

## Loot The Room's Manual of Mystical Manuscript Monikers

by loottheroom - Monday, April 23, 2018

<http://loottheroom.uk/loot-the-rooms-manual-of-mystical-manuscript-monikers/>



It's RPG Blog Carnival time, and this month we're tackling the theme of **Journals, Grimoires, & Spell-Books** set by the folks over at [Hereticwerks](http://Hereticwerks.com). Check in with their anchor post throughout the month to read all of the entries as they come in!

This month's theme is one I always enjoy writing about and it lines up nicely with the post that was meant to form this past Monday's Stat Boost, in which I'm once again revisiting [this post](#) of books and their contents. I've already revisited [The Blasted Lands](#) (twice, [in fact](#)) and on Monday I had planned to give you more from *Ironstride's Compendium of Jinxes & Hexes*. Since the post schedule went out of the window over the past few weeks, I'm dedicating this coming weekend at Loot The Room to all things books!

First, though, a shameless plug. Since the whole point of the Carnival is to bring in new readers, I hope the long time supporters won't mind me taking a moment to direct the new folks to some past book-related content here. Namely:

- Matt Sanders' recent post of [10 Bookish NPCs](#)
- [Magic and Data Storage](#): 5 'Mundane' Magical Items

- [Some books and their contents](#)
- [1d10 Books](#)
- [This library map](#)

And, of course, I'd be remiss if I didn't mention Matt Sanders' [Trinkets - Books](#), which we've recently released over on DriveThruRPG as a Pay What You Want title.

But let's move on from old content, and get to the reason we're here - new stuff!

Starting today with this post and going until Monday, I'm going to be bringing you daily posts on the theme of **Journals, Grimoires, and Spell-Books**. Here's what's coming up over the next few days:

- **Tuesday is what should have been this month's Stat Boost. I'll be bringing you some new 5th Edition spells from *Ironstride's Compendium of Jinxes & Hexes*.**
- On **Thursday** I'm revisiting some old edition material and updating it to Fifth Edition.
- **Friday is map day, and we're heading to the library.**

That's what the rest of this week looks like. Since Wednesday is the final one of the month, it's reserved for this month's DMs Guild roundup. But what about today?

Today we're taking names. Or, more accurately, generating them. I proudly present to you...

### *Loot The Room's Manual of Mystical Manuscript Monikers*

Your party have slain the wizard in his tower and set to work looting his vast library. You hastily conjure together a description of the slim green tome bound in thorns and fairy wings that they pull from the shelves, only to have a player turn to you and ask, "What's it called?"

Generating a name for a book is easy. The following tables will help you determine the **type** of book, the **name of the author**, and the **topic of the book**. Then, simply piece these elements together in whatever order you desire in order to create the name of your book. There's also a bonus table of **descriptors** to add a little variety and spice to your names.

Don't feel bound by these suggestions. In some cases - especially when determining the **topic** of the book - you may generate a number of words (e.g. "beasts/creatures/monsters" or "venoms, poisons, and toxins") when you only want one. In those cases, simply pick the word you like best. You get bonus points for egregious use of alliteration in your titles. You should also feel free to discard any rolls you don't like, and skip tables you don't want to include.

#### **Book Type (1d20)**

1.	Book	11.	Scroll
2.	Compendium	12.	Enchiridion
3.	Codex	13.	Folio
4.	Bestiary	14.	Directory
5.	Grimoire	15.	Encyclopaedia

6.	Anthology	16.	Handbook
7.	Tome	17.	Textbook
8.	Digest	18.	Guide
9.	Manuscript	19.	Manual
10.	Catalogue	20.	History

**Book Topic (1d100)**

1.	Jinxes and Hexes	21.	Magic	41.	Chaos	61.	The Elements	81.	Beasts/Creatures/Monsters
2.	Venoms, Poisons, & Toxins	22.	Dragons and Dragonkin	42.	Thaumaturgy	62.	The Deep Places	82.	Aberrations
3.	Names	23.	The Outer Planes	43.	Invigoration	63.	Dungeons/Dungeon eering	83.	Tricks & Traps
4.	Fables & Folk Stories	24.	Mechanisms	44.	Silence	64.	Rage	84.	Runes
5.	Songs & Tunes	25.	Halflings	45.	The Elder Gods	65.	Conspiracies	85.	Witchcraft
6.	Local History	26.	Herbs & Remedies	46.	Cults	66.	Gemstones	86.	Transmutation
7.	Defense	27.	Transmogrification	47.	The Mechanics of Flight	67.	Feathers	87.	Drowned Civilisations
8.	Palmistry & Divination	28.	Tales of Flight & Fancy	48.	Forgotten Constructions	68.	Numerology	88.	Chains
9.	Archery	29.	Questions	49.	Riddles	69.	Reptiles	89.	Golems
10.	Lost Worlds	30.	Vengeance	50.	Destruction	70.	The Apocalypse	90.	Conjuration & Conflict
11.	Answers	31.	Abandoned Hope	51.	Persuasion	71.	Lost Lexicons	91.	Soul-binding
12.	Souls	32.	Pyromancy	52.	Power	72.	Symbols & Signs	92.	Arms & Their Maintenance
13.	Omens	33.	The Fiend Touched	53.	Battle	73.	Doom	93.	Glamours & Enchantment
14.	Fungi	34.	Astronomy	54.	Dispelling & Countercharming	74.	Chronomancy	94.	Non-Magical Explosives
15.	Rite &	35.	Aethermancy	55.	Inventions	75.	Teleportation	95.	Technomancy

	Ritual		ncy				ion		ncy
16.	Merfolk	36.	Glyphs	56.	Portals & Doors	76.	War & Conquest	96.	Warding
17.	Triumphs	37.	Trees & The Treefolk	57.	Funerary Rites	77.	Echolocation	97.	Bending
18.	Psionic Potential	38.	Silence/Silent Spellcasting	58.	The Spaces Beyond the Stars	78.	Ancient Libraries	98.	Mimicry
19.	Blossoms & Blooms	39.	Deception	59.	Mental Etiquette	79.	Milestones & Markers	99.	The Stalactite Singers
20.	Ruins	40.	Familiars	60.	The Fey Folk	80.	Solar Magic	100.	Cave Crystals

**Who Wrote It?**

The addition of a person's name to the title of a book instantly makes it more interesting. Who was this person, and why did they see fit to write about whatever the book contains? What happened to them to cause the book to be lost, and what other knowledge did they possess that isn't contained in this tome?

This section contains two short lists. The first lists specific people. No details of who these people actually are; they are left purely as names so that you can invent a history for them as fits your campaign. The second is a list of generic types of people - rather than specific names - in case you would not rather answer questions on the fly about who a named author might be.

Specific People (1d10)

1. Netherbane
2. Ironstride
3. Barnum Rekel
4. Phantomsong
5. Silverglow
6. Amana Ravendown
7. Whisperwind
8. Pureheart
9. Sister/Brother Pevranom
10. Theodoric Norwood

Who (Generic People) (1d10)

1. The Archmage
2. The Archfey
3. The Necromancer
4. The Vindicator

5. The Anointed
6. The Arbitrator
7. The Witch
8. The Patrician
9. The Alchemist
10. The Inquisitor

### Descriptors (1d20)

This is a bonus table, which you can use to spice up your book titles. Have you rolled up a “book of magic”, and don’t think that’s very interesting? This is where you fix that.

1.	Dangerous	11.	Enriching/Enriched
2.	Unequaled	12.	Malevolent
3.	Boundless	13.	Holy/Unholy
4.	Hidden	14.	Cruel
5.	Dark	15.	Callous
6.	Fragile	16.	Detailed
7.	Forgotten	17.	Exquisite
8.	Volcanic	18.	Remorseful
9.	Fantastic	19.	Illuminated/Illuminating
10.	Hungering	20.	Secret

### Sample Names

If you don't feel like rolling for a book, here are some titles I generated earlier:

- Sister Pevranom's Digest of Hidden Arms & Their Maintenance
- Phantomsong's Guide to Omens
- Ironstride's Compendium of Jinxes and Hexes
- A Grimoire of Psionic Potential
- The Folio of Feathers
- Whisperwind's History of the Fiend-Touched



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