

## 100 Books, Tomes, Scrolls and Papers



# Sojourners Awake!

### Instructions

- Read through the list and choose a book to discover
- To randomly select, Roll d100 to choose the kind of book and then
- Choose the appropriate table and roll a d10

The character can begin reading the book. In order to gain the benefits, the character must spend at least 3 days with the book and make 3 successful DC 15 History checks.

These books may be acquired in a library, a treasure trove, a noble's desk, or anywhere you want to include literature in your world.

These are books that actually make a difference in gameplay. The players are sure to enjoy these books, tomes, scrolls and papers!

May your story continue!

## Book List

<b>d100</b>	<b>Type of Book</b>	<b>Prerequisite for study</b>
1-10	Spells in a Wizard's Journal	Must be a spell caster
11-20	Legend and History	Must have wisdom, intelligence or charisma of 10
21-30	Ability Increases	
31-40	Monster Lore	Must have wisdom, intelligence or charisma of 10
41-50	Tool Proficiencies	
51-60	Languages	Must have wisdom, intelligence or charisma of 10
61-70	Location Guides	
71-80	Journals and Logs	
81-90	Interactive Books	Must have either wisdom, intelligence or charisma of 12
91-100	Real Time Updates on any person, place or thing	Must have either wisdom, intelligence or charisma of 14

## Spells in a Wizard's Journal

If the reader is a wizard, they may learn the spells as usual. If the reader is another spellcaster, they may attempt to learn the spell upon 3 successful DC 15 Arcana checks, and at least 3 days with the book. If the user is not a spell caster, they may learn the spell upon 3 successful DC 15 Arcana checks with disadvantage and spend at least 3 days with the book. If the player rolls a 1 on either die roll (with disadvantage), the player character takes on a point of madness lasting until the same time next day.

1	Knock
2	Glyph of Warding
3	Haste
4	Leomund's Tiny Hut
5	Blink
6	Water Breathing
7	Dimension Door
8	Cone of Cold
9	Arcane Gate
0	Plane Shift

## Legend and History

Upon 3 successful DC History Checks and at least 3 days spent with the book, the player character may learn about the people groups in the book. When making charisma checks while interacting with these people groups, the player character may roll with advantage.

1	Elves - The Crown Wars
2	Giants - The Ordening
3	Djinns - The Elemental Truth
4	Trolls - Why Fire
5	Devils - Politics of Nine Hells
6	Undead - Dealing with Undead
7	Lycanthropes - All things Lycanthropy
8	Goblins - Goblin Lore
9	Dwarves - Children of the Hammer
0	Aboleth - Forgotten Aboleth Empire

## Ability Check Improvements

Upon 3 successful DC 15 Investigation checks, and at least 3 days, the player character can now add +1 to ability checks under study.

1	Arcana - Elric's Guide to Understanding the Weave
2	History - The History of Faerun
3	Investigation - Sleuthing and Uncovering Secrets
4	Nature - All things Natural in the Planes
5	Religion - Is anybody up there? Your guide to deities.
6	Animal Handling - My pet ( a human story)
7	Insight - I'm calling bullsh*t -
8	Medicine - First, wash your hands. A Physician's Guide
9	Perception - Heighten all your Senses
10	Survival - How I got Unlost - a Traveller's Story.

## Tool Proficiencies

Upon 3 successful DC 15 Investigation checks, and at least 3 days, the player character can now add proficiency bonus to ability checks made with the tool they study.

d10	d10	d10
Alchemist	Glassblower	Smith
Brewer	Herbalist	Thief
Calligrapher	Jeweler	Tinkerer
Carpenter	Sailor	Woodcarver
Cobbler	Tanner	Weaver
Cartographer	Mason	Hunter
Cook	Musician	Farmer
Disguiser	Navigator	Physician
Forger	Painter	Potter
Gamer	Poisoner	Clergy

## Language Books

Upon 3 successful DC 15 History Checks, and at least 7 days of study with this book, the player character can learn the language within the book.

1	Otherworldly
2	Elven
3	Goblin
4	Infernal
5	Undercommon
6	Giant
7	Gnomish
8	Halfling
9	Orc
10	Abyssal
11	Celestial
12	Deep Speech
13	Draconic
14	Primordial
15	Sylvan
16	Common
17	Thieves Cant
18	Druidic
19	Dwarven
20	Drow Sign Language

## Terrain Guides

Upon 3 successful DC 15 History Checks, and at least 3 days with the book, the player character now has advantage on Survival Checks made within that terrain.

1	Artic
2	Coastal and Sea
3	Desert
4	Forest
5	Grasslands and Prairies
6	Hill Country
7	Mountains and Caves
8	Swamps and Marshlands
9	Underdark
0	Underwater



## Location Guides

Upon 3 successful DC 15 History checks and at least 3 days studying the book, the player character has advantage when making checks involving wisdom, intelligence and charisma in the city.

1	Phandalin
2	Neverwinter
3	Waterdeep
4	Trollbark Forest
5	Baldur's Gate
6	Amn
7	Serpent Hills
8	High Forest
9	Luskan
0	Candlekeep

## Hidden Treasure Maps

Upon 3 successful DC 15 History Checks and at least 3 days studying the book, the player character will know the location of the following treasure troves.

1	Captain Lashmire of the Sword Coast
2	Chrony's Journey through the Neverwinter Wood
3	Dungeon Delver's Adventure into Thundertree
4	Volo's Hidden Stash
5	Drizzt's Do'Urden journal from Icewind Dale
6	Sister Gareale's diary to Tymora

## Divination Books

Upon 3 successful DC 15 Insight checks, with at least 3 days with the book, these enchanted tomes reveal information about the peoples of the world. Roleplay the book as a sentient item, requiring consulting in the pages, revealing secrets, but only with a specific amount of charges, like a wand to use. Upon the last use, the book simply loses its enchantment and remains an empty book.

1	Tome of Divination: ask 1d4 questions to the universe. The DM may choose who answers.
2	Tome of Insight: 1d4 automatic insight check success.
3	Tome of Languages: 1d4 uses of the character speaking 25 words of successfully translated language spoken out loud for another to hear.
4	Tome of Secrets: 1d4 uses to discover information on any NPC they would hate for the world to know. May also reveal resistances, vulnerabilities or resistances.
5	Tome of Flaws: 1d4 uses to discover any character's flaws
6	Tome of Bonds: 1d4 uses to discover any character's bonds

### Special - Divination Book

#### **The Distance Investigation Book**

Upon a successful DC 20 Investigation Check, the book reveals itself as a sentient scrying item for 1d4 uses for current updates. The character may ask simple questions about any person, place or thing. The information given is objective and does not provide insight. Think of this as a long distance investigation check.