



LIBRARY OF SPELL TOMES

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BOOKS OF ARCANES KNOWLEDGE

Deep in the libraries of powerful empires, hidden demiplanes, and lost civilizations, books of arcane knowledge and power wait for new readers. The words locked inside can open new pathways in the spellcaster's mind, showing them aspects of the Weave theretofore unknown. Some magic-users dedicate their lives to these tomes, calling themselves wizards and scholars; others happen upon them in their journeys, and are granted power by the strings of fate.

This title contains a variety of spell tomes, as well as a short ruling on how to use these tomes.

USING SPELL TOMES

Spell tomes are dense and arcane works that require an amount of time to decipher. On a short or long rest, or during a character's downtime, they may dedicate a number of hours towards studying the tome and unlocking one of its spells. The spells revealed by this time are listed in the tome's description. Each spell must be uncovered individually: time spent deciphering the tome does not stack, and a day spent deciphering one spell does not reduce the remaining time on another spell by a day.

While a creature is attuned to a tome, they know any spells they have deciphered, regardless of whether those spells are on their class spell list. These spells don't contribute to any maximum number of Spells Known. A wizard may also copy deciphered spells from the wizard spell list

into their spellbook, negating the need for attunement unless they wish to use spells outside their class spell list.

For a reference on how long it takes to decipher a spell of each class level, refer to the table below.

TABLE: DECIPHERING SPELLS

Spell Level	Decipher Time
Cantrip	1 hour
1st	4 hours
2nd	8 hours
3rd	1 day
4th	2 days
5th	4 days
6th	1 week
7th	1 month
8th	3 months
9th	1 year

SHARING SPELL TOMES

If you give a tome you have deciphered to another creature along with your notes, that creature can take one-fourth of the time described above to decipher your notes and attune to the tome as if they had discovered whatever spells you have deciphered. If you do not supply the creature with your notes, they must spend the full time allotted to decipher the tome again.

LIST OF SPELL TOMES

Agricultural Spellcraft
Book of Curses
Book of Dragonspell
Book of Fey Enchantment
Book of Howling Winter
Book of Minor Divinity
Book of Minor Druidcraft
Book of Minor Wizardry
Book of Phoenix Fire
Book of the Efreeti
Book of Thunderstorms
Clerical Treatise on Healing
Clerical Treatise on Order
Dowsing Theory
Extraplanar Contact
Greater Summon Theory
Greater Ward Theory
Landscape of Illusions
Leomund's Spellbook
Lesser Summon Theory
Lesser Ward Theory
Manual of Self Transfiguration
Manual of the Mind
Manual of Thrall Creation
Manual of Weathercraft
Melf's Spellbook
Mordenkainen's Spellbook
Otiluke's Spellbook
Paladin's Atlas
Planeswalker's Atlas
The Grand Grimoire
The Key of Solomon
The Necronomicon
The Transmuter's Tome
Tome of the Augur
Tome of the Linguist
Tome of the Whisperer
Words of Hadar

ITEM DESCRIPTIONS

AGRICULTURAL SPELLCRAFT

Spell tome, uncommon (requires attunement)

This brown leather-bound tome is common among farmers and agriculturalist with a minor talent for spellcasting, as it focuses on the craft of growing food. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Druids and rangers can decipher this tome in half the time prescribed below.

Decipher Time	Spell
1 hour	<i>mold earth</i>
4 hours	<i>create or destroy water</i>
1 day	<i>plant growth</i>

BOOK OF CURSES

Spell tome, uncommon (requires attunement)

This black book has eldritch runes embossed on its cover, and its writing squirms under the eye. Books of this nature are generally banned from public consumption, but a couple worm into the public eye under discreet covers or through illegal book trades. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Warlocks can decipher this tome in half the time prescribed below.

Decipher Time	Spell
4 hours	<i>hex</i>
1 day	<i>bestow curse, remove curse</i>

BOOK OF DRAGONSPELL

Spell tome, rare (requires attunement)

This book is bound in scaly leather, derived from the hide of a great dragon. This tome is common among dragonslayers and draconic scholars, but rarely in the hoards of dragons themselves, as the very sight of such a hideous artifact will move a dragon to a terrible rage. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Decipher Time	Spell
4 hours	<i>cause fear</i>
8 hours	<i>dragon's breath</i>
1 day	<i>fear, fly</i>

BOOK OF FEY ENCHANTMENT

Spell tome, rare (requires attunement)

This book has a green cover decorated with golden leaf and fancy script. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Wizards of the School of Enchantment can decipher this tome in half the time prescribed below.

Decipher Time	Spell
1 hour	<i>friends</i>
4 hours	<i>charm person</i>
1 day	<i>charm monster</i>

BOOK OF HOWLING WINTER

Spell tome, very rare (requires attunement)

This white book is panelled in steel, and always feels vaguely cold to the touch. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Sorcerers and wizards of the School of Evocation can decipher this tome in half the time prescribed below.

Decipher Time	Spell
1 hour	<i>ray of frost</i>
4 hours	<i>ice knife</i>
8 hours	<i>snillloc's snowball swarm</i>
2 days	<i>ice storm</i>
4 days	<i>cone of cold</i>
1 week	<i>wall of ice</i>

BOOK OF MINOR DIVINITY

Spell tome, uncommon (requires attunement)

This golden book is full of small stories and prayers of divine favor. While attuned to this tome, you know the spells in the table below. You must decipher a spell before

you know it.

Clerics and paladins can decipher this tome in half the time prescribed below.

Decipher Time	Spell
1 hour	<i>thaumaturgy</i>
4 hours	<i>inflict wounds</i>

BOOK OF MINOR DRUIDCRAFT

Spell tome, uncommon (requires attunement)

This green book is a simple treatise on the relationship between nature and magic. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Druids and rangers can decipher this tome in half the time prescribed below.

Decipher Time	Spell
1 hour	<i>druidcraft</i>
4 hours	<i>entangle</i>

BOOK OF MINOR WIZARDRY

Spell tome, uncommon (requires attunement)

This red book is commonly spotted among students of the arcane arts, and is supplied to most academies of formal wizardry. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Wizards can decipher this tome in half the time prescribed below.

Decipher Time	Spell
1 hour	<i>prestidigitation</i>
4 hours	<i>magic missile</i>

BOOK OF PHOENIX FIRE

Spell tome, very rare (requires attunement)

This spell tome is panelled in gold, and is always vaguely warm to the touch. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Sorcerers and wizards of the School of Evocation can decipher this tome in half the time prescribed below.

Decipher Time	Spell
1 hour	<i>fire bolt</i>
4 hours	<i>burning hands</i>
8 hours	<i>scorching ray</i>
1 day	<i>fireball</i>
2 days	<i>wall of fire</i>
4 days	<i>immolation</i>

BOOK OF THE EFREETI

Spell tome, legendary (requires attunement)

This red tome burns with the chaotic energy of the Elemental Plane of Fire, and is extremely difficult to handle. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

This book overflows with elemental

energy. When casting a spell from this book, you must make a DC 17 Constitution saving throw, taking 24 (6d6) fire damage on a failed save.

Decipher Time	Spell
4 days	<i>conjure elemental</i>
1 month	<i>plane shift</i>
1 year	<i>wish</i>

BOOK OF THUNDERSTORMS

Spell tome, very rare (requires attunement)

This spell tome is panelled with iron, and rings with a clap of thunder whenever its covers slam shut. Clerics of the Stormlord often decipher this work as part of their pilgrimage, though it is no easy task. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Sorcerers and wizards of the School of Evocation can decipher this tome in half the time prescribed below.

Decipher Time	Spell
1 hour	<i>shocking grasp</i>
4 hours	<i>thunderwave</i>
8 hours	<i>shatter</i>
1 day	<i>lightning bolt</i>
2 days	<i>storm sphere</i>
1 week	<i>chain lightning</i>

CLERICAL TREATISE ON HEALING

Spell tome, uncommon (requires attunement)

This treatise covers the most common methods of healing through divinity. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Clerics and paladins can decipher this tome in half the time prescribed below.

Decipher Time	Spell
4 hours	<i>cure wounds</i>
8 hours	<i>lesser restoration</i>
1 day	<i>revivify</i>

CLERICAL TREATISE ON ORDER

Spell tome, uncommon (requires attunement)

This treatise covers the relationship between faith and authority, and how to exert that authority over other creatures. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Clerics and paladins can decipher this tome in half the time prescribed below.

Decipher Time	Spell
4 hours	<i>command, compelled duel</i>
8 hours	<i>suggestion</i>

DOWSING THEORY

Spell tome, uncommon (requires attunement)

This simple book describes dowsing, the art of finding objects and creatures through magic. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Wizards of the School of Divination can decipher this tome in half the time prescribed below.

Decipher Time	Spell
8 hours	<i>locate animals or plants, locate object</i>
2 days	<i>locate creature</i>

EXTRAPLANAR CONTACT

Spell tome, rare (requires attunement)

This ancient tome describes the ways in which magic can travel between the planes, and how to take advantage of this principle to communicate with otherworldly beings, such as gods, celestials, fiends, and the beings of the Far Realm. But take heed—the original author, powerful as they might've been, was reduced to an insane jabbering mess by the far and incomprehensible things these spells showed them. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Clerics, warlocks, and wizards of the School of Divination can decipher this tome in half the time prescribed below.

Decipher Time	Spell
2 days	<i>divination</i>
4 days	<i>commune, contact other plane</i>

GREATER SUMMON THEORY

Spell tome, rare (requires attunement)

This complex book on conjuration theory describes the spells one might use to summon powerful beings from other planes. Most of these techniques are completely unknown the general public, save for high-ranking members of the cloth and dedicated conjurers. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Wizards of the School of Conjuration can decipher this tome in half the time prescribed below.

Decipher Time	Spell
4 days	<i>conjure elemental</i>
1 week	<i>conjure fey</i>
1 month	<i>conjure celestial</i>

GREATER WARD THEORY

Spell tome, rare (requires attunement)

This complex book on abjuration theory describes more intricate wards to keep out particular sorts of beings, and to hold off major sources of energy. Many of these spells are lost to common spellcasting circles, known only by magical archeologists

and dedicated abjurers. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Wizards of the School of Abjuration can decipher this tome in half the time prescribed below.

Decipher Time	Spell
1 week	<i>guards and wards</i>
1 month	<i>symbol</i>
3 months	<i>antimagic field</i>

LANDSCAPE OF ILLUSIONS

Spell tome, uncommon (requires attunement)

This book on illusions describes lunatic fantasy environments in an attempt to provoke the imagination of the illusionist. It is sometimes enjoyed by those outside the arcane arts, particularly artists suffering from an imaginative block. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Wizards of the School of Illusion can decipher this tome in half the time prescribed below.

Decipher Time	Spell
1 hour	<i>minor illusion</i>
4 hours	<i>silent image</i>
2 days	<i>hallucinatory terrain</i>

LEOMUND'S SPELLBOOK

Spell tome, very rare (requires attunement)

This book is a loose set of notes, scrawled from some text long-lost to time. It contains the spells specialized by the wizard Leomund, though many spells are fragmentary and completely unusable without years upon years of research and recovery. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Decipher Time	Spell
1 day	<i>leomund's tiny hut</i>
2 days	<i>leomund's secret chest</i>

LESSER SUMMON THEORY

Spell tome, uncommon (requires attunement)

This simple book on conjuration theory describes the spells one might use to summon lesser beings from other planes. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Wizards of the School of Conjuration can decipher this tome in half the time prescribed below.

Decipher Time	Spell
4 hours	<i>find familiar</i>
1 day	<i>conjure animals</i>
2 days	<i>conjure minor elementals</i>

LESSER WARD THEORY

Spell tome, uncommon (requires attunement)

This simple book on abjuration theory describes simple wards to keep out intruders and harm. Though the spells inside are not particularly powerful, they are extremely versatile. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Wizards of the School of Abjuration can decipher this tome in half the time prescribed below.

Decipher Time	Spell
4 hours	<i>alarm</i>
1 day	<i>arcane lock</i>
2 days	<i>glyph of warding</i>

MANUAL OF SELF TRANSFIGURATION

Spell tome, rare (requires attunement)

This blue book of illusions and transmutations has a special focus on spells that alter the form of the self. Some schools of thought label this transfiguration as purer and more ethical than other forms, as only you can fully consent to the changes your spells will wrought. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Wizards of the School of Transmutation or Illusion can decipher this tome in half the time prescribed below.

Decipher Time	Spell
4 hours	<i>disguise self</i>
8 hours	<i>alter self</i>
2 days	<i>polymorph</i>

MANUAL OF THE MIND

Spell tome, rare (requires attunement)

This purple book is emblazoned with the symbol of the third eye, and describes the overlap between magic and psionics. Many libraries and academic institutions ban this volume, for fear that its presence will incite plagiarism and political unrest. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Creatures with any form of telepathy can decipher this tome in half the time prescribed below.

Decipher Time	Spell
8 hours	<i>detect thoughts</i>
1 day	<i>hypnotic pattern</i>
4 days	<i>modify memory</i>

MANUAL OF THRALL CREATION

Spell tome, rare (requires attunement)

This black tome describes the principles of necromancy and raising thralls, and is reviled among many civilized cultures—though some cultures use it as a form of labor. While attuned to this tome,

you know the spells in the table below. You must decipher a spell before you know it.

Warlocks and wizards of the School of Necromancy can decipher this tome in half the time prescribed below.

Decipher Time	Spell
1 day	<i>animate dead</i>
4 days	<i>danse macabre</i>
1 week	<i>create undead</i>

MANUAL OF WEATHERCRAFT

Spell tome, very rare (requires attunement)

This druidic manual is full of lush watercolor paintings, and describes the fundamental ways magic and weather intertwine and affect each other. This tome is not commonly circulated outside of druid circles. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Druids and rangers can decipher this tome in half the time prescribed below.

Decipher Time	Spell
1 day	<i>sleet storm, call lightning</i>
2 days	<i>ice storm</i>
4 days	<i>control winds, maelstrom</i>

MELF'S SPELLBOOK

Spell tome, very rare (requires attunement)

This short book is written in a defunct dialect of elvish, and has been the center of

interest among certain scholars for centuries. It appears to be a copy of the spellbook of a mage called Melf. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Decipher Time	Spell
8 hours	<i>melf's acid arrow</i>
1 day	<i>melf's minute meteors</i>

MORDENKAINEN'S SPELLBOOK

Spell tome, very rare (requires attunement)

Unlike other recovered spellbooks, this work is very well-documented in elite circles, after a visit to Waterdeep by the mage Mordenkainen himself. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Decipher Time	Spell
2 days	<i>mordenkainen's faithful hound, mordenkainen's private sanctum</i>
1 month	<i>mordenkainen's magnificent mansion, mordenkainen's sword</i>

OTILUKE'S SPELLBOOK

Spell tome, very rare (requires attunement)

This spellbook, which once belonged to a mage called Otiluke, appears to have travelled between planes, as its fringes are

burned and withered with chaotic planar energy, and it sometimes wavers and disappears, as if it doesn't belong. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Decipher Time	Spell
2 days	<i>otiluke's resilient sphere</i>
1 week	<i>otiluke's freezing sphere</i>

PALADIN'S ATLAS

Spell tome, uncommon (requires attunement)

This golden atlas is given to trusted paladins on long journeys, as its content detail certain methods of divine travel that can lessen the paladin's already considerable burden. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Paladins can decipher this tome in half the time prescribed below.

Decipher Time	Spell
8 hours	<i>find steed</i>
2 days	<i>find greater steed</i>

PLANESWALKER'S ATLAS

Spell tome, legendary (requires attunement)

This blue leather-bound atlas is written in a medley of strange and barely-familiar scripts, as if scribed by esoteric scholars in

a world similar to but ever-so-slightly different from our own world. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

This book overflows with wild and uncontrolled planar energy. When casting a spell from this book, you must make a DC 17 Constitution saving throw, taking 16 (4d6) force damage on a failed save.

Sorcerers, warlocks, and wizards of the School of Conjuration can decipher this tome in half the time prescribed below.

Decipher Time	Spell
2 days	<i>dimension door</i>
4 days	<i>teleportation circle</i>
1 week	<i>arcane gate</i>
1 month	<i>plane shift</i>
1 year	<i>gate</i>

THE GRAND GRIMOIRE

Spell tome, legendary (requires attunement)

This tome of black magic was crafted long ago by a warlock of incredible power. However, even the most incredible power is not enough to stem the flow of time, and their name is lost even among the most dedicated scholars of the dark arts. Today, it is known only by its loosely translated name—"The Grand Grimoire". While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Warlocks and wizards of the School of Necromancy can decipher this tome in half

the time prescribed below.

Decipher Time	Spell
2 days	<i>shadow of moil</i>
4 days	<i>contagion</i>
1 week	<i>circle of death</i>
1 month	<i>power word pain</i>
3 months	<i>power word stun</i>
1 year	<i>power word kill</i>

THE KEY OF SOLOMON

Spell tome, legendary (requires attunement)

This tome is comprised of the teachings of Solomon, an ancient exorcist. Its contents are capable of exalted deeds and terrible sins, granting dominion over outsiders of all sorts. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Clerics and warlocks can decipher this tome in half the time prescribed below.

Decipher Time	Spell
4 hours	<i>protection from evil and good</i>
1 day	<i>summon lesser demon</i>
2 days	<i>banishment, summon greater demon</i>
4 days	<i>conjure elemental, dispel evil and good, infernal calling</i>
1 month	<i>conjure celestial</i>

THE NECRONOMICON

Spell tome, legendary (requires attunement by an evil-aligned creature)

This tome is bound in the skin of humans, and written in the blood of creatures beyond the boundaries of the planar system. It is legendary among dark wizards and warlocks as a source of unimaginable power—but also a source of unending madness for the mind improperly prepared. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

This book overflows with a maddening dread. When casting a spell from this book, you must make a DC 17 Wisdom saving throw, and on a failed save are rendered insane for 1 hour. An insane creature gibbers meaningless words incessantly, and cannot speak or cast spells with verbal components.

Warlocks and wizards of the School of Necromancy can decipher this tome in half the time prescribed below.

Decipher Time	Spell
4 hours	<i>dissonant whispers</i>
1 day	<i>speak with dead</i>
4 days	<i>contact other plane, negative energy flood</i>
1 week	<i>disintegrate</i>
1 month	<i>finger of death</i>
3 months	<i>maddening darkness</i>

THE TRANSMUTER'S TOME

Spell tome, rare (requires attunement)

This grey book is emblazoned with a transmutation circle, foretelling its transformative contents. Most of this book focuses on the practical applications of transmuting, such as construction, refining raw resources, and rare metalcraft. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Wizards of the School of Transmutation can decipher this tome in half the time prescribed below.

Decipher Time	Spell
8 hours	<i>heat metal</i>
1 day	<i>tiny servant</i>
2 days	<i>fabricate, polymorph</i>

TOME OF THE AUGUR

Spell tome, rare (requires attunement)

This white leather-bound volume is common among diviners and members of the cloth, as it describes some of the most common and useful forms of augury. There are many different versions of this tome from different authors, eras, and civilizations, as its discoveries make up the fundamental theories of divination magic. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Clerics, druids, and wizards of the School of Divination can decipher this tome in half the time prescribed below.

Decipher Time	Spell
8 hours	<i>augury</i>
1 day	<i>clairvoyance</i>
2 days	<i>arcane eye, divination</i>

TOME OF THE LINGUIST

Spell tome, uncommon (requires attunement)

This dense manual of magical linguistic theory, the first in a two-volume series, has a reputation for its extremely long and meandering descriptions, and even scholars regard it as a tedious chore to read and reference. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Wizards of the School of Divination can decipher this tome in half the time prescribed below.

Decipher Time	Spell
4 hours	<i>comprehend languages</i>
1 day	<i>tongues</i>

TOME OF THE WHISPERER

Spell tome, uncommon (requires attunement)

This dense manual of magical linguistic theory, the second in a two-volume series, is less universally shunned than its companion piece, but is no riveting read on its own. While attuned to this tome, you know the spells in the table below. You

must decipher a spell before you know it.

Decipher Time	Spell
1 hour	<i>message</i>
8 hours	<i>magic mouth</i>
1 day	<i>sending</i>

WORDS OF HADAR

Spell tome, very rare (requires attunement)

This scroll, barely a tome at all, is a series of mad scrawlings, devised by a warlock of the Dark Hunger, Hadar. In the short and frankly confusing foreword, the author describes her writings as the sounds she heard when listening to the whisperings of the Far Realm, which she believed to be the words of Hadar itself. While attuned to this tome, you know the spells in the table below. You must decipher a spell before you know it.

Warlocks can decipher this tome in half the time prescribed below.

Decipher Time	Spell
4 hours	<i>arms of hadar</i>
1 day	<i>hunger of hadar</i>