

HUMOROUS FANTASY

<u>BOOK NAME</u>	<u>Book Textcerpt / Narrator VO</u>	<u>Location Context / Quest Tie-Ins</u>
<i>'De-Floured'</i>	"I haven't heard of this one before ! Let's see... it's about a hot baker and the sentient dough ball... he pounds into shape... Ew. Gross."	Found Inside a Bakery / Smut Section of a Library. May be used in a quest as a 'hidden location' for a secret thieves guild message.
<i>'Ye Yap O' Yonder'</i>	"Turns out people have been talking shit for ages ! Or at least since the before times, according to this dusty-ass book."	Might prompt a 'Charisma' related stat check to provide additional insight into an aspect of local history, politics, or familial dramas.
<i>'The Tale of Stinky Fish'</i>	"The children's rhyme goes: Stink-y Fish, Stink-y Fish - oh me, oh how I Stink-y wish - oh me, my life you'd Stink-y squish !"	Found in a Haunted House. Upon reading it summons the hostile spirit ' Stinky Fish ': a dark fish-ghost with bad-smell related powers.
<i>'Packleader: One Alpha's Dominance Guide'</i>	"It feels like this book gives off an aura of self-esteem issues and problematic masculinity. And weirdly wolf piss ?"	Secretly a sacred doctrine of a Lupine cult: Might prompt an 'Intelligence' related stat check to provide insight into their religion.
<i>'The Widow's Cookbook'</i>	"I know that I am no professional chef, but I'm pretty sure arsenic is not fit for consumption."	Might be found in a rogue or alchemists guild. Provides recipes for various poisons.
<i>'101 Ways to Cast Flame Bolt'</i>	"Surely there will never be a situation where I will need to know ALL 101 of these techniques... right ?"	Found in a Magic School or Mage Tower. Reading begins a quest to find different fire magic scrolls. Reward is an exclusive spell.
<i>'My Familiar and Me'</i>	"According to the back of this book, the author hates familiars? Why did he even write this ??"	Required to be found and read as a part of the main story. Reading unlocks the ability to summon a familiar to help in exploration.
<i>'The XXXTRA Girthy Great Sword'</i>	"To my utter surprise, this title is not a double-entendre. The book is literally just about an honorable Knight's humongous Greatsword."	Found within a townguard barrack or martial training yard. Reading gives a temporary bonus to sword attacks.
<i>'The Price of Priesthood & Piety'</i>	"The author claims this book will teach me the secrets of convincing others to pay their way into a fake 'paradise'. It all sounds a little bit... immoral?"	Found within the Bank or Coinhouse. Must be read as a part of a quest to discover who has been smuggling money from the bank. Quest might vary if the player character worships a god.
<i>'Lead to Gold: Learning to Love Again'</i>	"It is evident that the author of this book went through one bad breakup and never recovered; all the advice here is beyond atrocious."	Hidden in the private study of an NPC. Reading the book unlocks unique dialogue options with that NPC.

DRAMATIC / MOROSE FANTASY

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'An Ode to Ollie'	"According to this memorial memoir, Ollie loved chasing birds, fetching sticks, and being the very goodest boy."	Found at the burial location of a beloved dog within a wealthy family tomb, alongside an enchanted collar which may be worn by pets.
'The Final Words of the Qzik Miners'	"This collection of last statements from husbands, wives, and parents detail the slow tragedy of the Qzik Mine Collapse."	Found amongst corpses within a collapsed mineshaft. May be returned to next of kin as a quest .
'Regretful Hermit'	"This auto-biography belonged to an elderly alchemist who rued his supremely lonely life. He died alone."	Found within an alchemist's workshop, provides a recipe for charisma aiding potion.
'Death to the Undead & Their Ilk'	"Venomous. Hateful. This slander novel against the various unliving is a classic example of human prejudices."	Prompts an 'Intelligence' related stat check for insight into an aspect of local conflicts & factions.
'Unnamed'	"This dreadful book is written in blood... Wha..? In...Inside is only one sentence... My full name."	Upon reading it summons a hostile Bloodclone which copies your skills. It begins to attack - and upon death provides a one time use item which copies yourself for a combat.
'The Blight of Vampirism'	"I pity a creature cursed to forever walk the night never knowing the warm kiss of the scarlet sun upon their skin."	May be found within the barracks of a church or templar. Must be read as a part of a quest regarding vampires.
'Stagnation'	"This letter was addressed to the mother of a deeply unwell magi. In it the boy describes the plateau of his research, and from there - depression.'	Found within the ruins of a magic school next to the corpse of a magi who locked himself in a demiplane. Provides a spacial storage spell.
'Fate's Spindler'	'The Spyder of fate Winds her Web; a Weaving Widow of Weal and Woe - she Willfully Works Wickedness and Whimsy into Wrought Witchcraft'.	Begins a quest to find and kill the Fate Spindler ; a clairvoyant spider broodmother who may potentially offer alternative quest rewards or options upon being spoken to.
'On the Nature of Souls'	'In Conclusion: While advanced astral artifice & ritual healing may bring a soul back from the very brink of oblivion, the truth remains - death is a tragic finality.'	Found within a religious building or hospital. Prompts a 'Wisdom' or 'Intelligence' stat check for insight into an aspect of religious magicka.
'The Horrors of Famine'	'This brief but revolting novella details the nightmares borne of the Glasson Valley Famine. The rural hamlet of eighty thousand violently turned on each other when food ran out. After less than one week, not even one survivor remained.'	Given by an NPC Traveller who passed through and survived the Glasson Valley Famine. Begins a quest to explore the ruins of the valley - slaying the restless spirits of the undead who remain there.