

Talislantan Tomes

This information is summarized from The Sorcerer's Guide and The Archaen Codex (page 36 and page 98). Difficulty (D) is the number of weeks it takes to master the contents and the negative modifier on the roll (d20 + Arcane Lore + Intelligence). Experience points (E) are given to the reader once a book is mastered. Each volume by a noted mage such as Korak has a 5% chance of containing 1d4 of their prized special spells. Value stated is if the book is sold in Cymril; prices will vary considerably in other places. None of these tomes are available for sale to PCs; they can only be found in the ancient ruins of the Forgotten Age...

BOOKS OF FORGOTTEN LORE	
01-02	Arkon's Logbooks. Unusual and dangerous enchanting experiments. D8-14 E1-2 1,600gl
03-04	Biomantics in Theory & Practice by Sylan. The creation of lifeforms like neomorphs. D10 E3 8,200gl.
05	Chronicles of the 2nd & 3rd Millennium by Xanadas. Historical treatise in 20 massive volumes only available at the Temple of the Seven Moons. Grants History +1. D7 E2/volume 12,000gl for originals; 500gl for partial copies.
06-08	Codex Magicus by Unknown. General and masterful treatise on magical principles. D1 to D12 E2/chapter 100-1000gl depending on edition.
09-10	Compendium of Dreams by Laslovian. Guide to the Dream Dimension, creating dream essences and astrogation. Grants +1 to Enchanting (dream essences) skill. 3 Volumes. D5/7/9 E2/volume 1000gl.
11	Cryptomancy in Theory & Practice by Unknown. Intricate codes and invisible inks grant +1 to Cryptomancy. D14 E4 15,000gl.
12-13	Dalune's Practical Guide to Alchemy. Potions, elixirs and alchemical secrets. 4 volumes. D4/8/12/16 E3 200gl each.
14	Drax's Lost Works. Hideous rites, blood sacrifices, black magic rituals, soul-binding and obscenities beyond description. 9 Vols. D13 E3/vol 25,000gl but forbidden.
15-16	Eomar's Factuarium. Twenty volumes of mostly fabrications and Talislantan flora, fauna and planes. 200gl.
17	Etzel's Journal. Diary of child mage prodigy and her unusual observations of Sylan, including numerous spells. D8 E4 35,000gl.
18	Experimental Thaumaturgy by Rodinn. Vital essences, neomorphs and the nature of souls. D10 E5 40,000gl.
19-21	Fasil's Antiquarian. Twenty volumes of info on artifacts, curios and collectibles. D5 E2/volume 250gl/volume.
22-23	Goyard's Compendaries. Hearsay and speculation about Talislantan creatures as seen from the floating city of Pompados. Entertaining but not informative. D1 50gl.
24-25	Hotan's History of the World. The most authoritative histories of the world. 28 volumes extant. D5-9 E2/vol 250gl/vol 2500gl/lost volume. Grants +1 History skill.
26-27	Hotan's Theosophy. Comparative study of religions and philosophies. D7 E5 25,000gl first edition, otherwise 500gl. Grants +1 to Arcane Lore.
28	Ice Castles by Cerene. The nature of cold magic and various ice construction spells. +1 Architecture or Ice Engineering. D5 E2 2000gl.
29	Ilse's Lost Folio. Stolen spells and formulae. D4-8 E1 600gl.
30	Kabros's Guide to the Lower Planes. Reference work on the lower planes, 30 volumes. D10-16 E5/vol 25,000/vol. Grants +1 Arcane Lore.
31	Kabros's Treatise on Inter-Dimensionality. Brilliant work on dimensional travel, esp. the Spell of Transference. D17 E5 15,000gl. Very rare.
32	Korak's Arcanologia. Reference work on arcana in the shape of a polyhedron. Ten facets/volumes. Grants +1 to Arcane Lore. D10 E3/facet 70,000gl.
33	Korak's Quantum Magic. Impossibly incomprehensible treatise on quantum magic. D40 E20 MR +2 Name your price (500,000gl minimum).
34	Korak's Theory of Magic & Anti-Magic. Brilliant and inscrutable study of all magic, MR +1. D20 E10 80,000gl.
35-36	Limitations of Virtual Illusions by Miraja. Studies in virtual illusions, imaginary personas and waifu-husbando creation. D10 E5 200,000gl.
37-38	Magian's Casebook by Nastow. Case studies of hauntings, crimes and mysteries, and their solutions. +1 Investigation skill. D7 E3 50,000gl.
39	Magian's Notebooks. Illegible. If made legible 6 volumes of arcanalysis grant +1 to the skill. D7 E2/vol 2000gl.
40	Magique by Cascal. Blank book of supposed illusions in gold leaf covers. D1 300gl.
41-43	Mandalan Lore. Philosophy of Mandalan Mysticism (+1 to skill). 12 Vols. D1-12 E5/vol 1000/vol. 3x in Quan Empire.
44	Nauticus's Atlas of Archaeus. Maps, charts, sea tables and observations about the world of Archaeus. D5 E4 100,000gl.
45	Notes on Shaladin's Compendium by Valtiere the Thief. Foils, bypasses and counterspells against Shaladin's traps. Lockpicking and Traps skills +1. D6 E5 10,000gl.
46	Nuthmire's Foligium. 1d6 spells of antiquity, so poorly transcribed they will cause mishaps. 0 gl, destroy on sight.
47	Prismatization by Cascal. Masterwork on the theory and nature of illusions. Contains several of Cascal's special spells. D10 E4 10,000 + gl.
48-49	Pyrotechnical Magic by Sassan. Fire knowledge and 1d4 spells. D9 E5 30,000gl.
50-51	Quatzil's Libram. Conspiracy theories and mindless drivél. 0 gl.
52	Shaladin's Trapsmith's Compendium. Fiendish trap designs and 1d4 warding spells. D6 E5 80,000gl.
53	Soliman's Works. Diverse treatises on astrology, naturalism & summoning (+1 to these skills). 3 Vols. D10 E5/vol 5,000gl/vol.
54-55	Sortilege: A Practical Guide by Nobius. A vast oversimplification of Korak's theories made practically worthless. D3 E1 150gl.
56	Thaumaste's Neomorphica. Instructions for creating neomorphs using biomantic rituals. D12 E4 32,000gl.
57	The Ariane Chronicles by Hotan. Experiences in the Ariane Maze-City of Altan. D7 E3 75,000gl. Grants +1 to History and Metaphysical Doctrines (mysticism) skills
58-59	The Black Grimoire by Mordante. Black magic, curses, summoning evil entities. D9 E5 6,000gl.
60-61	The Book of Mysteries by Hotan. Philosophical work on the cosmos and Trans-Ascendancy. D1 to D20 E1/chapter, 20-50,000gl. Grants +1 to Metaphysical Doctrines skill.

62-63	The Book of Secrets by the Enchantress. Scandalous gossip about 3 rd M. magicians such as Zanillo and other mysterious contents. D5 E2 7,500gl.
64	The Crimson Magister by Zorion. Practical manual of battle magic, tactics and strategy (+ 1 skill). D5 E5 9000gl.
65-66	The Elemental Codices. Magisterial works on elemental spellcasting. 4 Vols. Grant + 1 to Elementalism. D5 E3/vol 18,000gl.
67-68	The Enchanter's Omnibus by Malderon. Refence work on enchanted items of all kinds. Grants + 1 to Enchanting skill. D10 E3 800gl on average.
69-70	The Florilegium by Viridian. Compendium of all known plants. 4 volumes. D13 E3/vol 10,000gl/vol Grants + 1 to Horticulture and Plant Hybridization.
71	The Green World by Viridian. Details of that dimension and its sub-elemental inhabitants. D10 E5 6,000gl.
72	The Maleficium by Drax. Vile tome of black magic, roll vs MR-13 or suffer hallucinations. D13 E20 15,000gl.
73	The Necromantium by Mordante. Descriptions of vile primitive necromantic rituals and charms. + 1 Enchanting (primitive) skill. 9 Vols. D13 E3/vol Varies 10,000 + gl.
74	The Numenian Book of Names. All the names of Sephir and the denizens of all planes. + 1 to Invocation magic. D7 E3 80,000gl.
75-80	The Omnival. 31 volumes of narrow-minded doctrines, cult dogma and proper behaviour. D1-6 E1/vol 1000gl Aaman.
81	The Pandemonicus by Aberon/Drugalia. Ultimate compendium of demonology. D? E? 250,000 + gl.
82	The Silver Matrix by Korak. Procedures for creating artificial lifeforms like simulacrum, homonculi and neomorphs (skill + 1). D13 E5 3000 gl.
83	The Technomanticon. Handbook of Neurian technomancy and the construction of automatons. D20 for mono-encephalons/D10 for dual-encephalons. E5 150,000gl.
84-85	The Thaumaturge's Opus by Astramir. Basic metaphysics of matter and essences. + 1 Thaumaturgy. D15 E5 5000gl.
86	The Tormentia by Narishna. Necromantic tortures and spells of suffering (+ 1 Torture skill). D9 E5 5000gl.
87	The Wizard's Magister by Unknown. Social register of powerful and popular magicians from aeons past. D1 120gl.
88	Theoretical Sorcery by Rodinn. Bizarre formulae, concoctions and minor spells. 3 Vols. D8 E6 8000gl.
89-92	Thystram's Collectanea. Reference work on flora & fauna of Talislanta. + 1 Naturalism/Horticulture. D7 E3 200gl.
93	Untitled Secrets by Arkon. Encrypted riddles in sigils detailing Arkon's spells; Cryptomancy for 1 week to detect it's a clever fraud by Zanillo. D6 E1 100gl.
94	Urmaan's Transcripts. Black necromantic rituals and spells of an unknown and forbidden nature. D? E? 10000gl.
95	Women & Magic by Sylan. Political tract and compendium of female-focused spells. D10 E5 150,000gl.
96	Worlds Beyond Worlds by Kabros. Descriptions of the outer planes and prime material worlds, including inhabitants/creatures. 20 Vols. D15 E3/vol 7000/vol.
97-00	Zanillo's Legerdemain. Enciphered book of cantrips, tricks and practical jokes. + 1 Legerdemain or + 1 Pickpocket. D10 E5 2000gl.