

***Remarkable Volumes***

Descriptions of mundane books to rare first editions, spellbooks and enchanted tomes that may grant permanent benefits. No pricing, but the standard I use normally is *200 gp* to *20,000 gp*.

### Common

##### *Heocesil's Folio* This book is bound in carved wood plates.

##### *Udlal's Folio of Prophecy* This compendium is bound in leather.

##### *The Ages Shards* This folio of parchments is bound by a fine chain.

##### *Ceni's Book of Warfare* This set of scrolls is bound by a fine chain.

##### *The Grimoire of Sthillesil* This folio of parchments is bound by leather cords.

##### *The Undin Shards* This set of scrolls is bound by leather cords. Several of its pages are cemented together with black wax.

##### *Tridoro's Folio* This heavy compendium is written upon parchment and bound in carved wood plates.

##### *Barri's Tome of the Saints* This folio of parchments is contained in a simple wooden box.

##### *The Celestial Compendium of Glory* This cryptic tome is bound in leather with brass hinges and fittings.

##### *The Manuscripts of Nanarv* This exotic time is written in illuminated script upon silk pages and bound in leather.

##### *Thrinain's Parchments of Clairsentience* This libram is bound in oak plates inlaid with brass. Many of its pages are marked with seemingly random numbers.

##### *Thrainarv's Tome of Illusions* This compendium is written in luminous script upon vellum and bound in leather. Many of its pages are marked with seemingly unrelated notes.

##### *Itheal's Leaves* This libram is written in blood upon vellum and bound in monstrous hide. Several of its pages are cemented together with silver wax.

##### *The Codex of Stars and Moons* This flawless libram is bound in leather trimmed with sable fur. Several of its pages are cemented together with golden wax.

##### *Kosambo's Leaves of Rites and Rituals* This libram is written upon a vellum and bound in leather. When first opened, it unleashes a luminous magic circle.

##### *The Uthan Shards* This set of engraved gold plates is contained in a leather case trimmed with sable fur. When first opened, it unleashes unearthly music.

##### *The Ukrar Incunabulum* This folio of parchments is contained in a locked iron coffer. When first opened, it unleashes shooting fireworks and pyrotechnics.

##### *The Empyrean Grimoire of Achann* This obscure libram is written in black wax upon paper and bound in silver plates. Whenever it is opened, any other spells affecting the reader cease functioning.

##### *The Cionesicht Shards* This folio of parchments is bound by leather cords. Whenever it is opened, any other spells affecting the reader cease functioning.

##### *The Nainarv Apocrypha* This book is bound in bronze plates and locked. Whenever it is opened, any other magic items worn by the reader cease functioning.

##### *The Grimoire of Heraldry* This exotic libram is bound in a monstrous hide trimmed with bone. Several of its pages appear blank, unless viewed by moonlight.

##### *Tharkilm's Parchments* This impressive compendium is bound in a monstrous hide trimmed with bone. It is sealed by fell wards, and cannot be opened by a good person.

##### *The Book of Demiplanes* This folio of parchments is bound by a fine chain. It is sealed by holy wards, and cannot be opened by a wicked person.

##### *The Thainarv Shards* This folio of parchments is wrapped in linen cloth. It is locked by magic, and can be opened only within magical Silence.

##### *The Codex of Cuiroi* This libram is written on paper and bound in a monstrous hide trimmed with bone. It is written in Abyssal.

##### *The Seare Fragments* This compendium is bound in copper plates. It is written in Abyssal.

##### *The Codex of the Heavens* This folio of parchments is contained in a simple wooden box. It is written in an archaic form of Celestial.

##### *Nesagyl's Book of Psychokinesis* This set of scrolls is contained in an elm box inlaid with bronze. It is written in Draconic.

##### *Zigiml's Folio* This ancient compendium is bound in leather. It is written in an archaic form of Dwarvish.

##### *Cuire's Codex of Astrology* This tome is written on paper and bound in a monstrous hide. It is written in an archaic form of Giant.

##### *The Empyrean Grimoire of Ukhlag* This rare tome is written on vellum and bound in stained glass plates. It is written in Infernal.

##### *Andros' Articles* This flawless tome is bound in a monstrous hide trimmed with bone. It is written in Primordial.

### Uncommon to Rare

##### *The Eldritch Slates of Gamah* This modest compendium is bound in a monstrous hide. It is sealed by magic, and only an elf can open it.

##### *The Malefic Folio of Aman* This tome is written on vellum and bound in leather with silver hinges and fittings. It is written in an archaic form of Elvish.

##### *The Urin Esoterica* This compendium is written in golden ink and bound in gold plates and locked. It is written in an archaic form of Elvish.

##### *The Eldritch Tablets of Atron* This set of scrolls is contained in a rowan box inlaid with silver. It is written in an archaic form of Elvish.

##### *Susosarp's Grimoire of Wisdom* This book is written upon silk pages and bound in a monstrous hide trimmed with bone. It is locked by magic, and can be opened only by arcane light.

##### *Rinain's Articles of Superstitions* This cryptic tome is bound in carved wood plates. It is locked by magic, and can be opened only by starlight.

##### *Ukad's Leaves* This tome is bound in gold plates set with pearls. It is locked by magic, and can be opened only by a drop of holy water.

##### *The Codex of Nata* This set of inscribed wooden slates is contained in a cedar puzzle box. It is locked by magic, and can be opened only by a drop of holy water.

##### *The Scripture of Tache* This folio of parchments is contained in a lacquered cedar box. It is locked by magic, and can be opened only by a drop of wine.

##### *The Enchiridion of Amin* This set of scrolls is contained in a locked electrum coffer. It is locked by magic, and can be opened only by tracing a pattern inscribed upon it.

##### *Phosiusaor's Parchments* This flawless tome is bound in leather trimmed with fox fur. It is locked by magic, and can be opened only by tracing a pattern inscribed upon it.

##### *The Codex of Ziri* This set of scrolls is contained in an engraved brass coffer. It is locked by magic, and can be opened only by answering the riddle inscribed upon it.

##### *The Grimoire of Keosonaus* This libram is written in fiery runes upon linen pages and bound in pewter plates and locked. It is locked by magic, and can be opened only by a drop of holy water. When used in arcane research, this tome provides a +1 bonus to Intelligence (Arcana) checks.

##### *Sarna's Scrolls* This set of inscribed bones is contained in an engraved gold coffer. A map of the elemental planes has been added in the middle of the tome. When used in arcane research, this tome provides a +1 bonus to Intelligence (Arcana) checks.

##### *The Corrupt Scrolls of Khakal* This folio of parchments is contained in a yew puzzle box. Many of its pages are marked with indecipherable scrawls. When used in arcane research, this tome provides a +1 bonus to Intelligence (Arcana) checks.

##### *The Leaves of Menesos* This exotic tome is bound in leather. Whenever it is opened, any other spells affecting the reader cease functioning. When used in arcane research, this tome provides a +1 bonus to Intelligence (Arcana) checks.

##### *The Luminous Grimoire of Earald* This libram is bound in carved wood plates. Whenever it is opened, any other magic items worn by the reader cease functioning. When used in research, this tome provides a +1 bonus to Intelligence (History) checks.

##### *The Empyrean Grimoire of Cathba* This set of inscribed wooden slates is contained in an engraved gold coffer. When used in research, this tome provides a +1 bonus to Intelligence (History) checks.

##### *The Scrolls of Kari* This libram is bound in a monstrous hide. It is locked by magic, and can be opened only by a drop of wine. When used in research, this tome provides a +1 bonus to Intelligence (History) checks.

##### *The Book of Bothi* This libram is bound in carved wood plates. It is written in an archaic form of Halfling. When used in research, this tome provides a +1 bonus to Intelligence (Nature) checks.

##### *Tine's Leaves* This modest compendium is bound in stained glass plates. When used in research, this tome provides a +1 bonus to Intelligence (Nature) checks.

##### *The Compendium of Theli* This compendium is bound in blackthorn plates inlaid with steel. It is sealed by holy wards, and cannot be opened by a corrupt person. When used in research, this tome provides a +1 bonus to Intelligence (Nature) checks.

##### *The Arcane Fragments of More* This rare libram is written upon linen pages and bound in steel plates. Whenever it is opened, the reader becomes colorblind until it is closed. When used in research, this tome provides a +1 bonus to Intelligence (Nature) checks.

##### *Ovan's Articles* This book is bound in steel plates set with jet. Many of its pages are marked with drops of blood. When used in divine research, this tome provides a +1 bonus to Intelligence (Religion) checks.

##### *The Esoterica of Eldan* This set of inscribed wooden slates is contained in a yew puzzle box. When used in divine research, this tome provides a +1 bonus to Intelligence (Religion) checks.

##### *The Eternal Book of Isamys* This set of scrolls is contained in a leather case. When used in divine research, this tome provides a +1 bonus to Intelligence (Religion) checks.

##### *The Ballad of Desiasandr* This folio of parchments is contained in a lacquered rowan box. It is locked by magic, and can be opened only by a Mage Hand spell. When used in a performance, this tome provides a +1 bonus to Charisma (Performance) checks.

##### *The Tablets of Emos* This book is bound in leather trimmed with lynx fur. When used in a performance, this tome provides a +1 bonus to Charisma (Performance) checks.

##### *The Pocket Manual of Dungeons* A handy manual containing information on useful things to look for while digging through a dungeon, signs of traps or hidden paths, and common denizens of the dark. This is a relatively condensed guide, and only covers basic info regarding the aforementioned topics. Overall, it will offer the reader advantage on most checks that pertain to investigating a small area. This effect only works if the book is read for 30 minutes over a short rest, and the effect will end after 3 hours.

##### *The Book of Thali* This book is bound in carved wood plates. Several of its pages appear to be missing. When used in arcane research, this tome provides a +1 bonus to checks using Alchemist's Supplies.

##### *The Articles of Kosusith* This folio of parchments is contained in a leather case. When used in arcane research, this tome provides a +1 bonus to checks using Alchemist's Supplies.

##### *The Compendium of Aincor* This heavy tome is bound in leather trimmed with leopard fur. When used in arcane research, this tome provides a +1 bonus to checks using Alchemist's Supplies.

##### *The Cere Slates* This set of engraved clay tablets is contained in a gold coffer set with coral. It is written in Primordial. When used in arcane research, this tome provides a +1 bonus to checks using Alchemist's Supplies.

##### *The Concua Tablets* This modest book is written in black wax and bound in carved wood plates. Several of its pages appear to have been replaced with crude forgeries. When used in vocation, this tome provides a +1 bonus to checks using Brewer's Supplies.

##### *The Eldritch Tablets of Gimli* This compendium is bound in leather with pewter hinges and fittings. When used in vocation, this tome provides a +1 bonus to checks using Brewer's Supplies.

##### *The Manuscript of Rosiusyas* This set of engraved obsidian slates is contained in a brass coffer set with jade. It is written in an archaic form of Dwarvish. When used in vocation, this tome provides a +1 bonus to checks using Carpenter's Tools.

##### *The Articles of Androrus* This compendium is written in illuminated script upon paper and bound in bronze plates and locked. When used in vocation, this tome provides a +1 bonus to checks using Cartographer's Tools.

##### *The Enchiridion of Cere* This tome is bound in elder plates inlaid with brass. It is locked by magic, and can be opened only by starlight. When used in divine research, this tome provides a +1 bonus to checks using Calligrapher's Supplies.

##### *The Cuilay Apocrypha* This large tome is bound in copper plates. When used in research, this tome provides a +1 bonus to checks using Cartographer's Tools.

##### *The Asos Incunabulum* This rare libram is bound in oak plates inlaid with brass. Several of its pages appear to be missing. When used in vocation, this tome provides a +1 bonus to checks using Cartographer's Tools.

##### *Glali's Fragments* This set of scrolls is written in black ink and bound in leather trimmed with rabbit fur. When used in vocation, this tome provides a +1 bonus to checks using Cobbler's Tools.

##### *The Esoterica of Mane* This exotic book is bound in stained glass plates. When used in larceny, this tome provides a +1 bonus to checks using a Disguise Kit.

##### *The Compendium of Linmhe* This rare book is bound in carved wood plates. When used in vocation, this tome provides a +1 bonus to checks using Glassblower's Tools.

##### *The Codex of Leaves* This strange book made from bound wood and leaves details countless varieties of flora. It is written in either elven, gnomish or sylvan. When used in vocation, this tome provides a +1 bonus to checks on Survival (Wisdom) or Herbalism Kit checks to aid in the identification of plants and their properties.

##### *The Libram of Karasil* This book is bound in brass plates set with amethyst. When used in vocation, this tome provides a +1 bonus to checks using Jeweler's Tools.

##### *Nethe's Parchments* This compendium is bound in a monstrous hide trimmed with bone. It is written in an archaic form of Common. When used in vocation, this tome provides a +1 bonus to checks using Leatherworker's Tools.

##### *The Phiosaoro Esoterica* This set of scrolls is contained in a leather case trimmed with rabbit fur. Several of its pages appear to have been replaced with crude forgeries. When used in vocation, this tome provides a +1 bonus to checks using Leatherworker's Tools.

##### *The Tablets of Atid* This tome is bound in monstrous hide trimmed with bone. When used in vocation, this tome provides a +1 bonus to checks using Leatherworker's Tools.

##### *The Libram of Groinarv* This flawless book is bound in bronze plates set with spinel. It is written in Draconic. When used in larceny, this tome provides a +1 bonus to checks using a Poisoner's Kit.

##### *The Book of Kunain* This modest compendium is bound in stained glass plates. When used in vocation, this tome provides a +1 bonus to checks using Potter's Tools.

##### *The Slates of Ziri* This modest compendium is bound in a monstrous hide trimmed with bone. It is written in Halfling. When used in vocation, this tome provides a +1 bonus to checks using Potter's Tools.

##### *The Book of Monesis* This exotic tome is bound in leather trimmed with fox fur. When used in larceny, this tome provides a +1 bonus to checks using a Poisoner's Kit.

##### *The Fragments of Molato* This folio of parchments is bound by a fine chain. When used in larceny, this tome provides a +1 bonus to checks using a Poisoner's Kit.

##### *The Tome of Drachi* This compendium is bound in carved wood plates. It is written in an archaic form of Draconic. When used in vocation, this tome provides a +1 bonus to checks using Smith's Tools.

##### *The Empyrean Codex of Khudu* This compendium is written upon paper and bound in bronze plates set with a jet. When used in vocation, this tome provides a +1 bonus to checks using Woodcarver's Tools.

### Very Rare

##### *The Book of Felines* This set of engraved clay tablets is bound by leather cords. When first opened, the reader gains cat-like ears.

##### *The Luminous Book of Dane* This heavy tome is bound in a monstrous hide. When first opened, the reader's eyes change color to blue.

##### *The Compendium of Telchal* This set of inscribed bones is contained in an electrum coffer. A seemingly unrelated list of materials has been added in the middle of the tome. An individual who reads this tome, which requires 40 hours over a minimum of 5 days, gains the ability to speak Abyssal.

##### *Moniosim's Articles* This set of engraved clay tablets is contained in a steel coffer set with a jet. An individual who reads this tome, which requires 40 hours over a minimum of 5 days, gains the ability to speak Celestial.

##### *The Scripture of Aenos* This libram is written in luminous script and bound in leather trimmed with fox fur. An individual who reads this tome, which requires 48 hours over a minimum of 6 days, gains the ability to read and write Draconic.

##### *The Poleasios Incunabulum* This book is written on paper and bound in steel plates. Many of its pages are marked with seemingly random numbers. An individual who reads this tome, which requires 56 hours over a minimum of 7 days, gains the ability to sing Draconic.

##### *Thuda's Scrolls* This set of scrolls is contained in a lacquered blackthorn box. An individual who reads this tome, which requires 48 hours over a minimum of 6 days, gains the ability to read and write Deep Speech.

##### *The Dexenous Esoterica* This compendium is written in luminous script and bound in bronze plates. An individual who reads this tome, which requires 56 hours over a minimum of 7 days, gains the ability to read and write Infernal.

##### *The Elysian Book of Andros* This set of scrolls is contained in a birch box inlaid with silver. An individual who reads this tome, which requires 40 hours over a minimum of 5 days, gains the ability to read and write Primordial.

##### *The Sanzur Apocrypha* This compendium is bound in elm plates inlaid with bronze. It is written in Deep Speech. An individual who reads this tome, which requires 64 hours over a minimum of 8 days, gains the ability to read and write Primordial.

##### *The Thrainarv Slates* This set of scrolls is contained in a leather case. Whenever it is opened, any other spells affecting the reader cease functioning. An individual who reads this tome, which requires 32 hours over a minimum of 4 days, gains the ability to read and write Sylvan.

##### *Book of Endless Puzzles* This small, dragon leather-bound tome contains seemingly endless puzzles, written to test the mind. Some claim that a curious spirit must inhabit it, as whenever the book is opened anew it contains brand new challenges and riddles. Whenever you finish a short or long rest, you may choose to attempt to solve one of the puzzles – you must succeed on a DC 13 Intelligence check. If you succeed, you gain advantage on the next Intelligence or Wisdom saving throw or ability check, until you finish a short or long rest.

##### *Collection of Legendary Tales* This collection of leather-bound books contain the most awe-inspiring, captivating stories sung at taverns and told around campfires across the land. A creature can use downtime activity to study the book, and it takes 50 days to memorize and practice reciting the stories and ballads. Once a user has studied it long enough, they may add a +2 to Performance when using Oratory of any related stories or legends.

##### *Naturalists Handbook* This slightly worn thin 5x3 inch leather handbook is only about 40 pages long, but it is filled with shorthand notes of common flora and fauna. While attempting an Intelligence (Nature) check in a forest, grassland, or mountainous terrain, you can spend 5 minutes studying this book and gain advantage on the roll.

##### *Supernatural Index* A Supernatural Index is a book kept by hunters of supernatural beings, as it contains useful information on all the creepy creatures deemed worthy to be entered into its pages. These books are usually kept by Celestial Hunters and contain information on creatures whose information has been forgotten. A person trained in the use of these confusing books can glean information about all sorts of creatures. If you are within 10 feet of a magical creature or a creature capable of using magic, you can use a bonus action to make a History skill check to jot down information about the creature in your Supernatural Index. On a successful skill check, you now know the creature's Maximum Hit Points, its AC, its base walking speed, its Actions, Reactions, and Legendary Actions.

##### *Manual: About the Art of Fighting, Volumes I to VI* About the Art of Fighting is a series of heavy tomes bound in thick leather, their corners reinforced with heavy steel fittings. The pages are relatively rough parchment, to better withstand time and use, written in the clear handwriting of a dwarf. Each volume is lavishly illustrated with diagrams of stances and guards, bearing the images of differently armed warriors of great renown on their first pages. These magical manuals contain the necessary exercises and teachings to quickly gain a Fighting Style. If you spend 48 hours over a period of 6 days or fewer studying a book’s contents and practicing its guidelines, you permanently obtain the specified Fighting Style feature. The manual then loses its magic, but regains it in thirty years. d6 Fighting Style 1 Defense 2 Protection 3 Dueling 4 Archery 5 Two-weapons 6 Great Weapon

##### *About the Clashing of Steel, Volumes I to XX* Of the many hundreds of treatises on the usage of weapons, About the Clashing of Steel is perhaps most peculiar for its sheer mass and that the only thing known of the author was that they were human. The author’s name has since been lost to the sands of time, although the legend and heft of their literary task, as well as the lengths they went to accomplish it, is well known between scholars. It is said that after a life as a mercenary and an adventurer, they set out to teach their extensive knowledge of all weapons in parchment form. A complete collection of all twenty volumes is extremely rare and usually found only in academies, with one or two copies often owned by private collectors. Copies of the manuals have no standard style, but they are sometimes coverless and kept in glass cases or watertight satchels, each bearing an armored knight wielding the weapon relevant to the individual volume. Some legends say the original copy’s parchment was from the author’s enemies, made using their flayed and tanned hides. This manual contains the necessary exercises and teachings to gain proficiency with one martial weapon. A creature must spend 8 hours a day training with the assistance of this book for 2 weeks to gain proficiency. If found as a set, the collection counts as Very Rare for the purposes of awarded treasure. I, Of Culling and Clashing Battleaxe II, Of Gravity and Graves Flail III, Of the Gaudy and the Gallant Glaive IV, Of Cleaving and Crushing Greataxe V, Of Whirling and Weaving Greatsword VI, On How to Disembowel a Knight Halberd VII, Of Chopping and Splitting Handaxe VIII, A Knight’s Guide to Mounted Mayhem Lance IX, A Gentleman’s Weapon Longsword X, Of Mashing and Mangling Mace XI, Of Hammers and Nails Maul XII, A New Star Arises Morningstar XIII, Of Cavalry’s Worst Nightmare Pike XIV, Of Armors and Joints Rapier XV, The Noble Art of Drawing a Cut Scimitar XVI, Of Close Quarters Personal Defense Shortsword XVII, The Showoffs Guide to Quick Success Trident XVII, A Knight’s Worst Nightmare Warpick IXX, An Armiger’s Best Friend Warhammer XX, The Showoffs Guide to a Quick Grave Whip

##### *Armorer’s Guide to Survival* The Armorer’s Guide to Survival is the seminal work in military study dealing with pitched battles and sieges. It contains a staggering wealth of experience, with dozens of quartermasters, armorers, and blacksmiths from across the lands, both faithful and lay, contributing to the four revered volumes. Within its hallowed pages, countless hundreds of fighters, soldiers, knights, and squires have found detailed teachings on the use, workings, and maintenance of all kinds of armors and shields, both on the battlefield and in peacetime. The Guide is a brick-like collection of eight, heavy-set volumes, bound in leather-wrapped wood panels, with the most expensive editions featuring a wood case for storage and transport. Its pages are printed on magically hardened paper so they do not fade away easily. The oldest known edition still has all of its original pages, with its content crystal clear even after centuries. Each volume bears not just text, but detailed diagrams of the many suits of armor’s weaknesses and strengths, alongside notes detailing their crafting. This manual contains the necessary exercises and teachings to become proficient with Light, Medium, Heavy armor or shields. A creature must spend eight hours a day for two weeks training with the two relevant books to gain proficiency.

### Spellbooks

##### *The Gili Tablets* This flawless compendium is written in red wax and bound in stained glass plates. Several of its pages appear to be missing. This spellbook contains the spells: *Burning Hands, Color Spray, Find Familiar, Illusory Script, and Tenser's Floating Disk.*

##### *The Libram of Telchar* This folio of parchments is contained in a simple wooden box. This spellbook contains the spells: *Alter Self, Gentle Repose, Mirror Image, and Web.*

##### *The Grimoire of Pheagoro* This compendium is bound in leather. This spellbook contains the spells: *Expeditious Retreat, Feather Fall, Identify, Illusory Script, Jump, Sleep, and Witch Bolt.*

##### *The Slates of Froda* This set of scrolls is contained in a leather case. It is locked by magic, and can be opened only by a drop of mercury. This spellbook contains the spells: *Charm Person, Chromatic Orb, Color Spray, Feather Fall, Fog Cloud, Grease, Illusory Script, Jump, and Ray of Sickness.*

##### *Tesiasil's Scripture* This cryptic book is written in pitch upon parchment and bound in elder plates inlaid with iron. It is locked by magic, and can be opened only in a mirror. This spellbook contains the spells: *Blur, Detect Thoughts, Invisibility, Magic Mouth, Ray of Enfeeblement, Rope Trick, See Invisibility, Shatter, and Spider Climb.*

##### *Gedu's Leaves* This set of scrolls is contained in a leather case trimmed with lynx fur. Whenever it is opened, any other spells affecting the reader cease functioning. This spellbook contains the spells: *Continual Flame, Flaming Sphere, Gentle Repose, and Suggestion.*

##### *The Folio of Stristuseid* This obscure libram is written in golden ink and bound in a monstrous hide. This spellbook contains the spells: *Alter Self, Crown of Madness, Enlarge/Reduce, Flaming Sphere, Gentle Repose, Locate Object, Nystul's Magic Aura, Shatter, and Spider Climb.*

##### *The Libram of Hosili* This tome is bound in a monstrous hide trimmed with bone. This spellbook contains the spells: *Blindness/Deafness, Gentle Repose, Invisibility, Locate Object, Misty Step, and Rope Trick.*

##### *Ukhur's Manuscripts* This compendium is written upon vellum and bound in leather. Several of its pages are cemented together with black wax. This spellbook contains the spells: *Gust of Wind, Melf's Acid Arrow, Spider Climb, and Web.*

##### *The Scrolls of Cumhe* This set of engraved stone slates is contained in a locked pewter coffer. This spellbook contains the spells: *Alarm, Detect Magic, Identify, Magic Missile, Silent Image, and Tasha's Hideous Laughter.*

### Spellgain

##### *The Grimoire of Laibhu* This modest tome is bound in bronze plates and locked. It is written in Abyssal. An individual who reads this tome, which requires 48 hours over a minimum of 6 days, gains the ability to cast the cantrip *Acid Splash*. Charisma is the spellcasting ability for this spell. After casting this spell, you can't cast it again until you complete a short or long rest.

##### *The Codex of Bobde* This book is written in ink on parchment and bound in leather with iron hinges and fittings. It is locked by magic, and can be opened only by a *Mage Hand* cantrip. An individual who reads this tome, which requires 56 hours over a minimum of 7 days, gains the ability to cast the cantrip *Control Flames*. Charisma is the spellcasting ability for this spell. After casting this spell, you can't cast it again until you complete a short or long rest.

##### *Thatelch's Manuscripts* This set of scrolls is contained in a hawthorn box inlaid with steel. An individual who reads this tome, which requires 48 hours over a minimum of 6 days, gains the ability to cast the cantrip *Dancing Lights*. Charisma is the spellcasting ability for this spell. After casting this spell, you can't cast it again until you complete a short or long rest.

##### *The Demonic Articles of Minan* This folio of parchments is contained in an engraved steel coffer. It is written in Infernal. Whenever it is opened, any other spells affecting the reader cease functioning. An individual who reads this tome, which requires 40 hours over a minimum of 5 days, gains the ability to cast the cantrip *Fire Bolt*. Charisma is the spellcasting ability for this spell. After casting this spell, you can't cast it again until you complete a short or long rest.

##### *The Volume of Spirigon* This book is contained in ink on parchment and bound in leather with blacked edges. It is written in Draconic. Whenever it is opened, any other spells affecting the reader cease functioning. An individual who reads this tome, which requires 40 hours over a minimum of 5 days, gains the ability to cast the cantrip *Fire Bolt*. Intelligence is the spellcasting ability for this spell. After casting this spell, you can't cast it again until you complete a short or long rest.

##### *Ares' Leaves* This libram is written on paper and bound in platinum plates set with jade. It is sealed by holy wards, and cannot be opened by an evil person. An individual who reads this tome, which requires 40 hours over a minimum of 5 days, gains the ability to cast the cantrip *Guidance*. Wisdom is the spellcasting ability for this spell. After casting this spell, you can't cast it again until you complete a short or long rest.

##### *The Prysosipp Apocrypha* This set of scrolls is contained in a simple wooden box. An individual who reads this tome, which requires 48 hours over a minimum of 6 days, gains the ability to cast the cantrip *Gust*. Charisma is the spellcasting ability for this spell. After casting this spell, you can't cast it again until you complete a short or long rest.

##### *The Codex of Thali* This large tome is written in silver ink on linen pages and bound in gold plates. It is written in Celestial. An individual who reads this tome, which requires 48 hours over a minimum of 6 days, gains the ability to cast the cantrip *Light*. Charisma is the spellcasting ability for this spell. After casting this spell, you can't cast it again until you complete a short or long rest.

##### *The Thudu Apocrypha* This set of engraved marble slates is contained in a lacquered yew box. An individual who reads this tome, which requires 48 hours over a minimum of 6 days, gains the ability to cast the cantrip *Prestidigitation*. Intelligence is the spellcasting ability for this spell. After casting this spell, you can't cast it again until you complete a short or long rest.

##### *The Leaves of Eurystheus* This compendium is bound in yew plates inlaid with pewter. An individual who reads this tome, which requires 40 hours over a minimum of 5 days, gains the ability to cast the cantrip *Prestidigitation*. Charisma is the spellcasting ability for this spell. After casting this spell, you can't cast it again until you complete a short or long rest.

##### *The Incunabulum of Bari* This compendium is bound in carved wood plates. It is locked by magic, and can be opened only by tracing a pattern inscribed upon it. An individual who reads this tome, which requires 56 hours over a minimum of 7 days, gains the ability to cast the cantrip *Mage Hand*. Charisma is the spellcasting ability for this spell. After casting this spell, you can't cast it again until you complete a short or long rest.

##### *The Articles of Khari* This book is written in golden ink and bound in leather. It is written in Gnomish. An individual who reads this tome, which requires 48 hours over a minimum of 6 days, gains the ability to cast the cantrip *Mending*. Intelligence is the spellcasting ability for this spell. After casting this spell, you can't cast it again until you complete a short or long rest.

##### *Cone's Folio* This set of scrolls is bound by a fine chain. It is locked by magic, and can be opened only by speaking a command word. An individual who reads this tome, which requires 40 hours over a minimum of 5 days, gains the ability to cast the cantrip *Message*. Charisma is the spellcasting ability for this spell. After casting this spell, you can't cast it again until you complete a short or long rest.

##### *The Libram of Eutos* This eldritch libram is written in golden ink upon silk pages and bound in leather with electrum hinges and fittings. It is written in Draconic only a chaotic aligned creature may gain knowledge from it. An individual who reads this tome, which requires 40 hours over a minimum of 5 days, gains the ability to cast the cantrip *Minor Illusion*. Charisma is the spellcasting ability for this spell. After casting this spell, you can't cast it again until you complete a short or long rest.

##### *The Gamil Esoterica* This esoteric book is written in ink and bound in leather. Whenever it is opened, any other magic items worn by the reader cease functioning. An individual who reads this tome, which requires 56 hours over a minimum of 7 days, gains the ability to cast the cantrip *Mold Earth*. Wisdom is the spellcasting ability for this spell. After casting this spell, you can't cast it again until you complete a short or long rest.

##### *Maila's Manuscripts* This libram is bound in leather trimmed with mink fur. It is written in Primordial. An individual who reads this tome, which requires 40 hours over a minimum of 5 days, gains the ability to cast the cantrip *Ray of Frost*. Charisma is the spellcasting ability for this spell. After casting this spell, you can't cast it again until you complete a short or long rest.

##### *Furi's Manuscripts* This libram is bound in carved wood plates, written in Celestial that only a good aligned creature may gain knowledge from. An individual who reads this tome, which requires 48 hours over a minimum of 6 days, gains the ability to cast the cantrip *Sacred Flame*. Wisdom is the spellcasting ability for this spell. After casting this spell, you can't cast it again until you complete a short or long rest.

##### *Naida's Scripture* This set of engraved stone slates is contained in an oak box inlaid with copper. It is written in Primordial. An individual who reads this tome, which requires 32 hours over a minimum of 4 days, gains the ability to cast the spell *Shape Water*. Intelligence is the spellcasting ability for this spell. After casting this spell, you can't cast it again until you complete a short or long rest.

##### *The Codex of Thrinan* This set of inscribed bones is contained in an engraved bronze coffer. It is locked by magic, and can be opened only by arcane light. An individual who reads this tome, which requires 56 hours over a minimum of 7 days, gains the ability to cast the spell *Thunderclap*. Charisma is the spellcasting ability for this spell. After casting this spell, you can't cast it again until you complete a short or long rest.