This magical property will allow the reader to choose to freely open their mind to the information contained within the book. If they freely choose to open their mind, the entire contents of the book are instantly imprinted onto their mind. (This is a magical process but not a permanent magical effect. The contents may be forgotten if not dwelled upon or used.)
Audible Contents	11	On command, the book will speak its contents to the reader.
Invisible Ink	12	The book is written in a magical invisible ink. An identify spell will reveal the means necessary to make the ink visible. Examples: hold the book to a flame, pour an alchemical substance on the pages, rub something cool on the pages, the book must be read in the moonlight, the book can only be read by a certain race.
Unique Materials	13	This book was created with special materials—examples: velum cover, ivory inlays, thin stone sheets with carvings.
Special Cover	14	This book's cover is made out of a unique or rare substance. Examples: displacer beast hide, dragon scales, golden velvet, clear crystal.
Timeless	15	This book is coated with unguent of timelessness and therefore will never see the effects of age.
Exquisite Locking Mechanism	16	A platinum locking mechanism with special key protects the contents of this book. It has a 50% chance of being a magical locking mechanism.
Ancient Tongue	17	This book is written in a long-forgotten tongue. (Do not roll on the language chart below).
Password Protected	18	The contents of this book are magically sealed with a password. An analyze dweomer spell will reveal the password to the caster.
Magical Index	19	This book has a magical index. Simply speak the word you are looking for and the book will turn to that page.
Roll Twice	20	DM's choice or roll twice on this chart. Add another 15% market modifier to the value.

This chart will determine the subject area of the book. A random book name and author generator is provided later in this chapter.

Chart 11.6: Book Subject Area

Subject:	d20 Roll	Specific Examples:
Arcana	1-7 %	Books in this category can have a very wide range of topics all under the arcana heading including: ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts. Examples: Fimble's Guide to Divination; Book of Arcane Lore; The Way of the Wizard; How to Build a Golem in 10 Days.
Architecture and Engineering	8-15 %	A book of this type can include information on: buildings, aqueducts, bridges, and fortifications. On Shipbuilding; Gnomish Contraptions and Gizmos; Rocks and Rocks, Master Drugar's Guide to Minerals and Mining;
Dungeoneering	16-22 %	Dungeoneering includes information on spelunking, aberrations, oozes, caverns and cave formations.
Educational	23-29 %	This category can include language learning books, beginner text books, and books on a variety of skills and feats. Poot's Guide to the Gnomish Tongue; Big Book of Orc Phrases;
Geography	30-37 %	Books include subjects on lands, terrain, climates, and people.
History	38-44 %	On royalty, wars, colonies, migrations, founding of cities.
Local	45-51%	Legends, personalities, inhabitants, laws, customs, traditions, humanoids.
Miscellaneous	52-67%	Anything not covered in other categories including recipe books, novels, and children's books.
Nature	68-74 %	animals, fey, giants monstrous humanoids, plants, seasons and cycles, weather, vermin
Nobility and Royalty	75-81 %	lineages, heraldry , family trees, mottoes, personalities
Planes	82-88 %	inner planes, outer planes, astral planes, outsiders, elementals, magic related to the planes
Psionics	89-91 %	any and all information regarding psionics.
Religion	92-98 %	gods and goddesses, mythic history, ecclesiastical tradition, holy symbols, undead.
DM's Choice	99-100 %	

Use this chart to determine what language the book is written in. If you have a book on Arcana, Nature, Planes, Religion, or Architecture and Engineering, roll on those specific charts, as some types of books in those categories are more likely to be written in one language over another. For any other type of book, roll in the "Other" category.

Chart 11.7: Book Language

Language	Other	Arcana	Nature	Planes	Religion	Arch. & Engineering
Abyssal	01 %	01 %	--	01-7 %	01-05 %	--
Aquan	02 %	02 %	01 %	8-14 %	06 %	--
Auran	03 %	03 %	02 %	15-21%	07 %	--
Celestial	04 %	04 %	--	22-28 %	8-17%	--
Common	05-35 %	5-30 %	03-27 %	28-47 %	18-50 %	01-25 %
Draconic	36-44 %	31-55 %	28 %	48-54 %	51-55 %	26-30 %
Druidic	--	--	29 %	--	--	--
Dwarven	45-53 %	--	30-35 %	55-56 %	56-60 %	31-60 %
Elven	54-62 %	56-80 %	36-61 %	57-63 %	61-66 %	--
Giant	63-64 %	--	62 %	--	67-68 %	--
Gnome	65-73 %	81-86 %	63 %	64-68%	69-70 %	61-90 %
Goblin	74-75 %	--	64 %	--	71-72 %	--
Gnoll	76-77 %	--	65 %	--	73-74%	--
Halfling	78-80 %	87 %	66-71 %	69-70 %	75-79 %	90-95 %
Ignan	81 %	88 %	72 %	71-77 %	80 %	--
Infernal	82 %	89 %	--	78-84%	81-85 %	--
Orc	83-85 %	--	73-78 %	--	86-87 %	--
Sylvan	86-94 %	90-94 %	79-98 %	85-87 %	89-94 %	--
Terran	95 %	95 %	99 %	88-95 %	95%	--
Undercommon	96-100 %	96-100 %	100 %	96-100 %	96-100%	96-100%

Sample Book Titles

The next set of charts provides random book titles based on book category. Roll a d20 for each category.

Table 11.8: Sample Book Titles: Arcana

Magical Manipulations of Natural Forces	1	On the Creation of Golems	11
Guide to Magical Beasts	2	The Mystery of the Great Divide	12
The Rituals of the Lost Kingdom	3	Magical Fire and its Uses	13
A Beginners Guide to Magic	4	Symbols and Glyphs	14
The Disappearance of Objects	5	Book of Obscure Potions	15
Encyclopedia of Common Arcane Symbols	6	Creating Magical Objects	16
Ancient Artifacts and Objects	7	Metamagic Discovery	17
Avoiding Spell Components	8	Guide to Gold Dragons	18
Divination Techniques	9	Arcane Lore and Bizarre Discovery	19
Magical Travel Techniques	10	Magic of the Ancients	20

Table 11.9 Sample Book Titles: Architecture and Engineering

Big Book of Diamond Mining	1	Highways and Byways	11
Repairing Wood and Stone	2	Index of Building Materials	12
Airship Construction	3	Constructing a Seaworthy Vessel	13
On the Castle	4	Advanced Building and Brickwork	14
Properties of Stone	5	Arch building Techniques	15
Enhancing Architecture Techniques with Magical Means	6	Defensive Building Techniques	16
The Ancient Craft of Aqueducts	7	Metalworking	17
Dams and Waterways	8	Manipulation of Metal	18
Ancient Weaponry Techniques	9	Complex Trap Construction	19
Levers, Pulleys, and Gizmos	10	The Big Book of Apparati	20

Table 11.10 Sample Book Titles: Dungeoneering

Rocks and Rocks: A Miner's Guide to Caves	1	Underground Waterway Navigation	11
On Aberrations	2	Advanced Roping and Climbing Techniques	12
Spelunking Techniques	3	Types of Cave Formation	13
Underground Streams	4	Battling Against Oozes	14
Scaling Rock Faces with Ease	5	Abandoned Tunnels	15
Medicinal Properties of Fungi	6	The Monsters of the Deep	16
Encyclopedia of Mines of the East Mountains	7	Types of Caves and their Inhabitants	17
Cave Fungi and its Uses	8	The Intellect of the Ooze	18
Sound Waves in Caves	9	Basics of Adventuring	19
How to Not Get Lost in a Cave	10	Foraging in the Underdark	20

Table 11.11: Sample Book Titles: Educational

Two-Handed Swordplay	1	The Study of the Draconic Tongue	11
Disguise Techniques	2	Basic Alchemy Techniques	12
Simple Healing and Herbal Techniques	3	StrongFist Fighting Style	13
The Sword as a Shield	4	Denni and the Dragon	14
Fascinating Facts	5	The Study of Tailoring	15
Gemcutting & Precious Gems	6	Stealth and Darkness	16
How to Talk to Orcs	7	Learn Giant	17
Arena Fighting Techniques	8	The Art of Blacksmithing	18
Marketing Magical Items	9	Guide to Gold and Gems	19
Decorative Armor Techniques	10	Alchemy of the Elves	20

Table 11.12: Sample Book Titles: Geography

The Caves of Mount Domorie	1	Surviving the Living Forest	11
Storms and Cyclones	2	The Mountain as a Foe	12
Navigating Rough Terrain	3	The Spread of the Human Race	13
The Forbidden Isles	4	The Tundra	14
Predicting Weather Patterns	5	The Faerie Forests	15
The Woods of the Black Hills	6	Oceanic Weather	16
Navigating the Waters of the Black River	7	The Climates of the Southlands	17
The Hidden Grasslands	8	Seeking out Pirate Coves	18
Basics of Geography	9	Peoples of the North Lands	19
Populating the Iceberg	10	Determining Fossil Ages	20

Table 11.13: Sample Book Titles: History

History of the Dusty Mountains	1	The Great Orc Wars	11
The Elven Lands	2	Colonization of the Isles	12
Migrations of the Human Race	3	The Sanaj Era	13
History of the Lake Region	4	The Forgotten War	14
The Three-Year's War	5	The History of the Snowy Plains	15
War and Peace	6	History of the Barbaric Tribes	16
Festivals of Ancient Brombybottle	7	Trey Vance's Colonies	17
The Ancient War of the Bloodborns	8	Medical Techniques: An Informative History	18
The Discovery of Magic	9	The Founding of Kenelm	19
Lineage of the Royal Family	10	History of Shipbuilding	20

Table 11.14: Sample Book Titles: Local

Strategies to Defeat Goblins	1	The Book of Halfling Law	11
The Dragon Legends	2	Customs and Traditions of the Halfling Race	12
Common Superstitions	3	Folklore of the Elves	13
The Great Orph Maloney	4	Strange Customs from Across the Realms	14
Laws and Customs of the Underdark	5	The Life History of Illias the Bard	15
The Lost City of El Hibri	6	Fimble's Dangerous Journeys	16
Dwarven Laws Not to be Broken	7	Inhabitants of the North Lands	17
Human Folklore	8	Gnomish Festivals	18
Orc Holidays and Traditions	9	Legend of Jorgan Et	19
The Journey of the Three	10	Troglodyte Marriage Ceremonies	20

Table 11.15: Sample Book Titles: Miscellaneous

The Big Book of Dwarven Insults	1	The Itsy Bitsy Spider	11
Children's Tales and Fables	2	How to Rip Off Your Neighbors	12
Denni and the Dragon	3	Tattoo Inks and Patterns	13
The Study of Tailoring	4	Arena Fighting Techniques	14
The Craft of Quilting	5	Big Book of Illustrations	15
How to Beat a Halfling at Cards	6	The Legend of Sinbalin	16
Book of Party Etiquette	7	Recipes from Across the Planes	17
World Directory of Mage Schools	8	The Art of Grave Robbing	18
Common Remedies	9	Advanced Blacksmithing Techniques	19
Interpreting Dreams	10	On Glassworking	20

Table 11.16: Sample Book Titles: Nobility and Royalty

On Heraldry	1	The Crowning of the King	11
The Lineage of the Danskyne Family	2	Lord Bryon's Encyclopedia of Royal Families	12
King Hennis the 28th	3	Kingly Scepters	13
On Servants and Slaves	4	Interpreting a Coat of Arms	14
Warring over the Throne	5	Ceremonial Armor	15
Royal Insignia	6	The Noble Families of the West	16
1000 Years of Bret Family Lineage	7	Court Etiquette	17
Proper Masquerade Attire	8	Proper Conversation and Pronunciation	18
The Code of the Knight	9	How to Win a Noble Wife	19
The Castle as a Home	10	Organizational Mottoes of the West Lands	20

Table 11.17: Sample Book Titles: Nature

Medicinal Properties of Insects	1	Survival Skills in the Wilds	11
Trees of the Realms	2	Giant Fighting Techniques	12
Pixies and Sprites: Do They Really Exist?	3	Preserving Skins and Hides	13
Edible Plants and Herbs	4	Supernatural Weather Conditions	14
Understanding Vermin	5	The Four Seasons	15
The Animal Encyclopedia	6	Swamp and Marsh Vegetation	16
How to Survive in Harsh Climates	7	Anatomy of the Beasts	17
The Hydra	8	Natural Alchemy Recipes	18
Natural Drugs	9	Tracking your Prey	19
Poisonous Plants and Creatures	10	Uses for Pixie Dust	20

Table 11.18: Sample Book Titles: Planes

On the Ethereal Plane	1	Comprehensive Guide to Sigil	11
The Outer Planes	2	Planar Travel for Beginners	12
Index of Keys and Portals	3	Creatures of Extra-planar Origin	13
Journeys through the Planes	4	The Basics of Planar Travel	14
Foul Beings of the Depths	5	The Plane of Fey and Dreams	15
On Good Outsiders	6	Properties of the Positive Energy Plane	16
Index of Known Portals and Keys	7	My Travels Through the Transitive	17
The Astral Plane	8	Fighting Invading Outsiders	18
On Demiplanes	9	The Elemental Plane of Earth	19
Surviving the Inner Planes	10	Planar Magics and Incantations	20

Table 11.19: Sample Book Titles: Psionics

On Clairsentience	1	Power Stones	11
Tracking Manifestations	2	Powers of the Mind	12
Effective Psionic Combat	3	Battling the Psion	13
Metacreative Processes	4	Psionic Creatures and Beings	14
Creating Dorjes	5	The Psychokinetic	15
Differences Between Psionics and Magic	6	Autohypnosis and the Mind	16
Guarding Against Telepathy	7	The Psicrystal	17
Identifying Psionic Items	8	On Ectoplasm	18
Index of Known Psionic Items	9	Psychometabolism and the Body	19
Psychoportation Techniques	10	Crystal Capacitors	20

Table 11.20: Sample Book Titles: Religion

The War Against Undead	1	Faith as a Weapon	11
Comprehensive Guide to the Holy Symbol	2	Visions from the Gods	12
The Holy Wars of the East	3	The Way of the Paladin	13
On Mythology	4	Lichdom and Life	14
Creating Effective Undead	5	Teachings of Thanos	15
Sacred Teachings of Our God	6	Life in Death	16
Turning Undead with Ease	7	On Vampires	17
Silvered Weapons	8	Uses of Holy Water	18
Demigods of the Realms	9	Comprehensive Guide to Holy Symbol Care	19
Creating Religious Magical Items	10	Rites and Rituals	20

Random Book Author Generator

There are several ways that book titles can be formatted. They are:

- 1) (Author's Name) Book of (Subject). Examples: Anselholm's Book of World Magics; Anyana's Book of Divine Healing; Briel's Book of Dance Techniques.
- 2) (Author's Name) (Subject). Examples: Grizla's Gelatinous Creations; Fimble's Fabulous Wands; Sophia's Guide to Adult Entertainment; Oniko's Snares and Traps; The Gallowgrass Guide to Medicinal Herbs.
- 3) Book of (Subject). Examples: Book of Great Escapes
- 4) (Subject) by (Author's Name). Examples: A Warrior's Guide to Magic by Orph Maloney; In Death there is Life by Hallop Shasto

Table 11.21: Random Book Author Generator

Poot Brombybottle Utuonik Gillibrinton Fenflower	1	Crispin Chetar	51
Queen Viveka VII	2	Anselholm Whitecourt Runegarden III	52
Kamiya Willowwhite	3	The Great Sigourney	53
Brentanstone Beersblood	4	Xaveria Upton	54
Spica Jelanspruce	5	Noim De Le Franiuk	55
Alsavin Baramiier	6	Calantha Sahen	56
Sterling the Brave	7	Thedan InesIsko	57
Marcus the Mighty	8	Johara E Mardukin	58
Yasir Fareed	9	Zaltana Namazzio	59
Jakin Kamilon	10	Briand Yachne	60
Arealath the Sage	11	Vanora Kelby	61
Aquene Wijdanok	12	Slerious Y'drellig	62
Tai Tong of the High Hills	13	Kangiyun Yuikk	63
Bayta Machi	14	The Ackdar	64
Lyris Hale	15	Cam Noelnis	65
Benten of the Strongfist Clan	16	Jecla Vishallien	66
Chava U' Patamon	17	Mardin Jenyadi	67
Salvalior Slaven	18	Flamyal D'Lamorde	68
Kanok Gillian	19	Balindin Cimistro	69
Karthat Hungdoni	20	Walden Thoreau	70
Cynric Wakanda	21	Fisk Billybutton	71

Oniko Cawnmyer	22	Yosaimi Genpaku	72
Ainhoa of the Winds	23	Grumpid Garfoon	73
Yakecan Delano	24	Aintzane Fallon	74
Thorkalta the Brave	25	Bazyil Siv	75
Umeka Fumarabi	26	Dak Tamble	76
Phoenix Hypatia	27	Philomen	77
Jandor Ul'Baal	28	Tharmalus	78
Ximen the Buglord	29	Ula Zenon	79
Gronin Vi'Bleen	30	Kairos Garridan	80
Senon Tiponya	31	Quixx Fristnubbin	81
Van Nirvelli the 2nd	32	Yorvantrha Essien	82
Baliv Ra'heed III	33	Adeben Roshivmal	83
Aleron Soterios	34	Nicanor Dieter	84
Morven Larkspring	35	Fumi Letshige	85
Tootega Purkak	36	Pinkensnort Brownbottle	86
Kirtiamus	37	Achen Noe	87
Galtak Barthur	38	Hadrian of Chaloub	88
Ivar Emil Youndin Mo'Pallin	39	Basimah the Flame	89
Jasmus O'Learnik	40	Lenskottle Sprinkorgluton	90
Alveelian Saleithian	41	Chou Ying	91
Ungof Munof	42	Jumoke Damalis	92
Aruna Sil Akna	43	Kanika Hoosing	93
Pothinkie Tobnobbin the 39th	44	Diya Humam	94
Bayani the Brave	45	Fawn Sweetbreeze	95
Dyani Blackleaf	46	Albinka Romin	96
Acantha	47	Dryden Reed	97
Neim Otamane	48	Etania	98
Fleta Swiftstrider	49	Dymphna	99
Zook the Raven	50	Orph Maloney, Wizard Extrodrinare	100

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Pothinkie Tobnobbin the 39th
Zook the Raven
Dryden Reed
Pinkensnort Brownbottle
Tharmalus
Azocrathe
Arziki
Vadella Mercume
Thanos
Brillion Van Bruin
Fimble Ullisproken Fenbottle Willowwhite
Orph Maloney
Jnana Morga

All of Chapter Nine: Deities

All of Chapter Eleven: Charts and Random Generators

Libem Liborium: The Complete d20 Guide to Books is the most comprehensive guide to books and tomes available to the d20 industry ever published! **Libem Liborium: The Complete d20 Guide to Books** is an extensive, exhaustive, and creative resource that will be useful to many gamers as it was specifically written to cover the range of places and forms writing, books, and the quest for knowledge can take in a campaign world. The book details information about writing while adventuring, including a complete set of mechanics for writing, publishing, and marketing books from hand-publishing to mass book sales.

Libem Liborium: The Complete d20 Guide to Books is written in such a way to be useful not only to your book-hoarding loremasters but also to other classes that have any involvement with writing or learning—including clerics, bards, sorcerers—even fighter classes. The five new prestige classes are open to a range of classes—everything from the story-telling legend crafter to the mighty rune warrior. New spells, feats, and magic items are also included!

Along with information for players, the book gives DMs a large amount of resources to work with—sample libraries and book sellers, information on printing and literacy rates, and new monsters and deities to add to any campaign!

Libem Liborium: The Complete d20 Guide to Books features the following:

- Complete random book generator that will allow you to generate 100's of unique books
- Over eighty new mundane items
- Over forty new magical items including a wide selection of new magical tomes
- Over forty new spells for clerics, sorcerers, bards, and wizards
- Fifteen feats & Skills
- Five new prestige classes
- Eight new monsters
- Four new deities
- Complete mechanics for book writing, crafting, and sales
- All the information you need to make books and learning a realistic part of your campaign!
- Sample libraries, bookstores, and book peddlers
- Information on spellbooks, scrolls, and holy writings