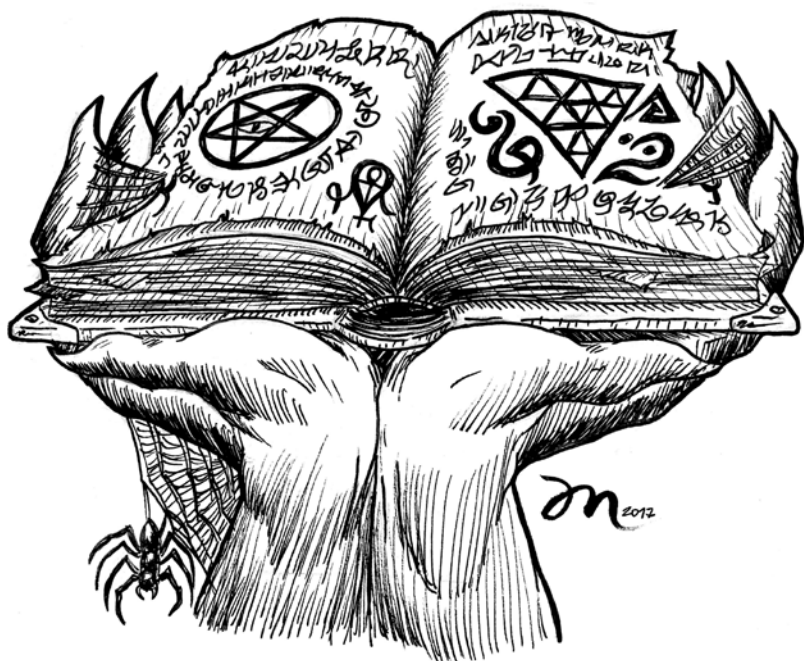


# Lost Folios of the Book of Creation

## #1 - ADVENTURE TITLE GENERATOR



Some of the most attractive features of pulp literature are the titles and names used in the stories. These evocative short phrases make you think about innumerable possible adventures and scenes while using very few words. They create images, stories, and fictional in-world elements that help to establish the very characteristic tone of this literary genre, that of 'Pulp.' These titles can be used as a tool for referees to build story and world elements for their games. Titles like "The Emerald Palace", "The Scarlet Sorcerer of the Desert" and others can be sources of inspiration for the creation of adventures as well as locations, NPCs, events and much more.

The tables below can be used for such purposes. First, the referee rolls on **Table I** to determine the Title Format. After that, he generates the elements randomly on **Table II**, according to each column heading. The referee can, of course, ignore this procedure and use the tables as he sees fit, creating names for places, characters, years and other things in his game world.

**Notes on the use of this generator:** When generating a title randomly, some adjustments and creativity might be needed to make it usable and better sounding. Sometimes the preposition must be changed or removed, or the Quality slightly altered to fit the noun (*of Immortality* instead of *Immortal*, for example). The names can and should be altered to other genders (*Queen* instead of *King*). This generator is a springboard to your creativity, use it as you see fit and without restraint.

Table I

1d12	TITLE FORMAT
1	The <b>QUALITY</b> <b>LOCATION</b>
2	The <b>QUALITY</b> <b>CHARACTER</b>
3	The <b>QUALITY</b> <b>OBJECT</b>
4	The <b>LOCATION</b> of the <b>QUALITY</b> <b>CHARACTER</b>
5	The <b>OBJECT</b> of the <b>QUALITY</b> <b>CHARACTER</b>
6	The <b>LOCATION</b> of the <b>QUALITY</b> <b>OBJECT</b>
7	The <b>LOCATION</b> in the <b>QUALITY</b> <b>LOCATION</b>
8	The <b>OBJECT</b> of the <b>QUALITY</b> <b>LOCATION</b>
9	The <b>CHARACTER</b> of the <b>QUALITY</b> <b>LOCATION</b>
10	The <b>EVENT</b> in the <b>QUALITY</b> <b>LOCATION</b>
11	The <b>EVENT</b> of the <b>QUALITY</b> <b>CHARACTER</b>
12	The <b>EVENT</b> of the <b>QUALITY</b> <b>OBJECT</b>

Table II

D%	LOCATION	OBJECT	CHARACTER	QUALITY	EVENT
01	Abbey	Amulet	Alchemist	A Thousand Eyed	Abduction
02	Abode	Archway	Alien	Abyssal	Accident
03	Abyss	Ark	Amazon	Alive	Arrival
04	Academy	Axe	Ambassador	Ancestral	Ascension
05	Archipelago	Bell	Android	Ancient	Assault
06	Asylum	Book	Ape	Artificial	Attack
07	Barracks	Boots	Assassin	Batrachian	Awakening
08	Basement	Bowl	Astrologer	Bewitched	Ball
09	Bazaar	Bracers	Astronaut	Bizarre	Battle
10	Beach	Brain	Automaton	Bloody	Birthing
11	Bridge	Brooch	Avenger	Broken	Blessing
12	Brothel	Cauldron	Barbarian	Cannibal	Cataclysm
13	Carnival	Censer	Bard	Chaotic	Ceremony
14	Castle	Chalice	Baron	Colorless	Choice
15	Cathedral	Chest	Beast	Cosmic	Conquest
16	Cavern	Claws	Beetle	Crawling	Conspiracy
17	Chamber	Cloak	Blacksmith	Cruel	Construction
18	Channel	Clock	Bride	Crystal	Conversion
19	Chapel	Cocoon	Captain	Damned	Corruption
20	Church	Coin	Champion	Dark	Creation
21	Circle	Compass	Clone	Depraved	Crisis

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22	Citadel	Corset	Collector	Destiny	Curse
23	City	Crown	Colossus	Divine	Damnation
24	Coliseum	Cube	Concubine	Draconic	Dance
25	Council	Dagger	Conqueror	Dying	Dawn
26	Court	Dice	Creator	Emerald	Deal
27	Crag	Earrings	Cultist	Enigmatic	Death
28	Crater	Egg	Cyclops	Eternal	Defeat
29	Crypt	Elixir	Demon	Ethereal	Defense
30	Demiplane	Eyes	Destroyer	Extrapolanar	Descent
31	Desert	Fangs	Devourer	Flaming	Desolation
32	Dimension	Flower	Diabolist	Floating	Destruction
33	Domain	Forge	Dreamer	Flying	Discovery
34	Dome	Fountain	Druid	Forbidden	Dive
35	Dungeon	Fruit	Dryad	Forgotten	Doom
36	Dwelling	Gauntlet	Elder	Fortunate	Dreaming
37	Farm	Gem	Emperor	From Another World	Duel
38	Forest	Generator	Envoy	From the Deep	Dusk
39	Fort	Globe	Frog	From the Future	Eclipse
40	Fortress	Gloves	Gardener	From the Stars	Enchantment
41	Foundry	Hammer	General	Frozen	Escape
42	Galleon	Harp	Geneticist	Ghastly	Expedition
43	Gallery	Heart	Giant	Gluttonous	Extermination
44	Garden	Helm	God	Golden	Fall
45	Graveyard	Horn	Guardian	Howling	Festivity

LOST FOLIOS OF THE BOOK OF CREATION

46	Halls	Icosahedron	Gypsy	Immense	Fire
47	Harbor	Idol	Herald	Immortal	Heresy
48	Haven	Jewelry	Hermit	Immovable	Imprisonment
49	Hills	Key	Hound	Ineffable	Infestation
50	Hive	Lake	Inquisitor	Inhuman	Intrigue
51	Hostel	Lamp	Jeweler	Invisible	Invasion
52	Hovel	Lens	Judge	Iridescent	Journey
53	Hut	Letter	King	Last	Judgment
54	Incubator	Lock	Knight	Lawful	Lamentation
55	Island	Lotus	Lich	Legendary	Liberation
56	Jungle	Lyre	Lord	Loathsome	Massacre
57	Laboratory	Machine	Man	Lost	Memory
58	Labyrinth	Mantle	Marauder	Macabre	Metamorphosis
59	Lair	Map	Master	Malevolent	Murder
60	Library	Mask	Mentalist	Mechanical	Murder
61	Lighthouse	Mirror	Merchant	Metallic	Passage
62	Manor	Mold	Messenger	Misty	Pilgrimage
63	Marshes	Monoculars	Minstrel	Mortal	Premonition
64	Mausoleum	Monument	Monk	Mutant	Prophecy
65	Mines	Necklace	Monster	Mysterious	Quest
66	Monastery	Orb	Necromancer	Obsidian	Raid
67	Mount	Pillars	Nymph	Occult	Rebellion
68	Mountain	Receptacle	Observer	Of Death	Recreation
69	Necropolis	Reliquary	Oracle	Of the Dead	Rescue
70	Nest	Ring	Orator	Oniric	Restoration
71	Obelisk	Rose	Phantom	Primeval	Resurrection
72	Observatory	Sandals	Pharaoh	Prismatic	Return
73	Outpost	Sarcophagus	Pirate	Profane	Reunion
74	Palace	Scale	Priest	Psychic	Revelation
75	Pavilion	Scarab	Prince	Pulsing	Revenge
76	Pits	Scepter	Prophet	Relentless	Revolution
77	Plains	Scroll	Raider	Reversed	Ritual
78	Plane	Sea	Scribe	Sadistic	Salvation
79	Planet	Shield	Seer	Savage	Scream
80	Pool	Skeleton	Sentinel	Scarlet	Separation
81	Prairies	Skull	Serpent	Scorching	Shattering
82	Prison	Spear	Shaman	Secret	Sinking
83	Pyramid	Spellbook	Slaver	Sentient	Storm

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84	Rift	Spyglass	Soldier	Shadow	Summoning
85	Ruins	Staff	Son	Shattered	Tales
86	Sanctuary	Star	Sorcerer	Silent	Theft
87	Sepulcher	Statue	Spider	Silver	Torment
88	Shelter	Statuette	Spirit	Sluggish	Tourney
89	Ship	Sword	Telepath	Space	Transformation
90	Shrine	Symbol	Thief	Starving	Travel
91	Spiral	Tea	Titan	Strange	Treason
92	Swamp	Tentacles	Traveler	Terrible	Trickery
93	Temple	Throne	Trickster	Towering	Triumph
94	Tomb	Tiara	Vampire	Undead	Twilight
95	Tower	Tome	Wanderer	Underground	Victory
96	Tunnels	Totem	Warlock	Unforgiving	Vigilance
97	Valley	Tree	Warlord	Unfortunate	Vision
98	Wall	Trumpet	Warrior	Unknown	War
99	Windmill	Urn	Watcher	Unpredictable	Wedding
100	Woods	Vase	Wizard	Unthinkable	Whispers

## Examples

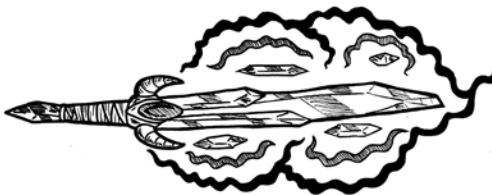
What follows are some examples of Titles generated with the Tables above. Each example comes with a short description of the element generated and a hook to use for adventures.

### The Tower of the Thousand Eyed Prophet

In the tower on the legendary Island of Truth lives the Thousand Eyed Prophet. He sees everything: in the past, in the present and in the future, whether it is in this world or another. Hundreds have died in search of his abode, none returned. But the promises of knowledge and secret still seduce men and women, and now you seek this tower to uncover the doubts that cloud your mind.

### The Year of the Bloody Obelisk

The Order of the Chroniclers of Mezzanthia deciphers the writings of the First Prophet to uncover the secrets of the coming years. They have now revealed that the Year of the Bloody Obelisk is approaching, when a giant scarlet obelisk will rise from the ruins of the Old City and blood will flow to its base. What is the purpose of this? What will happen?



## The Artificial Heart of the Cannibal Raider

Jakhila the Devourer was a terrible raider who plagued the Desert of the Black Death, destroying caravans and devouring his victims. Rumors say he had the help of outsiders, and that they gave him a gift that allowed him to live forever. No one has heard from the Devourer for decades. Has he died or left the mortal plane? Can his gift be found? Who will claim immortal life and find the Artificial Heart of the Cannibal Raider?

## The Last Journey of the Wizard

Szalay, the Wizard of Gates and Passages, is dying. He has just a few days before his time in this mortal coil is at an end. Now, he seeks a group to accompany him on his last journey to the Altar of Forbidden Worlds to reinforce the extraplanar barriers that keep the abominations from entering the mortal world. However, there are forces working to make sure he dies before he can get to the altar.

## The Malevolent Pirates of the Death Moon

On an ominous night, the moon is covered by a shadow never before witnessed. The Death Moon has come and with it the Malevolent Pirates and their flying skiffs. They raid villages and cities, taking not only gold and jewels, but many people to sell as slaves on the different worlds they visit. Who can stop the Malevolent Pirates of the Death Moon?



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For use with *Sharp Swords & Sinister Spells*,  
as well as other fantasy RPGs.

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