



# d30 Library Details

## LIB1: FOCUS OF COLLECTION

### Roll Part 1

- 1** mixed collection (various topics/depth)
- 2** cyclopedic (basic info. on most topics)
- 3** documents & records, personal
- 4** documents & records, family
- 5** documents & records, government
- 6** documents & records, military
- 7** documents & records, religious
- 8** documents & records, trade/commerce
- 9** journals
- 10** personal manuscripts
- 11** theology & religion\*
- 12** philosophy & ethics\*
- 13** legends, lore & myth\*
- 14** history & geneology\*
- 15** maps/geography/topography
- 16** law & customs\*
- 17** languages & linguistics\*
- 18** sociology & politics\*
- 19** military science
- 20** commerce & business
- 21** crafts & trades
- 22** art & mucus\*
- 23** agriculture
- 24** architecture & engineering
- 25** biology & anatomy\*
- 26** flora
- 27** fauna
- 28** physical universe
- 29** metaphysics
- 30** unusual & supernatural (incl. magic)

## LIB2: KEY DETAIL

### Roll Part 1

- 1** 1d3 books of particularly high value (each: 1d3 x 1,000 gp value)
- 2** 1d30 books of moderate value (each: 1d3 x 100 gp value)
- 3** 10-300 (1d30x10) books of general resale value (each: 1d3 x 10 gp value)
- 4** 1-in-30 chance each book faced by magic mouth (will answers questions on contents)
- 5** area infested by vermin: spiders/cobwebs
- 6** area infested by vermin: rats/droppings
- 7** area infested by vermin: spiders/cobwebs & rats/droppings
- 8** collection affected by time (very delicate/brittle)
- 9** collection includes related non-magical objects/artifacts (in addition to books)
- 10** collection looks and smells very old/musty (1-in-30 chance any book is rotting/unsuable)
- 11** collection looks old, but smells new
- 12** collection looks old, but smells new
- 13** decay/rot to major portion of collection (1-in-3 chance any individual book is unreadable)
- 14** decay/rot to various portions of collection (1-in-6 chance any group is unreadable)
- 15** decay/rot to specific area within collection
- 16** each volume is magically bound to area (cannot be removed without use of magic)
- 17** entire collection protected by magic (save vs. spells or be unable to read/decipher)
- 18** entire collection written in archaic language (readable using appropriate magic spell)
- 19** entire collection written in coded language (INT:18+ = 1-in-30 chance of decoding)
- 20** entire collection written in mix of languages (1-in-3 chance any book written in common)
- 21** entire collection written in one non-common language
- 22** item(s) hidden in collection: magical scroll(s)
- 23** item(s) hidden in collection: map(s) to hidden treasure
- 24** item(s) hidden in collection: map(s) to lost/hidden location(s)
- 25** organized poorly (difficult to find anything)
- 26** organized well (easy to navigate)
- 27** organized moderately well in "thematic piles"
- 28** organized moderately well on odd shelf arrangement
- 29** secret archive (off main collection, accessed by secret door/passage)
- 30** scribe's materials and work area (1d3 books in process of being copied)

## LIB3: OTHER FEATURES

### Roll Part 1

- 1** armchair
- 2** cabinet
- 3** chandelier
- 4** fireplace
- 5** force field
- 6** chair
- 7** chest
- 8** closet
- 9** desk
- 10** fresco
- 11** ink
- 12** lamp
- 13** papyrus (blank)
- 14** pedestal
- 15** quill (s)
- 16** rug
- 17** shelf
- 18** stool, high
- 19** stool, normal
- 20** table, large
- 21** table, long
- 22** table, low
- 23** table, round
- 24** table, small
- 25** table, trestle
- 26** tapestry
- 27** shrine
- 28** statue
- 29** vellum (blank)
- 30** urn

\* optional: roll 1d30 [**1-24**=humankind;  
**25-27**=demi-humankind; **28-30**=humanoids & giantkind]