

The NetBook of Books v 1.0

This is a list of various roleplaying relating books compiled from the AD&D List Server.
If anybody has any other books that they would like to add to this list, then please e-mail them to me at andy@enta.net

I have not included any credits with this module, but if you have added any be sure that we do appreciate your efforts. I have formatted this book in standard UK A4, hopefully I have set up all the styles correctly to make it a simple job to alter it to US Letter.

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Comment [AW1]:

Books with Descriptions

Stories, Poems and Bardic Tales

The Dragon Aernigawog and the Black Knight by unknown

contains the story about the Black Knight and his quest to rid the world of the terrible ice dragon Aernigawog. Might have clues to weaknesses of the dragon, where to find it, and perhaps even clues to where the Black Knight met his eventual demise.

The History of Cronenwald Castle by Brughan the Scribe

A chronological history of Cronenwald Castle, complete with who designed it, the lords that have resided there, and modifications and remodelling efforts. Might have information about secret corridors and rooms hidden in it, might be used to find out information about the vampire that currently resides there, and may even contain information about the unfinished business the ghost of the Lord Gronathan needs to have done to go to its final rest.

The Glowing in the Night by defaced

Actually a pornographic fairy tale written for the (secret) amusement of one rather ... geil Lord. Complete with pictures and perhaps even magical, animated illusions.

Magical Tomes and Books

These are books and treatises (remember scrolls, clay tablets, magical stone slabs with illusory writing and everything) containing information about spells, research of spells, information about magic related proficiencies, creation of magical items or objects, and the like.

The Art and the Invocation by Archmage Grothanla the White.

gives a +3 bonus to all spellcraft proficiency checks involving the school of Invocation, though each check against spellcraft takes 1d6 turns because the book must be referenced. May even hold information about Grothanla's eventual lichdom and oddities of the Archmage. It also contains a special Invocation spell Grothanla's Improved Fireball, a 5th level spell combining the effects of a 1d8 HD fireball (i.e., as per Fireball, but with 1d8 instead of 1d6 as the die used when damaging things), with an additional ST vs. Spells to avoid being Blinded as per the spell Cause Blindness for 1 turn per level of the caster.

The Creation and Controllation of Constructs of the Art by defaced.

If the reader succeeds at an Int check with a 3 penalty to the roll, he will be able to use the powers of this book. Anyone seeking to research any spell pertaining to the animation of constructs or objects, will get the needed time reduced with 20% by using this book. Otherwise, this book does not count towards anything. This book also contains hidden rituals to enchant bone golems an Int check with a 6 penalty will allow any mage of sufficient experience to learn the ritual and ingredients needed to create such a construct. Also, any golems or other magical constructs created with this book available as a reference, will be +1 HP per HD tougher than regular golems, provided the mage passed the 3 Int check.

Levius Levitha by Ssorthanor the Great.

This book, written in drow (the mage must succeed in a proficiency check vs. drow with a 2 penalty to the roll to be able to use this book) imparts a curse on the reader to never harm, destroy, or allow to harm the book, and to always be respectful when talking about Ssorthanor. Otherwise, this book helps in all travel and flight related spells, in that durations that are determined by level are increased as if the level of the mage is three levels higher than he really is. This ability is retained if the mage is allowed to study the book for one whole day each time he advances in level, otherwise the ability will fade at the rate of losing one bonus level per level the mage advances. The ability can be used with the following spells, and all other spells that the DM so declares: Flight, Levitate, Murdock's Feathery Flyer, and Featherfall. Mark that this book does not provide insight in instantaneous travel spells like Teleport and Teleport without Error.

The Power of Directed Magic, by a PC

This tome details the workings and variations of the magic missile spell. A Mage who knows magic missile and studies the book for at least a week will gain the following ability. When the Mage casts magic missile she can get one more missile than normal or each missile will do +1 damage. This book must be studied at least an hour a week or the special ability is lost.

La Book o' Energy, author unknown

Those book tells about how magic is related to energy

Ye Oldie Spellbookie, By Simon the Sorcerer

This book contains 20 random spells

Detection and Manipulation of objects at a Distance

Journeyman thesis of Miars Elpook This book described detection techniques and Telekinesis effects that are possible to use on objects up to 50 yards away. The last part of this book details a form of object teleportation (warning, this can be an unbalancing spell. I usually give it a 30% chance of grabbing something random including guardsmen, assassins, etc.)

Uses of Gemstones in Magic Masters.

Thesis of Miars Elpook This book details substitutions that can be made if certain spell components are not available. Wizards using it will be able to save approximately 10% of gemstone casting components. If one is adventuring in the lands of Lothia (my world) and meets a man names Miars, they would be wise hiding any valuables from him.

The complete Apprentice by Archmage Elgar (book one in series)

In this book Elgar details the duties of an apprentice and described different techniques that apprentices should use to help learn spells. Half of this book serves as an exercise booklet. If the entire book is studied for a month and the character makes a half int. check, the character reading it will learn a dozen cantrips and the 1st level spells, detect magic, read magic, and light. Each additional month spent can add +1 to the learn roll.

The complete Laboratory by Archmage Elgar (book 4 in series)

In this book Elgar explains how a modern research laboratory should be equipped. Using this book it is possible to save 10% on a basic library and cut the time required to build a laboratory in half.

Techniques for animating the dead (volumes IIV)

This book details methods of animating the recently dead. It covers methods of making the dead smell better, look better, be stronger, and retain some of the skill they had in life. Use of these books will give a +1 hp per HD to skeletons made while referring to this book. There are also several spells for animating Zombies, but removing the flesh afterwards to prevent their smell and slowness. A must have for all serious Necromancers. Each book has some specialised effects on undead as well as some "new" spells. The writer of this book is now a Lich. All sections on Liches and Vampires are blatantly untrue.

Cantrip Cooking:

101 cantrips to liven up your meal.

The Effects of Magic on Reality, By Corak, The Mysterious

This book contains information that could be utilized to help make any type of spell having to do with reality(i.e.. Tellport, time stopping, gravity modification.)

Enchanting Items in three Easy Lessons By Tim, The Enchanter

This book would increase the ease of enchanting things. Also it has three spells in it for enchanting items. What they are are up to the DM.

Creating Magic Swords, For Dummies By unknown

This contains both a set of pre written enchantments, and also helps them learn to make and develop different ones.

Magically Binding Dragons to Your Will, By unknown

This contains spells and knowledge of binding dragons. Compells their will to the service of a mage. Note: This is not for novice wizards. If they try make them burn up in flames.

Mundane Works and Tomes:

These books provide information that usually is very clear and relevant to what the book is about the equivalent of sciencebooks in our world. They are, though inherently about nonmagical subjects, often penned by mages and priests, as they are usually the most knowledgeable about these subjects. They may also read as "Ecology of" articles in Dragon Magazine.

The Life and Death of the Buzzing Raptor by Jormindus the Earthy One.

The Buzzing Raptor is a magical hybrid of wasp and raptor common to the county of Bleghrond. This book gives the vulnerabilities of this creature, and also provides information about what they eat, when they swarm, and the fact that they explode when killed, and then animate as skeleton fragments easily destroyed, yet eerie and dangerous for children and suchlike.

Encyclopaedia Naturalica by The Order of the Golden Candle

Provides a +2 bonus to all Animal Lore and relevant skills, provided that the creature in question is a "natural" beast (not a displacer beast, or other beast with magical powers), and that the book can be referenced (usually 1d6+3 minutes per reference).

The Brewing of Cortanethic Ale by unknown.

Contains a complete recipe for the brewing of cortanethic ale, a herbal ale said to ease the troubled mind (allows an extra ST vs. Insanity at the DM's discretion) and help heal the woes of the body (may allow an extra 1hp per day of rest if the resting person can drink at least one pint of Cortanethic Ale every day). Not to mention that it is an absolutely delicious ale. To successfully brew a batch of this ale requires a Brewing proficiency check with a 1 penalty on the roll. The ale will need a month to ferment, and should thereafter immediately be decanted on bottles.

A History of the Keeblonesti Elves

Keeblonesti are a halfelf subrace, gnome/woodelf crossbreed, they usually live in hollow trees and have a knack for crafts, such as baking

Mandalake's Guide to Gems

This book is an invaluable accessory to the adventurer who does not have the Gem Appraisal proficiency. By using this book the adventurer can gain such knowledge as specific type of gem, approximate size (using the handy size scales in Appendix A) and value based on size (Appendix B).

The appraiser sells the volume for a scant 5 gp ("It pays for itself in saved appraisal fees" says the appraiser in his sales pitch). Adventurers that come into a participating appraiser's shop with gem and book in hand will receive the value of the gem as printed (or as listed in the recent edition available at the desk), no fees incurred.

Due to the licensing of the Guide price wars have begun with bonuses of up to 20% offered by appraisers just for using them.

While it does not contain every known gem it does contain the most popular, ranging from ornamental to precious gem stones.

The adventurer turns to the page of the gem that is in question, starting from the section on color, moving on to details and flaws until they reach the gem they are looking for (some of course will be immediately identifiable). Once they reach the specific gem they can read about specific properties of the gem (social value, magical value, component value) determining whether it would be suited for them to sell the gem to the appraiser, mages, nobility or keep it for themselves. They can then move onto the appendices which can then tell them about size and value.

They can purchase an additional book and accessory kit that can teach them in a easy to understand format to split large gems into various denominations for adventurers that cannot make amicable arrangements any other way. The addon book and kit cost an additional 10 gp ("Of course it costs more, I giving away my best secrets", says the appraiser with a genuine hurt look on his face.)

It is rumored that additional volumes may be available to encompass every know gem with addendums added as new gems are discovered, researched and given market values. Naturally with the more rarer gems the volumes grow in cost, with addendums available strictly on a subscriber basis.

A character with Gem Appraisal will look at these volumes at first with disdain and scorn. This knowledge cannot be gained from a book, only from a trained teacher. Until he learns the secret of the books. The monetary values of the gems listed in the books generally undervalue the gems by about 35%. A character with Gem Appraisal may at first think the authors incompetent in their skill but must concede their abilities since the only things in the book that may be inaccurate will be only the pricing. An appraiser with the volume will be able to determine the exact value of a gem (not withstanding variables) once he has been able to deduce the price markdown scheme in the volumes.

Adventurers using the optional Cutter's kit will have a percentage chance of success:

% Roll Event 0 10 Gem ruined, overall value of remnants reduced to 1% of original value 11 25 Gem damaged, value reduced to 50% of original value 26 74 Gem cutting successful in denominations sought after 75 89 Gem cutting successful, however you manage to cut an additional piece over and above pieces sought after, This piece is valued equal to highest valued piece. 90 00 Gem pieces increased in value by d4 times

If the adventurer using the cutter kit is a Gem Appraiser add 20% to roll.

Artificial Flight, a Reality or a Fantasy? By Holyth Maganda

Spiff's Book of Gambling Strategies, by Spiff raises a character's chance of winning in a gamble

A Guide to the Decoration & Usage of Arms & Armor, by the College of Heraldry.

Coats of Arms Granted for the Year XXX0, Coats of Arms Granted for the Year XXX1, Coats of Arms Granted for the Year XXX2, etc, etc.

These are big books in my world, where heraldry is a priviledge of the Nobility only, and carrying artwork on your armor, etc without permission is severely punished.

The history of Halflings.

If the PC's find this books they could read and learn some more of this race, it will benefit a Halfling character.

The Book of Elven Kind, author unknown

With this book a elf can be brought back to life and if a elf has this book all stats raise two points(except AC which is 2 points)

King Hypan and the Establishment of the Sulanese Empire (four books)

Tales of Hypan and the founding of the Sulanese Empire. This empire has been destroyed at least 700 years in my world, but research from these books is useful to learn more about Sulanese Objects and locations of the ancient Sulanese Capitol.

Lord Vanheileps circle of Five (three books)

Collected Bardic Tales, modified so that all the heroes seem to be in the service of a single lord. These tales might be very helpful to a bard, but every creature and spell are so fantastic that kobolds are described as slaving monsters from the pit of hell.

The Events Leading to the Fall of the Sulanese Empire (four books)

Tales of the council of Sulanese archmages finding a lurking force of evil tainting the kingdom. The entire council worked on containing this evil, but apparently the evil was tied heavily to the artifacts built to power the kingdom's expansion efforts. The mages in this tale are extremely high levelled (wish and resurrect are both cast several times) The book ends abruptly when the High council decides that the evil taint must be driven out at all costs. (this book is old and worn, a copy of a copy of a copy of the original. To a historian or powerful mage this book is extremely valuable because it reveals part of the process of making artifacts used by the Sulanese. The 2nd book details the making of Sulanese artifacts (always Lawful Evil) only the 4th book mentions the threat of these artifacts. The items are smart enough to hide their alignment.

Inventions of the Albiene Empire (two books)

Very warlike empire. Was able to conquer a large part of the continent without using magic of any form. The Albiene have found numerous ways to disable spellcasters and priests. Some strategies and items are described. The best techniques require the use of both books. (example. arrows that can made to make magic impossible for any mage with one stuck through him.)

The Lothian Book of Lothian Nobles. (4 books)

Described the original Nobles of the Lothian kingdom. This book details 300 years worth of the royal lines. It will give a +3 to all Lothian Heraldry checks. Any Lothian House would love to have this book. The collection of all for would be priceless to any Lothian Ruler. (Might be easier to kill the party to get them)

The Complete Book of Albiene Lords (3 small books)

This is a book describing the Nobel lines of Albiene Empire. This book has been "altered" several times to add legitimacy to different blood lines. (almost worthless except that it describes the government system of a completely nonmagical empire. A form of socialism by with a heavy war movement.)

Legends of the Fae Creatures, Bedtime stories for children.

Tales mostly focus on sprites, pixies, brownies, gnomes, troggs, and gremlins. Magical creatures that are mostly good in nature. The tales are 30% true.

Legends of the Night

Ghoulis stories about the undead and demonic creatures. This book is a lovecraft style book, but is quite useful as a reference. Most of the knowledge is correct (90%) and any Chaotic Evil Undead or Extraplanar creature has a 30% chance of being in the book. Reading the book has a 1% chance of driving the character insane cumulative for each time the book is read. The last page actually is glued together and contains a scroll of open Planar Gate. It is cursed and will be read on sight.

The World of Britannia by Unknown

This is a book about the mythical world of brittania(ie. Ultima) It discusses the adventures of the Avatar, Champion of Virtue! It covers from Ultima to Ultima7 part one.

Book Lists

Religious Documents

Canticle of the Blinding Light
Travels of the Far Wanderer

Magical Theory and Research

The Magical Properties of Gemstones (Mage Tenser)
The Magical Properties of Herbs and Flowers (Mage Tenser)
The Metaphysics of Mathematics (Mage Nystul)
Lore of Subtle Communication (Tasha)
Ancient Cryptomancy (Phandal)
Extreme Powers of Observation (Kwalish)
Manual Powers Beyond the Life (Bigby)
The Forgotten Arts of Oratory Magnetism (Mage Leomund)
Subconscious Repercussions of Pyromancy (Quall)
Encyclopaedia of the NonSubstances (Asimak)
The Multiple Applications of Perceptomancy (Laeral)
Arcane Manipulations of the Entourage (Mage Otto)
Art of Communications and Sigils (Flamsterd)
Repertoire of Illustrious Conjurations (Mage Drawmij)
Theories on Converging Transitions (Lhegrand)
Thesis on Conditional Ruptures (Archveult)
Inexplicable Reflections (Bucknard)
Curative Music (Mage Otto)
Arcane Topics Demonology of the Savant (Savant Iquander)
On Fiends (Selkoloth of Rauxes)
The Harrowing of Ironnose (Epic Poem)
The Netbook of Books

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Legendary Phantoms and Ghosts (Mage Evard)
 Theory of the Invisible Forces (Archmage Tenser)
 Occult Magnetism (Archmage Nolzur)
 Doors and Passages of Arcane Worlds (Lethchauntos)
 Spherogenesis of the Universes (Mage Otiluke)
 The Transcendental Impenetrabilities (Mage Leomund)
 Dark Sides of the Memory (Archmage Mordenkainen)
 Arcane Pussiance of Memory (Archmage Rary of Ket)
 Libram of the Great Paravisual Emanations (Mage Nystul)
 Thesis on the Planes of AntiMatter (Archmage Leomund)
 Evolution of the Arcane Willpower (Mage Tenser)
 Jim's Compendium of Curses and Hexes, By Jim
 Serpent Magic, By unknown
 The Book of Elven Kind, author unknown
 Treatise on the Practices of Hidden Ones (Bishop Imphalas of Furyondy)
 Components and Reactions of Phosphorus (Daern)
 Cosmogony of Magnetic Fluids (Archmage Mordenkainen)

Mundane works and tomes

Sulphur, Influence and Actions (Arbane)
 Physiology and Medicine Eyes, Vision and Arcane Sight (Mage Alphon)
 Theories on Perception (Kuroth)
 The Natural World Life of Nature, Its Secrets (Caligarde)
 The Beasts of Humanity
 The Poems of Thalac Jiwo (Thalac the Sighted)
 The Fabric of Reality, author unknown
 History The Official History (Uhas of House Neheli)
 The Chronicle of Secret Times (Uhas of House Neheli)
 Epic Saga of Great Conjurers (Falsely attributed to Mordenkainen)
 The Book of Stone
 The DragonScale Tome (Timonas of Jalpa)
 Gnomicspheris A History (Coerlan Attlander)
 Annals of the Family Vordav
 The DeathCode of Eeas
 An Honest Traveller's Strange Tales of the South (L. Marquel)
 True Account of the Great Almorian Campaign (Five Volumes, Mage Threndus)
 Local History The History of the Maure Lands
 House Lorinar: A Chronicle Geography Flannaerich'nyt
 The True Relation of the Nyr Dyv and the Lands Surrounding (Norfil van Defflitter)
 Astronomy and the Heavens Prophetic Skies (Selvor the Younger)
 Seven Skies of the Universe (Casimur)
 Managing Feudal Estates
 Cooking with Sasfron
 Kielman's Book of Brandish cooking
 Games of Luck.
 Studies of Barbarian Culture
 Kings of the Isles.
 Small enclosed kingdom politics.
 Teach yourself Massage
 Creatures of the Sea
 Creatures of the Desert
 Dwarven Culture
 Book of Common Creatures
 Dictionary of High Common Terms
 How to wield a Sword
 Tailoring in the Mideastern styles.
 Mining Techniques
 Religious Fiction - Construction of Stonehenge.
 Common signs of a Vampire
 The Undead Compendium
 The Mage's Almanac
 The Doomsday Book
 The Teachings of <Insert god here>
 Book of Birds
 Book of Birds II
 Rocks and Crystals in Practical use at home
 The Netbook of Books

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Rocks and Crystals used in magic experiments
 Herbal lore I: Cure the flu
 Herbal Lore II: Rashes and their cures
 Herbal Lore II: Curing insomnia
 Herbal Lore VI: Antidotes
 Herbal Lore VII: Poisons
 Unicorns: Fact or fiction?
 Do dragons exist?
 Ecology of green dragons
 Omelets with dragon eggs
 Iron Golems: Construction methods
 How to tame a horse
 Magical Rods and their construction
 Magical potions: Economic ways to mass produce
 The AZ textbook for creation of magical scrolls
 How to make a good stew
 Heroes of the Faith of <insert LG goddess here>
 My Dwelf Children (by Alorra High Elf & Bandur the Dwarf)
 History of the World, Part One (written by a goblin mage called WizWuz)
 Faith of our Fathers (Dwarf Priest Study)
 Surfing the Rainbow Bridge (anonymous)
 I Played 7Card Stud with Clangeddin & Odin
 Did I Ever Tell You, Son, About the Time I Had 87 Pina Coladas?
 Dick's Guide to Mythical Dragons of History. By Dick, the Mythical
 Dick's Guide to Mythical Dragons of History Vol. 2
 Jim's Compendium of Curses and Hexes, By Jim
 Serpent Magic, By unknown
 The Book of Elven Kind, author unknown

Shelves

Generally 2d4 shelves in any 6' wide section of wall; goodsized library may have 30+(d6 x 10) feet of shelfcovered walls.

Contents:

01-95 Scrolls (d10 x 10 in number)
 96-99 Books (d10 in number)
 00 Tomes (d4 in number)

Scrolls:

Assume all scrolls on a single shelf have to do with one topic:

01-20 Elven poetry
 01-80 in Elven
 81-95 in common
 96-99 in another language the Pcs have heard of
 00 in an unknown tongue
 21-40 Dwarven armour making, extremely technical, only truly understandable by armourers who speak Dwarven.
 41-46 diary entries
 47-56 love letters
 57-66 accountant records (e.g. columns of numbers)
 67-94 historical records
 95-96 indelible paper; these scrolls were generally favoured scrolls of the owner, and were magically enchanted so as to never rot or suffer faded inc. They show up under detect magic. Reroll to determine the contents.
 97-00 Magic scroll, DM's choice. Reroll for topic of all other scrolls on the shelf, since magic scrolls are very rare, and should never occur more than once per shelf.

Books:

Roll once on the table for each book

01-09 alchemists notebook
 01-83 handwriting too difficult to read
 84-88 incomplete directions for experiments
 89-93 all experiments marked "failure"
 94-99 written almost entirely in chemical symbols
 00 as in 9499, but with a page of translations from chemical symbols to common tongue included. Instructions may be usable if the materials are available; alchemists were notorious for using such things as powdered dragon tooth, sliced gelatinous cube, and the horn of the blue unicorn in their formulas.
 10-25 history of a land
 26-42 history of a castle
 43-59 religious books (simple prayers)

60-65 diary

66-75 listing of local plants and their supposed properties

76-85 descriptions of local creatures and monsters

86-89 collection of Elven poetry

90-97 a humanitarian's report on the inferiority of orcs, kobolds, etc. to the race of man, elf, dwarf, etc. (or vice versa)

98-00 magical book: roll on table in DMG

Tomes:

These are generally very large thick books with tooled leather covers and locks to keep them shut. Many are magical and all are extremely rare:

01-15 magicusers tome of spells (highlevel wizard's spell book)

16-30 religious tome, including 5 cleric spells of each level

31-61 demonologists tome, including all magicuser and cleric spells for summoning, controlling, dispelling and turning demons, as well as lore about the demons most likely to be encountered. Usually written in chaotic evil or neutral evil alignment language.

62-76 Tome of Burning: this includes all spells (mage, cleric, druid, illusionist) involving fire, its control, and its creation

77-00 Tome of Cold: includes all spells involving the creation or control of cold.

A tome will always have protection provided either by spells or locks, or both:

01-40 locks (d4 in number; if more than 1, at least one is trapped in some way)

41-80 spells (d4 in number; generally curses, more potent, lasting 50% longer than normal)

81-00 locks and spells (d4 of each) Here is a list of books