

BOOK TITLES: Everything is called something by someone

RAP

These will be non-magical. May be original (which may be more valuable) or a more recent copy.

Generally uncommon, some will be extremely rare; many will be unique. Roll in each list as indicated; final order of words in title is DM option.

d20 List 1

- 01 The
- 02 Author's name *A
- 03 The Definitive
- 04 A/An
- 05 Author's name *A
- 06 The/A New
- 07 Modern
- 08 Author's name *A
- 09 An Exhaustive
- 10 The Complete
- 11 Author's name *A
- 12 A Tentative
- 13 A Beginner's
- 14 Author's name *A
- 15 The Superior
- 16 A Comprehensive
- 17 Author's name *A
- 18 The Original
- 19 A Faithful Copy of a/the
- 20 Author's name *A

*A - DM option; historic or current, sage or noble person, famous or unknown

d20 List 2

- 01 Grimoire
- 02 Manual
- 03 Book
- 04 Tome
- 05 Opus
- 06 Treatise(s)
- 07 Chronicle(s)
- 08 Archive(s)
- 09 Handbook
- 10 Enchiridion
- 11 Volume
- 12 Instruction(s) on/for
- 13 Writings(s) of/by
- 14 Notes
- 15 Guide
- 16 Companion
- 17 Manuscript
- 18 Diary/Journal
- 19 Reflections
- 20 Illuminations

d20 List 3

- 01 On
- 02 Of
- 03 For
- 04 By
- 05 About
- 06 Regarding
- 07 Respecting
- 08 Touching on
- 09 Dealing with
- 10 On the subject of
- 11 In connection with
- 12 On the matter of
- 13 Concerning
- 14 Taking up
- 15 Referencing
- 16 Relating to
- 17 Considering
- 18 Delving into
- 19 Exploring
- 20 Explaining

d20 List 4

- 01 Deep
- 02 (Previously) Unknown
- 03 Unexamined
- 04 Archaic
- 05 Ancient
- 06 Extraordinary
- 07 The Truth about
- 08 Holy/Unholy
- 09 Divine/Demonic
- 10 The Final Word on
- 11 Theories of
- 12 Historic
- 13 Philosophy/ies of
- 14 Local / Exotic
- 15 Foundational
- 16 Mid-level
- 17 Advanced
- 18 Impossible
- 19 Common
- 20 Everyday

d20 List 5

- 01 Combat d10
 - 01 Swordplay
 - 02 Sieges
 - 03 Armoured combat
 - 04 Edged weapons *A
 - 05 Blunt weapons *A
 - 06 Piercing weapons *A
 - 07 Missile weapons *A
 - 08 Unarmed combat
 - 09 Infantry/Cavalry/other units Tactics
 - 10 Fighting [specific monsters]
- 02 Alchemy
- 03 Everyday Rituals
- 04 Magic d8
 - 01 General
 - 02 Spell components
 - 03 Theory
 - 04 Dexterity Training for Illusionists
 - 05 Where Magic originates
 - 06 Magic for Merchants
 - 07 Magic Weapons *A
 - 08 Dark/Illegal Magic
- 05 Schools of Magic d8
 - 01 Abjuration
 - 02 Conjuraction
 - 03 Divination
 - 04 Enchantment
 - 05 Evocation
 - 06 Illusion
 - 07 Necromancy
 - 08 Transmutation
- 06 Mining and Metallurgy
- 07 Botany d8
 - 01 Trees
 - 02 Lichens
 - 03 Fruits
 - 04 Vegetables
 - 05 Herbs
 - 06 Vines
 - 07 Shrubs
 - 08 Succulents/Cactus
- 08 Religion(s) d10 *B
 - 01 The Pantheon
 - 02 Myths and legends

- 03 Sacrifices
 - 04 Raising Sacrificial animals/plants
 - 05 Prayers
 - 06 Liturgies
 - 07 Saints and Martyrs
 - 08 Heretics and Schismatics
 - 09 Holy and Unholy Foods
 - 10 Religious Music
 - 09 Laws of the Kingdom/Realm/etc.
 - 10 Torture That Works
 - 11 Travel d8
 - 01 Mapping the Outdoors
 - 02 Mapping Underground
 - 03 Scrounging in Ruins
 - 04 Eating in the Wilderness
 - 05 Strange Customs of *C
 - 06 The Planes
 - 07 Crossing the Desert
 - 08 Surviving the Jungle
 - 12 Animal Husbandry *D
 - 13 Crop Husbandry *E
 - 14 My Journey/Travels d8
 - 01 Through the Wilderness
 - 02 To the Realm of [name]
 - 03 With the Elves/Dwarves/Humans, etc.
 - 04 Into the Mountains of [name]
 - 05 Across the Sea
 - 06 Under the Ocean
 - 07 From/Back to Civilization
 - 08 In the Clouds
 - 15 Curses for Ordinary People
 - 16 Castle Architecture
 - 17 Impenetrable Defences
 - 18 Practical Uses of [monster body parts] *F
 - 19 Arts d8
 - 01 Mixing Paints
 - 02 Sculpting Marble
 - 03 Song writing
 - 04 Moulding Bronze
 - 05 Inks
 - 06 Musical styles
 - 07 The Human [or other] Form
 - 08 Voice Training
 - 20 Codes and Ciphers
- *A - General, a specific weapon, a class of weapons, etc.
- *B - Will be for a specific religious tradition or deity (some may be illegal in certain jurisdictions)
- *C - DM choice for a country, continent, island, culture, etc.
- *D - DM choice for cattle, sheep, goats, poultry, exotics, etc.
- *E - DM choice for (a specific?) grain, fruit, vegetable, legumes, roots, etc.
- *F - Eg. dragon scales, basilisk fangs, kobold feet, etc.