

Tales of a 10-12th Grade Something

Saruman

Invalid Date

Table of contents

Preface	3
1 Introduction	4
2 The Ruins	5
3 Summary	6
References	7

Preface

This is a Quarto book.

To learn more about Quarto books visit <https://quarto.org/docs/books>.

1 Introduction

This is a book created from markdown and executable code.

See Knuth (1984) for additional discussion of literate programming.

2 The Ruins

Decriptive piece on encountering a ruin of the Old Ones.

3 Summary

In summary, this book has no content whatsoever.

References

Knuth, Donald E. 1984. “Literate Programming.” *Comput. J.* 27 (2): 97–111. <https://doi.org/10.1093/comjnl/27.2.97>.