

So, You've Found a Book...

Random Book Generator and Tables for Fifth Edition

Words and Design

Dave Hamrick

Proofing

John Webb

Additional Assistance

Bob Carnicom, Aubrey Moore

Art

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The History of Books

The evolution of books has been deeply intertwined with the progress of human civilization, beginning with ancient clay tablets and papyrus scrolls in Sumer and Egypt. These early forms allowed for the recording of laws, religious texts, and literature, laying the groundwork for written communication. As technology and materials advanced, parchment and vellum replaced papyrus, favored for their durability and ease of use. The Greeks and Romans further innovated with the codex, an early version of the modern book, which was easier to read and handle than scrolls.

During the Middle Ages, the production and preservation of books were primarily the domain of monasteries. Monks painstakingly copied texts by hand, creating beautifully illuminated manuscripts that were both artistic and scholarly treasures. However, the laborious nature of this process meant that books were rare and precious commodities.

The introduction of the printing press by Johannes Gutenberg in the mid-15th century marked a turning point in the history of books. This invention enabled the mass production of books, dramatically lowering costs and making literature more accessible to a broader audience. The printing press played a crucial role in the dissemination of new ideas during the Renaissance, Reformation, and Scientific Revolution, altering the course of history.

The industrial revolution brought further changes to book production, with steam-powered presses and new typesetting technologies enabling even faster and cheaper production. The rise of public libraries during this period democratized access to books, promoting literacy and learning among the general population.

The 20th century saw the introduction of paperbacks, making books even more affordable and widespread. The digital age brought about e-books and digital readers, offering new ways to access and consume literature. Despite the proliferation of digital formats, print books have persisted, underscoring their enduring appeal and the human connection to the tactile experience of reading.

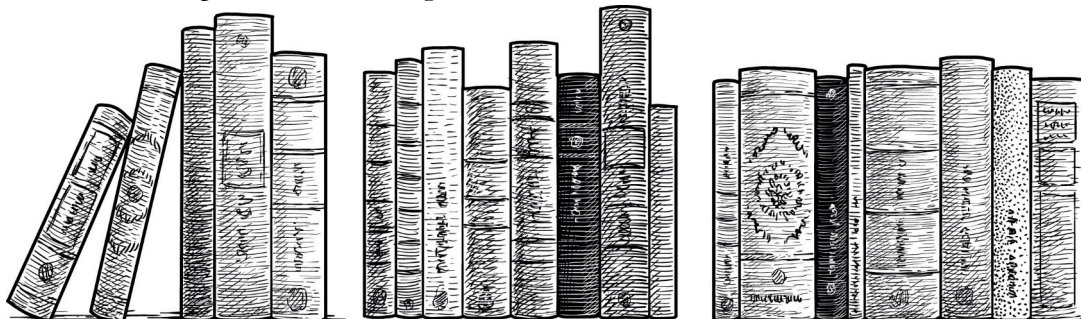
Books in Fantasy Roleplaying Games

In the realm of fantasy, particularly within the rich tapestry of worlds like those found in Fifth Edition fantasy, books hold a power and mystique far beyond their physical form. These tomes, scrolls, and grimoires serve not merely as repositories of knowledge but as gateways to the arcane, the divine, and the deeply secret. In these universes, a book can be a map to other dimensions, a key to unlocking spells of immense power, or a binding contract with entities from beyond the veil.

The creation and preservation of books in such worlds often involve magical processes, with materials sourced from the extraordinary to the otherworldly. Leather from dragons, pages woven with silver threads of elven make, or ink infused with the essence of magical creatures are but a few examples of the fantastical elements that might comprise a book in these settings. Furthermore, the authors of these volumes are frequently beings of great power or wisdom: ancient wizards chronicling their life's work, gods dispensing their will through sacred texts, or even the land itself, whispering secrets to those chosen to transcribe them.

The role of books in fantasy games extends beyond mere objects to be found in a wizard's library. They are often integral to quests, containing the lore necessary to defeat a looming threat, the instructions to break a centuries-old curse, or the prophecy foretelling the rise of a hero. Libraries and archives become dungeons filled with hidden knowledge, guarded by spells and creatures that challenge the wits and bravery of adventurers.

Moreover, spellbooks and magical tomes offer players tangible progression of their characters' powers, allowing them to learn new spells or uncover arcane mysteries. These books are treasures, coveted by scholars and adventurers alike, and can be the focus of entire campaigns, driving players deeper into the mysteries of the world.



Book Appearance

How books appear in your fantasy campaign largely depends on the period of history and civilizations on which you're modeling your world. For example, a fantasy world heavily modeled after Ancient Greece will have books and codices that look completely different than, say, those modeled after books from the Renaissance. Here are some basic guidelines for the appearance of books throughout history.

Ancient Mesopotamia (c. 3100 BCE): Early writings were inscribed on clay tablets using cuneiform script, making them durable but not easily portable.

Ancient Egypt (c. 3000 BCE): Egyptians wrote on papyrus scrolls, rolling them for storage; these were more portable than clay but less durable.

Classical Greece (8th to 6th centuries BCE): Greeks used both papyrus scrolls for literary works and wax-coated wooden tablets for notes or temporary records.

Roman Empire (1st century BCE to 5th century CE): Romans popularized the use of parchment (prepared animal skin) and developed the codex, precursor to the modern book, which was easier to read and transport.

Middle Ages (5th to 15th century): Books were handwritten on parchment or vellum, often elaborately illuminated by monks; they were bound between wooden covers and sometimes adorned with jewels and metals.

Renaissance (14th to 17th century): The invention of the printing press led to the production of books with movable type on paper, making them more accessible and affordable; bindings were often made of leather.

17th and 18th centuries: The development of the printing press continued to evolve, with more standardized books being produced; leather bindings with intricate gold leaf designs became common.

19th century: Industrial revolution advancements allowed for mass production of books, introducing cloth bindings and, later, the advent of dust jackets to protect their covers.

20th century: The introduction of paperbacks revolutionized book production by making books significantly cheaper and more portable, while hardcovers remained popular for their durability.

21st century: Digital technology introduced e-books, transforming books into digital formats readable on electronic devices, alongside continued production of traditional print books.



How to Use This Book

The remainder of this book offers a series of random tables which you can use to generate random books in your fantasy campaigns.

First, use the Basic Features tables to come up with the book's size and format, its binding material—and be sure to note the price modifier, as that affects the value of the book—the language in which it was written, the book's contents, whether or not the book has illustrations or magical properties, the book's author, how easy to read the book is, and any special features the book might have.

If the book is revealed to contain spells, the tables starting on page [x] give you additional random tables to determine the spells inked into the book.

Once you know the book's contents, use the Book Title tables on pages [x] to determine the book's title. The majority of these tables require you to roll twice, once for each part of the title.

Finally, determine the book's price using the tables on page [x]. You will first roll for the book's rarity, which will set the book's base market price. If the book contains spells, total the value of each spell using the Spell Price table and add that to the base value. Next, multiply this price by the Price Modifications for the book's binding (this table appears on the next page), its age, and its state of preservation.

Basic Features

Use the following tables to learn about the book's basic features, namely its size, binding material, the language in which it was written, its contents, and its readability.

Book Size and Format

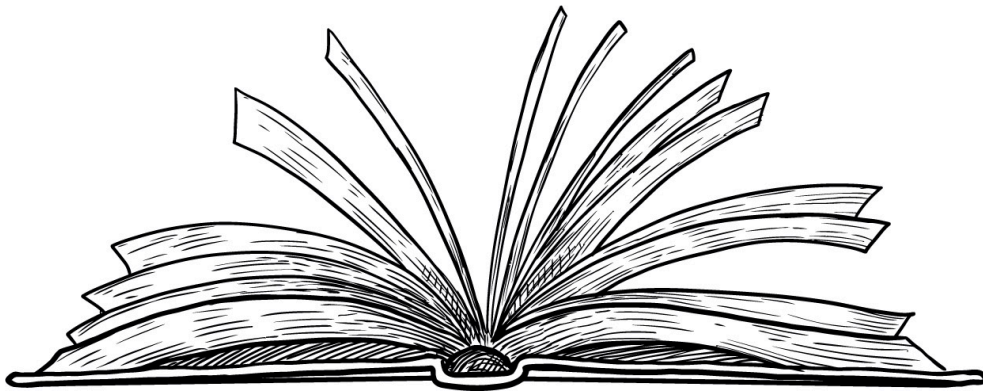
d100	Size and Format	Description
01–05	Miniature (less than 3x4")	Small enough to be hidden in a pocket, often used for personal notes or spells.
06–20	Octavo (roughly 6x9")	Larger, more cumbersome, used for important works, often with illustrations.
21–35	Quarto (roughly 9x12")	Large and prestigious, used for significant scholarly or religious texts.
36–65	Scroll	Ancient or ceremonial texts, often found in religious or magical contexts.
76–85	Codex	An early form of the modern book, considered advanced for the time.
86–90	Tablet	Made of stone, clay, or metal, used for the most durable and sacred texts.
91–95	Magical format (variable)	Changes size or format according to the reader's preference or needs.
96–100	Exotic or unique format	Unusual materials or sizes, perhaps bound in dragon hide or floating pages.

Binding Material

d100	Size and Format	Description	Price Modifier
01–30	Leather (calfskin)	The most common binding for durable books.	x 1
31–50	Cloth	A bit less common, used for less valuable texts.	x 0.5
51–65	Pigskin	Tough and durable, often used for important texts.	x 1
66–75	Wood	Carved or polished, sometimes bound with hinges.	x 1
76–85	Vellum or Parchment	Made from finer animal skins, used for very valuable texts.	x 1.5
86–90	Metal (iron, copper)	Durable and sometimes enchanted, for very rare or magical books.	x 2
91–94	Exotic leather (dragonhide, griffon, etc.)	Very rare, used for books of significant magical power or forbidden knowledge.	x 3
95–97	Bound in chains	A book that is either very dangerous or meant to be kept secure.	x 3
98–99	Crystal or gemstone	Extremely rare and often magical, containing powerful spells or ancient wisdom.	x 5
100	Elemental binding (fire, ice, shadow, etc.)	Unique and highly magical, the book is bound with materials or magic from elemental planes or forces.	x 10

Language

d100	Language	Description
01–50	Common	The universal language spoken by most races, used for trade, diplomacy, and scholarly works. Books in Common are the most accessible and widely relevant.
51–65	Elvish	A beautiful and ancient language, often associated with magic, history, and elven lore. Elvish texts may include spellbooks, historical records, or poetry.
66–75	Dwarvish	The language of the dwarves, known for its practical applications. Dwarvish books might focus on craftsmanship, engineering, mining, and metallurgy.
76–82	Draconic	The ancient language of dragons, associated with magic and arcane knowledge. Draconic texts are often spellbooks, magical research, or historical accounts from a dragon's perspective.
83–87	Undercommon	The trade language of the Underdark, spoken by a variety of creatures. Texts in Undercommon could include guides to survival in the Underdark, drow magic, and forbidden lore.
88–90	Gnomish	Known for their inventiveness, gnomes write about technology, alchemy, and illusions. Gnomish texts might offer unique insights into inventions and magical gadgets.
91–93	Halfling	Halfling texts are rare outside their communities and might include family histories, cookbooks, and stories of their travels and adventures.
94–95	Orcish	Books in Orcish are uncommon and might include war manuals, clan histories, or works on shamanistic magic.
96–97	Abyssal/Infernal	These languages are tied to demons and devils, respectively. Texts would likely be on dark magic, contracts, and the lore of the lower planes.
98	Sylvan	The language of the fey, Sylvan texts might contain enchantments, fey lore, and secrets of the natural world.
99	Celestial	A divine language used by celestial beings. Books in Celestial might offer insights into the higher planes, healing magic, and prophecies.
00	Lost language	This could be the language of an ancient, fallen civilization or a rare, magical language understood by very few. Texts in a lost language are highly valuable and could lead to unique adventures or quests to decipher them.



Contents

As an optional rule, you can allow books to grant a modifier to particular skill checks as determined by the book's contents. To receive the bonus, the reader must spend at least 10 minutes reading through the book to find the necessary information.

d100	Contents	Description	Skill and Modifier
01–15	Spellbook	Contains spells and magical theories. Essential for wizards and those interested in arcane knowledge.	See the spellbook tables
16–30	Historical	Chronicles the history of the realm, significant battles, dynasties, and the rise and fall of empires.	History +2
31–40	Mythical/Legends	Tales of legendary heroes, mythical creatures, and ancient gods. Might contain hidden truths or clues to finding lost artifacts.	History +2
41–50	Religious/ Philosophical	Texts on the worship of gods, moral and ethical discussions, and the philosophies of various cultures.	Religion +2
51–58	Magical Theory	Advanced discussions on the nature of magic, its origins, and its applications. Could be useful for understanding unique magical phenomena.	Arcana +2
59–66	Bestiary	Descriptions of creatures, both mundane and magical, including their habitats, behaviors, and weaknesses.	Nature +2
67–73	Alchemical Recipes	Contains recipes for potions, poisons, and other alchemical substances. Valuable for alchemists and adventurers alike.	Alchemical supplies +2
74–78	Diary/Journal	Personal accounts of an individual's experiences. Could provide insights into historical events, secrets, or hidden treasures.	—
79–83	Maps and Atlases	Detailed maps of regions, dungeons, or cosmic planes. Invaluable for navigation and discovering new locations.	Survival +2
84–88	Fictional (Novels, Poetry, Drama)	Works of fiction that might entertain, inspire, or even contain coded messages or clues.	—
89–92	Instruction Manuals	Guides related to developing or honing skills, mundane or magical.	Varies
93–95	Legal Documents	Texts on laws, treaties, and contracts. Could include the deed to a castle, rights to a mine, or a noble's will.	History +2
96–98	Unknown/ Mysterious	The content is indecipherable or obscured by magic. Requires further investigation or magical intervention to reveal its secrets.	—
99–00	Coded/Secret Messages	Contains hidden messages or is written in a code. Cracking the code could reveal treasures, secrets, or summon powerful entities. Reroll on this table to determine the book's false appearance.	—

Illustrations

d100	Illustrations	Description
01–20	None	The book contains no illustrations, focusing solely on text. Common for legal documents, philosophical texts, and some journals.
21–50	Black and White	Simple ink illustrations, sketches, or diagrams. Useful for bestiaries, maps, instructional manuals, and historical records.
51–70	Color	Contains colored illustrations. These could be hand-painted images in a bestiary, detailed maps, or artistic representations in mythical tales.
71–85	Magical Images	Images that move or change, similar to a magical version of a "living" photograph. Found in magical theory books, spellbooks, or works of fiction.
86–95	Diagrams and Charts	Technical drawings, astrological charts, architectural blueprints, or alchemical symbols. Common in instructional manuals, alchemical recipes, and magical theory texts.
96–98	Maps	Specifically focuses on detailed maps, either of the local region, distant lands, or even magical or cosmic planes. Essential for navigation and exploration.
99–00	Alchemical Recipes	Illustrations that are hidden or revealed only under certain conditions (e.g., moonlight, heat, magical detection). Could contain clues, hidden messages, or reveal magical properties.

Magical Properties

d100	Magical Properties	Description
01–85	None	The book has no inherent magical properties, emphasizing the rarity and significance of magical books.
86–88	Indestructible	The book cannot be damaged or destroyed by ordinary means. Its resilience preserves knowledge against time and destruction.
89–90	Hidden Messages	Contains messages or content revealed under specific conditions, adding layers of mystery and potential quests to uncover these conditions.
91–92	Cursed	The book bears a curse with various potential effects, introducing risk to the acquisition of knowledge or power.
93–94	Contains Spells	The book itself can cast spells, either at the reader's command or under certain conditions, making it a powerful tool or weapon.
95	Sentient	Possesses its own consciousness, capable of communication and potentially harboring its own motives or desires.
96	Teleportation	Can teleport the reader or objects, offering significant tactical or exploratory benefits.
97	Protective Magic	Offers protection to its holder, such as warding off creatures or nullifying harmful spells, providing a defensive advantage.
98	Summoning	Has the power to summon creatures, which could serve as allies, sources of information, or threats, depending on the nature of the summoning.
99	Reality Alteration	The ability to alter reality, whether through changing events, rewriting history, or manifesting its contents into the world, introduces game-changing possibilities.
00	Transformation	Can transform objects, creatures, or the reader, offering a wide range of creative and potentially unpredictable outcomes.

Authorship

d100	Author	Description
01–40	Monk or Religious Scholar	Authored by monks, priests, or religious scholars, these texts often deal with theological, philosophical, or moral teachings, reflecting the dominant role of religious institutions in education and knowledge preservation.
41–65	Academic or Sage	Produced by academics, sages, or scholars affiliated with secular academies or independent studies. These works cover a broad spectrum of knowledge, including history, magic, science, and philosophy.
66–75	Adventurer or Explorer	Accounts from adventurers or explorers, detailing their travels, discoveries, and encounters. These provide practical knowledge, maps, and tales of lost treasures or uncharted lands.
76–80	Famous Historical Figure	Works by well-known historical figures, including renowned wizards, leaders, and heroes. Their writings offer insights into their lives, achievements, and the times they lived in.
81–83	Royal or Noble Author	Penning by members of royalty or the nobility, offering perspectives on governance, history, diplomacy, and personal memoirs, along with potential state secrets or personal scandals.
84–86	Legendary Creature	Attributed to or concerning legendary creatures, providing unique magical knowledge, ancient history, or mythical tales that offer insight into the world's mysteries.
87–89	Cult or Secret Societies	The work of cults, secret societies, or arcane guilds, containing forbidden knowledge, esoteric spells, or the secrets of the universe meant for a select few.
90–92	Fictional or Mythical Author	Works attributed to fictional or mythical figures within the game world, blending fact and fiction, potentially containing allegories, moral lessons, or hidden truths.
93–94	Deity or Demigod	Rare texts believed to be written by or inspired by deities or demigods, containing divine insights, prophecies, commandments, or sacred lore.
95–96	Magical Entity or Construct	Authored by magical beings or through magical means, such as sentient artifacts, enchanted quills, or automatons, offering a magical perspective or knowledge beyond human capabilities.
97–98	Interdimensional or Cosmic Being	Authored by entities from other dimensions or planes, these texts contain cosmic secrets, advanced magical theories, or insights into the nature of the multiverse.
96–00	Unknown or Anonymized	The author is unknown or deliberately anonymized, making these works mysterious. Their origins may be lost to time, or they may have been produced collectively.

Previous Ownership (Roll 1d4 Times)

d100	Previous Owner	Description
01–05	Brand New, Never Owned	This book appears to be freshly made, with no signs of previous ownership. It could have been created by powerful magic, recently crafted by a skilled artisan, or placed by a deity or magical entity for a specific purpose.
06–30	Unknown	The book's past ownership is a mystery, possibly obscured by time or deliberate action.
31–45	Commoner or Local	Previously owned by a commoner, farmer, or local tradesperson, indicating the book might contain practical knowledge or local lore.
46–55	Adventurer or Explorer	The book was once the property of an adventurer or explorer, suggesting it may contain maps, exploration notes, or tales of adventure.
56–65	Scholar or Mage	Owned by a scholar, wizard, or mage, indicating the book may have annotations, magical insights, or research notes.
66–75	Noble or Royal	The former property of a noble, royal, or someone of high status, possibly containing history, genealogy, or statecraft.
76–80	Religious Figure	Once held by a priest, monk, or religious figure, suggesting the book might contain theological discussions, moral teachings, or sacred texts.
81–85	Cult or Secret Society	The book was in the possession of a cult member, secret society, or arcane guild, hinting at forbidden knowledge or esoteric rituals.
86–90	Legendary Hero or Villain	Previously owned by a legendary figure, either a hero or villain, making the book potentially very valuable or dangerous.
91–94	Otherworldly Being	The book came from an otherworldly being such as a fey, demon, or extraplanar entity, suggesting it may contain rare or forbidden knowledge.
95–98	Ancient Civilization	Originating from an ancient or lost civilization, indicating the book might hold ancient wisdom, lost technology, or extinct languages.
00	Deity or Demigod	Believed to have been owned by a deity or demigod, or someone in their direct service, making the book extremely rare and valuable, possibly with divine or powerful magical properties.

Readability

d100	Readability
01–20	Easy to read
21–40	Straightforward with some unfamiliar terms
41–50	Requires concentration and rereading
51–60	Dense and filled with jargon
61–65	Written in a heavy accent or dialect
66–70	Utilizes an outdated or archaic language
71–75	Text is fragmented; hard to follow
76–80	Encrypted or coded; requires deciphering
81–85	Full of esoteric references and symbols
86–90	Barely legible; poor condition
91–00	Practically unreadable; reasons unknown

Special Features (Roll 1d4 Times)

d100	Previous Owner	Description
01–15	No Special Features	A standard book with no distinguishing physical features.
16–20	Embossed Cover	The cover features embossed designs or lettering, adding a tactile and visual appeal.
21–25	Illustrated Initials	Each chapter or section starts with a beautifully illustrated initial letter.
26–30	Marginalia	The margins are filled with notes, comments, or doodles by previous owners, providing insights or commentary.
31–35	Quality Parchment	Made from high-quality parchment, indicating it was an expensive book to produce.
36–40	Unique Binding	The binding is unique or unconventional, using materials or designs not commonly found.
41–46	Colored Plates	Contains hand-painted or unusually colored plates, adding visual interest and value.
46–50	Watermarks	The pages bear distinctive watermarks, indicating the origin or maker of the paper.
51–55	Rare Typography	Utilizes a rare or unique typeface or calligraphy style, showcasing artistic or historical significance.
56–60	Fore-edge Painting	A hidden painting on the edge of the pages, visible only when the pages are fanned.
61–65	Reinforced Corners	Metal or leather corners to protect against wear, suggesting it was meant to be heavily used or treasured.
66–70	Fabric Bookmarks	Integrated fabric bookmarks, possibly of fine silk or embroidered material.
71–75	Gilded Edges	Edges of the pages are gilded, adding a luxurious touch.
76–80	Signed Copy	Contains a signature or inscription from the author, a previous owner of note, or a famous figure.
81–85	Fold-out Maps or Charts	Includes detailed fold-out maps or charts, enhancing its utility and appeal.
86–90	Multiple Bookmarks	Contains multiple built-in bookmarks, allowing readers to mark several sections at once.
91–95	Leather Straps and Clasps	Features leather straps and metal clasps for secure closure, indicating it was valued and possibly portable.
96–00	Textured Covers	Covers made with unusual textures, such as embossed leather, carved wood, or even treated skins of fantastical creatures.

Book Title

Once you know the type of content that's in the book (see the Content table on page [x]), use the following tables to determine the book's title.

Alchemical Recipes

d100	1st Part	2nd Part
01–05	Elixirs of	Eternal Youth
06–10	Potions for	Advanced Healing
11–15	Transmutations and	Transformations
16–20	Alchemical Solutions for	Enhancing Strength
21–25	The Secrets of	Magical Resistance
26–30	Arcane Infusions for	Enhanced Spellcasting
31–35	Herbal Concoctions for	Poisons and Antidotes
36–40	Brews of	Invisibility and Stealth
41–45	Formulae for	Elemental Control
46–50	Recipes of	Explosive Power
51–55	The Alchemist's Guide to	Love Potions
56–60	Distillations for	Clarity of Mind
61–65	Infusions of	Supernatural Speed
66–70	The Art of	Alchemical Metmorphosis
71–75	Mixtures for	Fortifying Defenses
76–80	Decoctions of	Mystical Visions
81–85	The Brewer's Compendium of	Arcane Ale and Spirits
86–90	Catalysts for	Accelerated Regeneration
91–95	Alchemical Practices for	Transcending Mortality
96–00	The Grimoire of	Forbidden Alchemy

Bestiaries

d100	1st Part	2nd Part
01–05	Arcane Secrets of	Elemental Beasts
06–10	Hidden Ecologies of	Underdark Predators
11–15	The Ethology of	Feywild Denizens
16–20	Anatomies and Abilities of	Abyssal Fiends
21–25	Behavioral Patterns of	Celestial Entities
26–30	Hunting Techniques Against	Gargantuan Monsters
31–35	Survival Guide for Encounters with	Undead
36–40	Catalog of	Magical Constructs
41–45	The Varieties of	Dragonkind
46–50	Dissection of	Lycanthropes
51–55	Cultural Artifacts of	Goblinoid Tribes
56–60	Cursed Lineages of	Vampire Lords
61–65	Tactical Defenses Against	Siege Beasts
66–70	Alchemical Uses of	Monstrous Beasts
71–75	Summoning and Binding of	Planar Creatures
76–80	Legendary Hunts of	Mythical Beasts
81–85	Forbidden Rites of	Demonic Summoning
86–90	Guide to Identifying	Mimicry and Camouflage in Monsters
91–95	The Lore of	Ancient Giants
96–00	Mystical Properties of	Magical Beasts

Diaries and Journals

d100	1st Part	2nd Part
01–05	The Lost Diary of	a Wandering Bard
06–10	Secret Journals of	an Elven Arcanist
11–15	Chronicles of	a Rogue in the Shadows
16–20	Memoirs of	a Dwarven Blacksmith
21–25	The Private Reflections of	a Paladin's Quester
26–30	Travelogues of	a Merchant Adventurer
31–35	The Forbidden Notes of	a Necromancer's Apprentice
36–40	Sketchbook of	a Dragon Scholar
41–45	The Hidden Letters of	a Royal Spy
46–50	Confessions of	a Goblin King
51–55	The Dream Journal of	a Sleeping Sorceress
56–60	The Battle Diaries of	a War-Torn Veteran
61–65	Observations of	a Forest Hermit
66–70	The Expedition Records of	a Daring Explorer
71–75	The Lost Writings of	an Ancient Prophet
76–80	Musings of	a Vampire in Hiding
81–85	Recollections of	a Court Jester
86–90	The Secret Cookbook of	a Witch in the Woods
91–95	The Philosophical Musings of	a Monk at Dawn
96–00	The Cursed Pages of	a Doomed Expedition

Fictional Works

d100	1st Part	2nd Part
01–05	Tales of	the Forgotten Kingdom
06–10	The Ballads of	the Wandering Minstrel
11–15	Chronicles of	the Eternal Mage
16–20	Sonnets of	the Moonlit Night
21–25	The Tragedy of	the Lost Heir
26–30	The Epic of	the Dragon Slayer
31–35	Legends of	the Ancient Guardians
36–40	Poems from	the Enchanted Forest
41–45	The Romance of	the Star-Crossed Lovers
46–50	The Adventures of	the Rogue Pirate
51–55	Stories from	the Shadow Realm
56–60	The Myth of	the Phoenix Reborn
61–65	The Fables of	the Wise Old Owl
66–70	The Comedy of	the Mischievous Imps
71–75	The Saga of	the Ice Witch
76–80	Limericks of	the Drunken Dwarf
81–85	The Chronicles of	the Cursed Bloodline
86–90	The Ballad of	the Ghostly Sailor
91–95	The Drama of	the Forbidden Magic
96–00	The Legend of	the Golden City

Historical Books

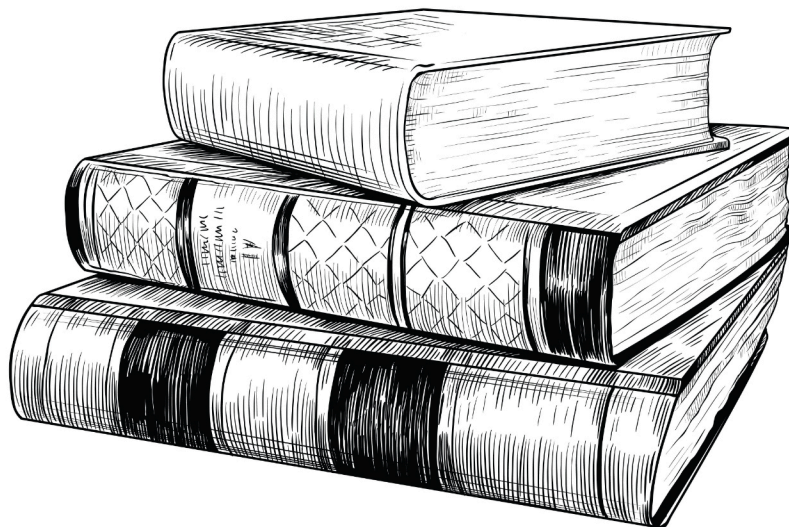
d100	1st Part	2nd Part
01–05	Annals of	Ancient Civilization
06–10	Chronicles of	Forgotten Kingdoms
11–15	History of	the Great War
16–20	Records of	Legendary Heroes
21–25	Tales of	the High Seas
26–30	Archive of	Cultural Traditions
31–35	Catalogue of	Lost Empires
36–40	Narrative of	Explorers and Conquerors
41–45	Compilation of	Ancient Texts
46–50	Study of	the Old World
51–55	Review of	Historical Artifacts
56–60	Dissertation on	Political Dynasties
61–65	Examinations of	Societal Evolution
66–70	Survey of	Architectural Wonders
71–75	Overview	of Religious Movements
76–80	Inquiry into	Technological Advancements
81–85	Report on	Trade and Commerce
86–90	Reflections on	Philosophical Thought
91–95	Observations of	Daily Life and Customs
96–00	Analysis of	Military Strategies

Instruction Manuals

d100	1st Part	2nd Part
01–05	Beginner's Manual to	Smithing and Metalwork
06–10	Comprehensive Guide on	Arcane Magic Fundamentals
11–15	Handbook for	Advanced Stealth Techniques
16–20	Essentials Reading on	Divine Magic and Prayer Rituals
21–25	Primer on	The Pact Magic of Warlocks
26–30	Survival Guide for	Navigating the Wilderness
31–35	Collection of Essays on	The Power of Music and Bardic Magic
36–40	Disource on	The Virtues and Duties of Paladins
41–45	Introductory Notes on	Elemental Magic Manipulation
46–50	Textbook on	Potion Brewing and Basic Alchemy
51–55	Meditations on	Living in Harmony with Nature
56–60	Treatise on	Harnessing Barbarian Rage
61–65	Study Materials for	Understanding and Utilizing Chi
66–70	Workshop Manual for	Artificery and Magical Item Creation
71–75	Strategic Guide to	Melee Combat and Weapon Mastery
76–80	The Official Guild Guide to	Lockpicking and Silent Movement
81–85	Introductory Course on	Necromancy and the Undead
86–90	Complete Guide to	Identifying and Using Magical Herbs
91–95	Devotional Text on	Channeling Divine Energy
96–00	Adventurer's Guide to	Dungeon Exploration and Monster Hunting

Legal Textbooks

d100	1st Part	2nd Part
01–05	Introduction to	The Legal System of the Five Kingdoms
06–10	Comprehensive Study on	Property Rights and Land Ownership in a Magical World
11–15	Textbook on	Contract Magic: Legal Binding and Enforcements
16–20	Legal Commentary on	The Code of Chivalry and Dueling Laws
21–25	Handbook for	Navigating Maritime Law Amongst Pirates and Merchants
26–30	Dissertation on	The Intersection of Magic and Law: Case Studies
31–35	Treatise on	Governance and Power Dynamics in Mage Councils
36–40	Beginner's Guide to	Criminal Law and Justice in Dwarven Societies
41–45	Advanced Readings in	The Philosophies of Law Across Different Cultures
46–50	Lecture Notes on	The Evolution of Elven Legal Principles
51–55	Legal Encyclopedia on	Trade Laws and Economic Agreements Between Races
56–60	Seminar Series on	Diplomacy and International Relations: a Legal Insight
61–65	Study Guide for	Legal Implications of Necromancy and Dark Arts
66–70	Manual on	Establishing Legal Identity and Citizenship in Empires
71–75	Texts on	Legal Defenses Against Enchantment and Coercion
76–80	Jurisprudence Thesis on	Crime and Punishment in Underworld Societies
81–85	Collection of Papers on	Historical Legal Systems and Their Modern Implications
86–90	Review on	Magic Property Law and Interdimensional Disputes
91–95	Guide to	Conducting Legal Rituals and Ceremonies
96–00	Scholarly Articles on	The Role of Divination in Legal Proceedings



Magical Theory

d100	1st Part	2nd Part
01–05	Intricacies of	the Levitation Spell
06–10	Variations on	Fireball Techniques
11–15	Comparative Study of	Ice and Lighting Magic
16–20	Advanced Theories on	Teleportation
21–25	Unraveling the Secrets of	Transmutation
26–30	The Hidden Mechanics of	Illusory Realms
31–35	The Subtle Art of	Magical Disguises
36–40	Desciphering the Language of	Runes and Spells
41–45	Esoteric Properties of	Necromantic Energies
46–50	Exploring the Boundaries of	Summoning Circles
51–55	Mastery of	Shield Spells
56–60	The Spectrum of	Chaotic Magic
61–65	Elemental Magic	A Study in Contrast
66–70	The Geometry of	Spellcasting Circles
71–75	Focused Investigations into	Magical Amplification
76–80	Experimental Approaches to	Time Manipulation Spells
81–85	A Detailed Examination of	Magical Potency and Control
86–90	Navigating the Complexities of	Ethereal Projection
91–95	The Efficacy of	Spell Synergies
96–00	Pioneering Studies on	Magic-Induced Hallucinations

Maps and Atlases

d100	1st Part	2nd Part
01–05	Atlas of the	Known World
06–10	Map to the Secret	Chambers of Castle Black
11–15	The Cartographer's Guide to	Hidden Valleys
16–20	Charting the Uncharted	Seas of Forever
21–25	Detailed Maps of	the Dark Forest
26–30	Sky Atlas of	the Floating Islands
31–35	Underground Maps of	the Dwarven Mines
36–40	Navigational Charts of	the Siren's Sea
41–45	Explorer's Atlas of	the Elemental Planes
46–50	The Lost Maps of	Ancient Ruins
51–55	Topographical Study of	the High Mountains
56–60	Cartographic Collection of	the Great Deserts
61–65	Route Maps to	Sacred Temples
66–70	Atlas for the Adventurous Traveler to	The Other Realms
71–75	The Sailor's Guide to	Mythical Islands
76–80	Maps of the	Underworld Realms
81–85	Celestial Charts of	Star Gates
86–90	The Surveyor's Compendium of	Enchanted Forests
91–95	Expedition Maps to	Lost Civilizations
96–00	The Complete Atlas of	the Dragon Territories

Myths and Legends

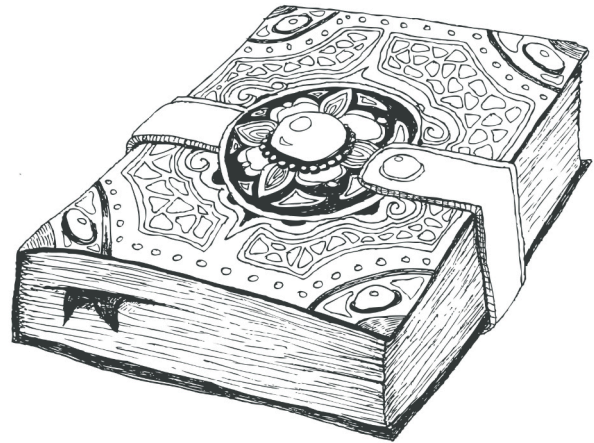
d100	1st Part	2nd Part
01–05	Lore of	the Elder Gods
06–10	Sagas of	Undying Heroes
11–15	Myths of	Forgotten Realms
16–20	Legends of	Celestial Beings
21–25	Fables of	Ancient Magic
26–30	Epics of	Heroic Quests
31–35	Chronicles of	Mythical Creatures
36–40	Tales of	Enchanted Lands
41–45	Ballads of	Lost Love and Betrayal
46–50	Stories of	Divine Interventions
51–55	Accounts of	The Creation Myth
56–60	Recollections of	The Great Floods
61–65	Memoirs of	Witches and Warlocks
66–70	Narratives of	Portals to Other Worlds
71–75	Legends of	Curses and Prophecies
76–80	Histories of	Sacred Temples
81–85	Chronicles of	Dark Overlords
86–90	Compendium of	Magical Artifacts
91–95	Catalog of	The Zodiac Signs
96–00	Encyclopedia of	Fantastical Spells

Mysterious Books

d100	1st Part	2nd Part
01–05	The Whispering	Tome
06–10	The Shadow	Codex
11–15	The Crimson	Scrolls
16–20	The Lost	Manuscript
21–25	The Bound	Secrets
26–30	The Forgotten	Chronicles
31–35	The Eternal	Grimoire
36–40	The Hidden	Diaries
41–45	The Silent	Compendium
46–50	The Enchanted	Ledger
51–55	The Cursed	Papers
56–60	The Obscured	Letters
61–65	The Sealed	Dossier
66–70	The Ancient	Portfolio
71–75	The Veiled	Journal
76–80	The Forbidden	Almanac
81–85	The Gilded	Annals
86–90	The Arcane	Notebook
91–95	The Mysterious	Sketchbook
96–00	The Illuminated	Book

Spellbooks

d100	1st Part	2nd Part
01–05	Arcanum of	the Ancient Ways
06–10	Codex of	Eternal Mysteries
11–15	Tome of	Forbidden Spells
16–20	Grimoire of	Elemental Power
21–25	Book of	Shadow and Light
26–30	Compendium of	Celestial Secrets
31–35	Manuscript of	the Arcane Arts
36–40	Scrolls of	the Eldritch Realm
41–45	Lexicon of	Mystical Enchantments
46–50	Volume of	Thaumaturgic Lore
51–55	Register of	the Planar Boundaries
56–60	Almanac of	Magical Creatures
61–65	Catalogue of	Sigils and Runes
66–70	Portfolio of	Wizardly Knowledge
71–75	Anthology of	Spellcraft
76–80	Digest of	Sorcerous Rites
81–85	Treasury of	Divination Techniques
86–90	Chronicles of	Magical History
91–95	Textbook of	Conjuration
96–00	Compilation of	Arcane Defense Mechanisms



Spellbooks

When the party discovers a spellbook, come up with its features the same way that you would for any other book. Once you have the book's details, roll to determine the high spell level that the book includes. Once you know that, roll for the book's actual spells. Starting with the highest spell level, roll on the appropriate table to determine the spell. Then roll for the level directly below that one and so on until you end at 1st level. Some spell levels might have multiple spells of that level, as noted in parenthesis in the column. For example, a book containing 3rd-level spells has 1d4 spells of that level.

Highest Spell Level

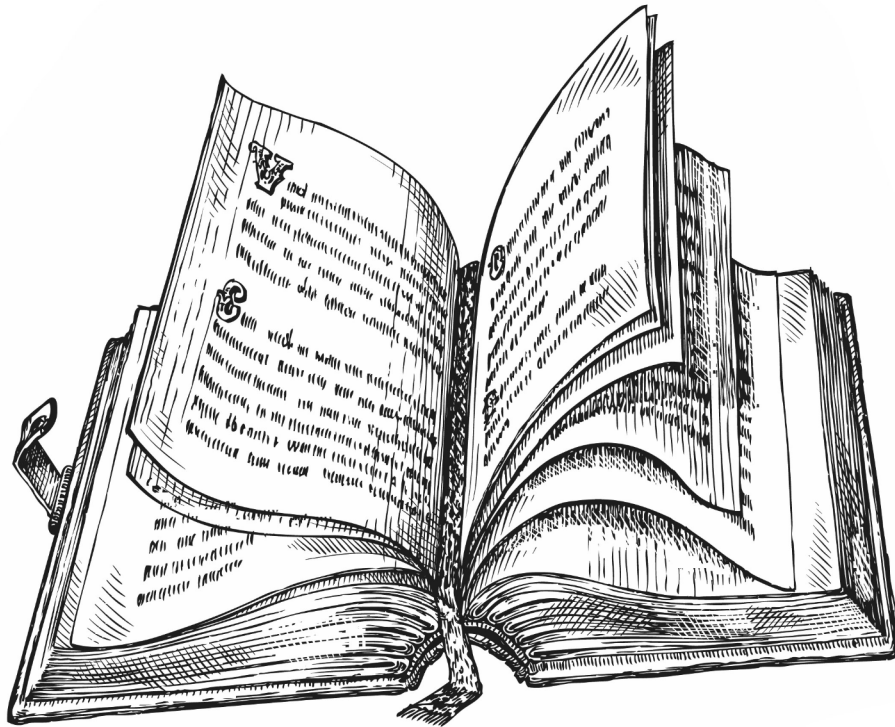
d100	Highest Spell Level
01–30	1st Level
31–55	2nd Level
56–75	3rd Level
76–85	4th Level
86–90	5th Level
91–94	6th Level
95–97	7th Level
98–99	8th Level
100	9th Level

Random Spells (1st to 5th Level)

d100	1st Level (2d4)	2nd Level (1d6)	3rd Level (1d4)	4th Level (1d3)	5th Level (1d2)
01–04	<i>alarm</i>	<i>arcane lock</i>	<i>animate dead</i>	<i>arcane eye</i>	<i>animate objects</i>
05–08	<i>burning hands</i>				
09–12	<i>charm person</i>	<i>cloud of daggers</i>	<i>counterspell</i>	<i>banishment</i>	<i>cloudkill</i>
13–16	<i>color spray</i>				
17–20	<i>detect magic</i>	<i>continual flame</i>	<i>dispel magic</i>	<i>confusion</i>	<i>cone of cold</i>
21–24	<i>disguise self</i>				
25–28	<i>expeditious retreat</i>	<i>darkness</i>	<i>fireball</i>	<i>control water</i>	<i>contact other plane</i>
29–32	<i>faerie fire</i>				
33–36	<i>feather fall</i>	<i>enlarge/ reduce</i>	<i>fly</i>	<i>dimension door</i>	<i>dominate person</i>
37–40	<i>floating disk</i>				
41–44	<i>grease</i>	<i>flaming sphere</i>	<i>glyph of warding</i>	<i>fabricate</i>	<i>geas</i>
45–48	<i>guiding bolt</i>				
49–52	<i>healing word</i>	<i>gentle repose</i>	<i>hypnotic pattern</i>	<i>fire shield</i>	<i>hold monster</i>
53–56	<i>identify</i>				
57–60	<i>mage armor</i>	<i>invisibility</i>	<i>lightning bolt</i>	<i>ice storm</i>	<i>legend lore</i>
61–64	<i>magic missile</i>				
65–68	<i>protection from evil and good</i>	<i>levitate</i>	<i>magic circle</i>	<i>locate creature</i>	<i>mislead</i>
69–72	<i>ray of sickness</i>				
73–76	<i>shield</i>	<i>magic mouth</i>	<i>nondetection</i>	<i>resilient sphere</i>	<i>passwall</i>
77–80	<i>silent image</i>				
81–84	<i>sleep</i>	<i>misty step</i>	<i>sleet storm</i>	<i>polymorph</i>	<i>scrying</i>
85–88	<i>hideous laughter</i>				
89–92	<i>thunderwave</i>	<i>ray of enfeeblement</i>	<i>tiny hut</i>	<i>stoneskin</i>	<i>telekinesis</i>
93–96	<i>unseen servant</i>				
97–00	<i>witch bolt</i>	Reroll	Reroll	Reroll	Reroll

Random Spells (6th to 9th Level)

d100	6th Level (1)	7th Level (1)	8th Level (1)	9th Level (1)
01–08	<i>arcane gate</i>	<i>etherealness</i>	<i>antimagic field</i>	<i>astral projection</i>
09–12	<i>chain lightning</i>			
17–20	<i>circle of death</i>	<i>finger of death</i>	<i>clone</i>	<i>foresight</i>
25–28	<i>disintegrate</i>	<i>mirage arcane</i>	<i>demiplane</i>	<i>imprisonment</i>
33–36	<i>eyebite</i>			
41–44	<i>flesh to stone</i>			
49–52	<i>guards and wards</i>	<i>plane shift</i>	<i>feeblemind</i>	<i>power word kill</i>
57–60	<i>freezing sphere</i>	<i>prismatic spray</i>	<i>maze</i>	<i>shapechange</i>
65–68	<i>irresistible dance</i>			
73–76	<i>magic jar</i>			
81–84	<i>mass suggestion</i>			
89–92	<i>move earth</i>	<i>reverse gravity</i>	<i>telepathy</i>	<i>time stop</i>
97–00	Reroll	Reroll	Reroll	Reroll



Book Price

Use the next four tables—Rarity, Preservation Status, and Age—along with the type of Binding (see page [x]) to determine the book’s market value. First, determine the book’s base price using the rarity table. If the book is a spellbook, total up the costs for each spell in the book using the Spell costs table after the Rarity table. Then multiply the result times the Price Modifier on the Binding table, Preservation table, and then the Age table.

Spellbook Prices

Spell Level	Price per Spell
1st	20 gp
2nd	200 gp
3rd	350 gp
4th	5,500 gp
5th	10,000 gp
6th	15,000 gp
7th	20,000 gp
8th	25,000 gp
9th	85,000 gp

Rarity

d100	Rarity	Description	Base Price
01–40	Common	These are widely available texts, including basic instructional manuals, common religious texts, or popular tales. They have minimal monetary value but can be useful for basic knowledge or skills.	25 gp
41–70	Uncommon	These books are less commonly found and might include more specialized knowledge, such as advanced magical theory, detailed histories, or technical manuals on specific crafts. Their value is moderate, appealing to collectors or specialists.	100 gp
71–85	Rare	Rare books include ancient texts, works by renowned authors, or volumes on nearly lost arts or magic. They are highly sought after by collectors, scholars, and practitioners, commanding high prices.	1,000 gp
86–95	Very Rare	These texts are extraordinarily rare, possibly unique. They might contain forgotten magic, detailed accounts of historical events from a unique perspective, or works by legendary figures. Their value is immense, both monetarily and as items of great interest to powerful individuals or organizations.	10,000 gp
96–99	Legendary	Legendary books are one-of-a-kind items, such as a deity-penned tome, a book containing powerful spells thought lost, or a work that changes reality itself. Their value is almost incalculable, and they are often sought after for their power or knowledge rather than gold.	50,000 gp
00	Artifact	Books that are artifacts are not only unique but also imbued with tremendous magical power, historical significance, or both. They are often central to quests or major plotlines and are priceless. Their discovery can change the fate of individuals, nations, or the entire game world.	Priceless

Age

d100	Size and Format	Description	Price Modifier
01–10	Ancient	Books from lost civilizations or the earliest periods of history. These are written in languages that are rarely spoken today, containing knowledge that may have been thought lost to time.	x 100
11–45	Old	These books are several centuries old, possibly dating back to the early days of the current civilizations. They provide insights into the development of current societies, beliefs, and magical practices.	x 10
46–85	Contemporary	Relatively modern books that were produced within the last century or so. These are more common and reflect current knowledge, language, and technology (or magic).	x 1
86–95	Recent	Books that have been produced within the last decade. They are very common and likely to contain the most up-to-date knowledge and information available in the game world.	x 1
96–00	Futuristic	These books are anomalies, possibly brought from the future or created through powerful magic. They might contain advanced knowledge or predictions about future events, technologies, or magical developments, making them incredibly rare and potentially dangerous.	x 1d20

Preservation Status

d100	Size and Format	Description	Price Modifier
01–05	Pristine	These books are in perfect condition, almost as if they were protected by magic or preserved through exceptional care.	x 3
06–35	Good	Showing minimal signs of wear, these books have been well-preserved or used gently. They are fully intact with slight signs of aging.	x 1.5
36–70	Worn	Exhibiting moderate wear and tear, these books have seen regular use. They might have some loose pages, minor tears, or faded ink but are generally intact.	x 1
71–90	Damaged	These books are in poor condition, with significant damage such as missing pages, water stains, mold, or binding issues, yet their core content remains accessible.	x 0.5
91–00	Nearly destroyed	Barely holding together, these books are severely damaged. They may have large sections missing, severe water or fire damage, or extensive mold. Some may hold secret knowledge if painstakingly restored or deciphered.	x 0.25