

FANTASY TOME OF LISTS 2



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Cover Art by kiki MR

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Introduction

This book is designed to provide ideas and adventure hooks for any fantasy roleplaying game. This lists are designed to help make a fantasy campaign more interesting and to fill it with rich details and unique color. These 200 lists range from encounters of every known environment to different varieties of the most popular monsters.

Dice Rolling Conventions

To randomly select from the following lists you will need four, six, eight, ten, twelve, twenty, and thirty sided dice.

D2: Roll any die. Odds are 1 and evens are 2.

D3: This is the roll of a six sided die but subtract three from all roll over 3.

D4: This is the roll of a four sided die.

D6: This is the roll of a six sided die.

D8: This is the roll of a eight sided die.

D10: This is the roll of a ten sided die.

D12: This is the roll of a twelve sided die.

D20: This is the roll of a twenty sided die.

D30: This is the roll of a thirty sided die.

D44: This is the roll of two four sided dice. It has 16 possibilities ranging from 11 to 44. One die represents the first digit and the other die represents the second digit. For example, a rolling a 2 and a 2 would result in 22.

D50: This is the roll of a D100 but subtract 50 from all rolls over 50. It has 50 possibilities ranging from 1 to 50.

D66: This is the roll of two six sided dice. It has 36 possibilities ranging from 11 to 66. One die represents the first digit and the other die represents the second digit. For example, a rolling a 5 and a 3 would result in 53.

D88: This is the roll of two eight sided dice. It has 64 possibilities ranging from 11 to 88. One die represents the first digit and the other die represents the second digit. For example, a rolling a 7 and a 4 would result in 74.

D100: This is also known as a percentile die because it is a roll from 1 to 100. You roll two ten sided dice. One die represents the first digit and the other die represents the second digit. For example, a roll of an 8 and a 4 would result in 84. A roll of a 0 and a 3 would result in 3 and a roll of double 0 is equal to 100.

D200: Roll a D100 and an extra D10. For the extra die, odd rolls means read the D100 as normal. For odd rolls, the results are have 200 for the hundreds place. For example, the extra die roll 3 and the D100 roll 45 resulting 245.

D1000: This is the roll of three ten sided dice. The first die is the hundred's place, the second die is the tenth's place, and the final die is the one's place. For example, a roll of a 3, a 5, and a 4 would result in 354. A roll of a 0, a 0, and a 7 would result in 7 and a roll of triple 0 is equal to 1000.

Let the lists begin.

Adventure Name Generator

An adventure name is constructed by "Location" of the "Description" "Power"

Location (D30)	Description (D30)	Power (D30)
1. Arena	1. Ancient	1. Abyss
2. Castle	2. Astral	2. Deities
3. Catacomb	3. Blessed	3. Demon
4. Cathedral	4. Bloody	4. Destroyers
5. Caves	5. Celestial	5. Dragon
6. Church	6. Cursed	6. Dream
7. Citadel	7. Damned	7. Elements
8. Crypt	8. Dark	8. Emperor
9. Forest	9. Deadly	9. God
10. Fort	10. Endless	10. Idol
11. Fortress	11. Eternal	11. Inquisitors
12. Island	12. Ethereal	12. King
13. Jungle	13. Evil	13. Knights
14. Keep	14. Fallen	14. Lord
15. Labyrinth	15. Forbidden	15. Mage
16. Mansion	16. Foul	16. Monsters
17. Maze	17. Holy	17. Nightmare
18. Mountain	18. Infernal	18. Oblivion
19. Palace	19. Infinite	19. Queen
20. Pit	20. Legendary	20. Raiders
21. Sanctuary	21. Lethal	21. Slavers
22. Sewers	22. Ominous	22. Souls
23. Spire	23. Primeval	23. Space
24. Stronghold	24. Primordial	24. Terror
25. Temple	25. Sacred	25. Undead
26. Throne	26. Shadow	26. Void
27. Tomb	27. Sinister	27. Vortex
28. Tower	28. Sinister	28. Warlord
29. Vault	29. Unholy	29. Warriors
30. Woods	30. Warped	30. Whirlpool

Alchemist's Concoctions (D30)

These are the magical elixirs and potions created by an alchemist.

Camouflage Potion (1)

This potion allows a person to blend into their background and surroundings.

Distillation of Illumination (2)

This distillation causes anything treated with it to glow.

Elixir of Immortality (3)

This elixir allow a person to live forever unless they have an accident.

Elixir of Phasing (4)

The elixir makes anyone that drinks it to phase through solid materials.

Elixir of Sleep (5)

This elixir will cause a person to fall into a deep sleep.

Elixir of Water Breathing (6)

This elixir allows a person to breathe underwater.

Ghost Elixir (7)

This elixir will turn a person body into spirit form.

Growth Serum (8)

This serum will cause a person to grow to the size of a giant.

Healing Slave (9)

This salve heals any cut or injury treated with it.

Hero's Drink (10)

This drink makes anyone that drinks it fearless.

Love Potion (11)

This potion causes anyone that looks on a person to fall in love with him.

Oil of Armor Piercing (12)

This oil allows a spear, javelin, sword, or arrow to penetrate through any armor.

Oil of Invulnerability (13)

This oil makes a person's body completely invulnerable.

Oil of Sharpness (14)

This oil allows a blade treated to cut through any material.

Oil of Titan (15)

Strength This oil will give a person the strength of a giant.

Potion of Accuracy (16)

This potion makes a person a perfect shot with a bow or sling.

Potion of Focus (17)

This potion allows a person to have incredible focus and concentration.

Potion of Great Fortune (18)

This potion gives its drinker great fortune and good luck.

Potion of Insanity (19)

This potion will drive a person completely insane.

Potion of Rejuvenation (20)

This potion causes a person to become physically younger. It can be dangerous because if too much is taken, a person can become a newborn child.

Potion of Speed (21)

This potion gives incredible speed.

Potion of Waterwalking (22)

This potion allows a person to walk on water.

Potion of Wisdom (23)

This potion gives a person incredible wisdom and intelligence.

Salve of Mutation (24)

The salve causes a person change and mutate.

Serum of Illusions (25)

This serum will cause a person to see terrible illusions that appear to be completely real.

Shrinking Serum (26)

This serum will causes a person to shrink to the size of a doll.

Stealth Drink (27)

This drink allows a person to move without making a sound.

Tonic of Balance (28)

This tonic will give a person almost perfect balance and coordination.

Truth Serum (29)

This serum forces a person to tell the truth.

Unstable Concoction (30)

This concoction will explode when the flask it contains it the ground.

Amazing Fantasy Locations (D30)

These are the strange places and kingdoms that an adventurer might discover when searching the world for adventure, fortune, and fame. Some of these places are incredible places filled with magical wonders and others are horrific places with death and destruction.

Ascension Tower (I)

This great tower is built by a power kingdom and held together with powerful magic allowing it to reach into space.

City of Gateways (2)

This ancient city is filled with thousands of empty buildings whose doorways each lead to a separate alternate dimension.

City of Wonders (3)

This city allows people's wishes and dreams to come true but how these dreams are realized can sometimes be unexpected.

Crystal Forest (4)

The trees of this forest are forged from a living crystal making this forest extremely valuable for the crystalline wood it provides to local kingdoms.

Crystal Mountain (5)

This huge mountain is made entirely out of a magic crystal that is the hardest substance in the world.

Dark Realm (6)

This is a massive underground world that remains in total darkness for all eternity. All the creatures that live in these dark caves and tunnels have adapted to see in total darkness.

Dark Sea (7)

This enchanted sea is filled with innumerable sea monsters and creatures making it one of the most deadly place in the world.

Deadly Arena (8)

This immense coliseum of death is used to keep the population of a decadent kingdom from revolting. It requires the daily sacrifice of hundreds of slaves and warriors to appease the crowds each day.

Deadly Desert (9)

The vast desert appears to stretch on forever and crossing is almost impossible because massive sand worms destroy any vibration on the desert floor.

Deadly Swamp (10)

This evil swamp is filled with noxious gases and deadly sink holes that will consume anyone dumb enough to wander through this swamp.

Deathlands (11)

These are the cursed lands where every corpse becomes the living dead or an ethereal spirit. This wasteland knows nothing but death and anyone living is quickly hunted down and destroyed here.

Deep Forest (12)

This magical forest is filled with enchantments that allow a person to stay young forever but it is teeming with forest guardians that will defend this magical place with their lives.

Edge of the World (13)

This city exists on the edge of the earth so it is the final stop before a traveler can proceed to the other dimensions of the universe.

Endless Forest (14)

This enchanted forest has no end so anyone that enters it can be trapped in a seemingly endless loop for all time.

Endless Ocean (15)

This mystic ocean has no end so any sailor that finds his vessel on these cursed water will find himself traveling forever without every finding land again.

Floating Castle (16)

This enchanted castle floats throughout the world allowing its king to send down his armies to conquer and loot foreign countries.

Flying Islands (17)

These islands look like giant upside down mountain floating in the sky. They are covered with beautiful cities and their inhabitants move from island to island using magical airships.

Giant Statue (18)

This huge metal statue is hundreds of feet tall and it usually a massive idol or guardian statue.

Glowing Lake (19)

This enchanted lake glows with power and anyone immersed in it are given great power and abilities depending on their beliefs and actions.

Great Desert (20)

This is a land that drains the magic from anything that enters it. That means that no one can cast magic spells and magic items cease to function.

Ice Castle (21)

This castle is made entirely of ice but its location in the frigid wastelands that allow it to last forever.

Lightning Lands (22)

This enchanted land is constantly bombarded with lightning all day and night making it deadly to anything living.

Magic Free Zone (23)

This enchanted land has an anti-magic field covering its entire surface making casting spells impossible and destroying all magical properties of any magical artifacts.

Molten Lands (24)

This land is covered in active volcanoes that cover its surface in lakes and rivers of lava.

Sky Realm (25)

This kingdom is located in the clouds that have become firmament allowing a civilization to be built on these enchanted clouds.

Sleeping Flowers (26)

These immense fields are covered in enchanted flowers that cause anyone to breathe in their pollen to fallen asleep.

Steam Kingdom (27)

These kingdoms have developed magical steam engines that allow them to create incredible machines and technologies to improve the lives of their people and give them incredible military strength. People ride steam powered carriages and all the streets are lit with electricity generated by steam magic al steam power. Giant steam tanks and humanoid war machines fight the wars for this advanced race of people.

The Wilds (28)

These jungles are filled with bizarre and ferocious animals and deadly man eating plants.

Transforming Town (29)

This abandoned village is cursed with an enchantment that causes anyone that enters it to change into a monster.

Undead Wastes (30)

This enchanted desert is cursed with an enchantment that causes anyone that enters this land to be undead.

Angel Names (DI00)

These are the name of angels of their function in heaven.

1. Abdiel (Faith)
2. Adnachiel (Independence)
3. Adramelech (Fire)
4. Afriel (Youth)
5. Amitiel (Truth)
6. Anael (Romantic Love)
7. Anahita (Fertility)
8. Anachel (Grace)
9. Anauel (Prosperity)
10. Appoloin (Destruction)
11. Ariel (Nature)
12. Armaita (Truth)
13. Asmodel (Patience)
14. Azrael (Death)
15. Baglis (Moderation)
16. Balthial (Forgiveness)
17. Barakiel (Good Fortune)
18. Barbelo (Goodness)
19. Barchiel (Compassion)
20. Bath Kol (Prophecy)
21. Camael (Joy)
22. Cassiel (Temperance)
23. Cathetel (Garden)
24. Chamuel (Tolerance)
25. Charmeine (Harmony)
26. Charoum (Silence)
27. Cherubim (Wisdom)
28. Colopatiron (Liberation)
29. Dina (Learning)
30. Douma (Silence)
31. Ecanus (Writers)
32. Elijah (Innocence)
33. Ezekiel (Death)
34. Forcas (Invisibility)
35. Forfax (Astronomy)
36. Gabriel (Messenger)
37. Gavreel (Peace)
38. Gazardiel (New Beginnings)
39. Haamiah (Integrity)
40. Hadraniel (Love)
41. Hael (Kindness)
42. Hamael (Dignity)
43. Hamaliel (Logic)
44. Hamied (Miracles)
45. Haniel (Harmonious Love)
46. Harahel (Knowledge)
47. Herchel (Affection)
48. Iahhel (Meditation)
49. Iofiel (Beauty)
50. Isda (Nourishment)
51. Israfil (Song)
52. Israfil (Judgment Day)
53. Izra'il (Health)
54. Jehoel (Presence)
55. Jophiel (Enlightenment)
56. Kakabel (Moon)
57. Kutiel (Water)
58. Lailah (Conception)
59. Liwet (Inventions)
60. Machidiel (Courage)
61. Maion (Self Discipline)
62. Manakel (Oceans)
63. Melchisedek (Peace)
64. Metatron (Thought)
65. Micah (Divine Plan)
66. Michael (Miracles)
67. Mihael (Loyalty)
68. Mihr (Friendship)
69. Mumiah (Longevity)
70. Munkir (Justice)
71. Muriel (Emotions)
72. Omniel (Oneness)
73. Ongkanon (Communication)
74. Oniemme (Gratitude)
75. Orifiel (Forests)
76. Paschar (Vision)
77. Perperiel (Success)
78. Qaphsiel (Moon)
79. Rampel (Endurance)
80. Raziel (Mysteries)
81. Rehael (Respect)
82. Remliel (Awakening)
83. Rhamiel (Empathy)
84. Samandiriel (Imagination)
85. Sammael (Souls)
86. Sandalphon (Power)
87. Sariel (Guidance)
88. Shekinah (Unity)
89. Shemael (Gratitude)
90. Sraosha (Obedience)
91. Taharial (Purification)
92. Uriel (Creativity)
93. Urim (Light)
94. Uzziel (Faith)
95. Valoel (Peace)
96. Verchiel (Affection)
97. Wisdom (Creation)
98. Xaphan (Invention)
99. Zagzagel (Wisdom)
100. Zurriel (Harmony)

Arabic Female Names (DI00)

These are possible first names for an Arabic female character and their meanings.

1. Abia (Great)
2. Ahlam (Funny)
3. Altaf (Kindness)
4. Aman (Security)
5. Amber (Jewel)
6. Ameera (Princess)
7. Ashwaq (Love)
8. Bahijah (Magnificent)
9. Banan (Delicate)
10. Barika (Bloom)
11. Barirah (Faithful)
12. Buhjah (Joy)
13. Dahab (Gold)
14. Dhakiyah (Bright)
15. Durar (Pearls)
16. Durriyah (Shining)
17. Fahimah (Intelligent)
18. Falak (Star)
19. Fiddah (Silver)
20. Ghaada (Beautiful)
21. Ghaliyah (Beauty)
22. Gharam (Love)
23. Ghaydaa (Young)
24. Habibah (Beloved)
25. Hadiyyah (Gift)
26. Haifa (Slender)
27. Hanan (Mercy)
28. Hawwa (Eve)
29. Hessa (Destiny)
30. Hayah (Life)
31. Hibah (Gift)
32. Hiyam (Love)
33. Husn (Beauty)
34. Husna (Most Beautiful)
35. Ibtisam (Smiling)
36. Iftikar (Pride)
37. Iman (Faith)
38. Intisar (Triumph)
39. Izdihar (Flourishing)
40. Jada (Gift)
41. Jala (Clarity)
42. Jalilah (Splendid)
43. Jamilah (Beautiful)
44. Janan (Heart)
45. Jawa (Passion)
46. Jawharah (Jewel)
47. Jinan (Gardens)
48. Jud (Generosity)
49. Juhanah (young Girl)
50. Juman (Pearl)
51. Junah (Sun)
52. Juwan (Perfume)
53. Kalila (Sweetheart)
54. Kamilah (Perfect)
55. Karida (Untouched)
56. Khalida (Immortal)
57. Khalisah (Pure)
58. Khuzama (Lavender)
59. Labibah (Sensible)
60. Lana (Soft)
61. Lubanah (Wish)
62. Lutfiyah (Delicate)
63. Maha (Beautiful Eyes)
64. Mahabbah (Love)
65. Majidah (Glorious)
66. Malikah (Queen)
67. Malak (Angel)
68. Masarraah (Delight)
69. Maysam (Beautiful)
70. Maysan (Star)
71. Mubin (Clear)
72. Muhibbah (Loving)
73. Muna (Wish)
74. Manawwar (Radiant)
75. Nada (Generosity)
76. Nadira (Rare)
77. Nafisah (Gem)
78. Najah (Success)
79. Nashwa (Perfume)
80. Nawal (Gift)
81. Nur (Light)
82. Qudsiyah (Glorious)
83. Raha (Peaceful)
84. Rahaf (Delicate)
85. Rawhah (Nice)
86. Rim (Gazelle)
87. Sabah (Morning)
88. Safa (Pure)
89. Salma (Safe)
90. Samihah (Generous)
91. Thawab (Reward)
92. Tibah (goodness)
93. Wadha (Bright)
94. Wasimah (Pretty)
95. Wifaq (Harmony)
96. Wurud (Roses)
97. Yafiah (High)
98. Yakootah (Emerald)
99. Zahrah (Flower)
100. Zain (Beauty)

Arabic Male Names (DI00)

These are possible first names for an Arabic male character and their meanings.

- | | | |
|---------------------------------------|-------------------------------------|--------------------------|
| 1. Abbud (Worshipper) | 35.Hamal (Lamb) | 69.Muhib (Noble) |
| 2. Adan (Eden) | 36.Hanbal (Purity) | 70.Mukhlis (Faithful) |
| 3. Adel (Just) | 37.Hanif (True Believer) | 71.Muti (Obedient) |
| 4. Adham (Black) | 38.Haris (Guardian) | 72.Muzaffar (Victorious) |
| 5. Adib (Cultured) | 39.Hassan (Beautiful) | 73.Nabih (Smart) |
| 6. Afeef (Chaste) | 40.Haydar (Lion) | 74.Nadir (Rare) |
| 7. Ajib (wonderful) | 41.Hisham (Generosity) | 75.Naji (Lion) |
| 8. Akil (Intelligent) | 42.Husam (Sword) | 76.Namir (Good) |
| 9. Akram (Most Generous) | 43.Ihsan (Kindness) | 77.Nasir (Protector) |
| 10.Aladdin (Nobility of Faith) | 44.Imam (Leader) | 78.Nasr (Victory) |
| 11.Alhasan (handsome) | 45.Iqbal (Prosperity) | 79.Nimr (Tiger) |
| 12.Ali (Highest) | 46.Isam (Safeguard) | 80.Numair (Panther) |
| 13.Alim (Wise) | 47.Jabalah (Mountain) | 81.Qais (Firm) |
| 14.Almahdi (Guided to the Right Path) | 48.Jalal (Glory) | 82.Qutb (Leader) |
| 15.Altair (Flying Eagle) | 49.Jasim (Great) | 83.Rafi (Exhalted) |
| 16.Amid (General) | 50.Jawad (Generous) | 84.Raja (Hope) |
| 17.Ayham (Brave) | 51.Jihad (Struggle) | 85.Rasul (Messenger) |
| 18.Badi (Marvelous) | 52.Kadar (Powerful) | 86.Ruhi (Spiritual) |
| 19.Bahij (Cheerful) | 53.Kadeen (Friend) | 87.Sab (Lion) |
| 20.Bahir (Dazzling) | 54.Kaliq (Creative) | 88.Sadiq (Sincere) |
| 21.Barir (Faithful) | 55.Kazim (Patient) | 89.Sakhr (Rock) |
| 22.Basil (Brave) | 56.Khalis (Pure) | 90.Sami (High) |
| 23.Dhakwan (Intelligent) | 57.Labib (Sensible) | 91.Shahin (Hawk) |
| 24.Diya (Light) | 58.Layth (Lion) | 92.Sofian (Devoted) |
| 25.Fadi (Redeemer) | 59.Lutfi (Kind) | 93.Tahir (Pure) |
| 26.Fadil (Generous) | 60.Mahdi (Guided to the Right Path) | 94.Talib (Seeker) |
| 27.Falah (Success) | 61.Mahir (Skilled) | 95.Thabit (Firm) |
| 28.Farhan (Success) | 62.Majd (Glory) | 96.Ubaid (Faithful) |
| 29.Fath (Victory) | 63.Makin (Strong) | 97.Waddah (Brilliant) |
| 30.Fathi (Victorious One) | 64.Marid (Generous) | 98.Yaman (Good Tidings) |
| 31.Fatin (Clever) | 65.Masrur (Happy) | 99.Zafar (Victory) |
| 32.Ghaith (Rain) | 66.Misbah (Lamp) | 100. Zaki (Pure) |
| 33.Habib (Beloved) | 67.Mubarak (Blessed) | |
| 34.Hakem (Ruler) | 68.Mubin (Clever) | |

Arabic Surnames (DI00)

These are possible last names for an Arabic character.

1. Abba	27. Faheem	53. Khaleel	79. Rhman
2. Abbar	28. Fahri	54. Mahdi	80. Riad
3. Abdel	29. Fattah	55. Mahmood	81. Saad
4. Abdu	30. Fazil	56. Malik	82. Sadir
5. Abdul	31. Gamil	57. Mansour	83. Sahreef
6. Abidi	32. Habib	58. Mazin	84. Saleh
7. Adel	33. Hadad	59. Mousa	85. Shaheen
8. Adham	34. Hadi	60. Murat	86. Shahid
9. Adwan	35. Hafeez	61. Musa	87. Shariar
10. Ahmed	36. Hamdi	62. Nabi	88. Shukri
11. Akil	37. Hana	63. Naif	89. Taha
12. Alam	38. Hasan	64. Najeeb	90. Tahir
13. Ali	39. Hatem	65. Najjar	91. Turk
14. Ameen	40. Hilal	66. Namli	92. Turki
15. Armanjani	41. Hussein	67. Nasser	93. Wahed
16. Atwan	42. Irfan	68. Nazim	94. Wardi
17. Awad	43. Isa	69. Nuri	95. Yasin
18. Awan	44. Isa	70. Omar	96. Yasser
19. Badat	45. Ismat	71. Osman	97. Yousef
20. Baha	46. Jaber	72. Qasem	98. Zahir
21. Bakir	47. Jabr	73. Qasim	99. Zaki
22. Bari	48. Jalal	74. Qudsi	100. Zidan
23. Bashar	49. Jasem	75. Rafiq	
24. Darbi	50. Kadir	76. Rahman	
25. Essa	51. Karim	77. Ramzan	
26. Fadel	52. Khadem	78. Rasheed	

Artificer's Inventions (D66)

These are the arcane machines and devices created by a artificer.

Animated Rope (II)

This device is composed of many small machines and it can actually crawl up height and lower itself to artificer so that he can climb up. This rope can also tie its own knots and wrap itself snugly around people.

Arcane Fist (I2)

These gloves have steam powered hydraulics that fire a knuckle plate forward on impact greatly amplifying the impact of a punch.

Arcane Rifle (I3)

This device fires a beam of arcane energy powerful enough to belt through most suits of armor.

Arcane Submarine (I4)

These arcane machine allow a crew to travel to the depths of the ocean in complete safety.

Bubble Blaster (I5)

This device fires dense bubbles at high speed to knock back an opponent.

Destruction Bullets (I6)

These special bullets filled with small destructive steam powered machines designed to destroy anything solid.

Flame Pump (2I)

This machine uses steam power to generate incredibly intense bursts of fire in the face of their enemies.

Freeze Sprayer (22)

This device sprays an opponent with a chemical liquid to freeze them solid or create a massive wall of defensive ice.

Full Replacement (23)

An artificer replaces his entire body with a steam powered mechanical body and placed his brain in a jar.

Golem Walker (24)

This mechanical machine has legs attached to a platform where the artificer sits.

Lightning Cannon (25)

This tesla device fires powerful bolts of electricity at anything that gets too close.

Mechanical Arms (26)

Artificers replace their limbs with steam powered mechanical arms made of solid steel. This allows them to crush their enemies and block their attacks with their indestructible hands.

Mechanical Pet (3I)

These steam powered machine are shaped like a dog, cat, or bird and they accompany a artificer on his journeys.

Powergloves (32)

This gloves contain a spirit stone causing anyone hit by them to receive a powerful shock.

Rocket Boots (33)

This dangerous devices allow a person to make incredible jump into the air or bounding leaps over great ravines.

Rocket Pack (34)

This backpack allows a person to fly through the air like a bird.

Sand Barge (35)

These arcane machines travel through the sands of a desert like a vessel travels through the waves.

Sky Galleon (36)

These wonderful crafts use levi and spirit stones to travel through the air carrying an entire crew through the skies.

Soul Jar (4I)

This device is designed to trap phantoms and spirits.

Spell Ship (42)

These arcane vehicles carry a crew in the darkness of space and through the dimensional barriers allowing it to travel anywhere in the universe.

Steam Arms (43)

These steam powered mechanical frames over a person arms allowing him to lift immense weights and hit with incredible force.

Steam Catapult (44)

These war machines are self loading allowing them to fire a never ending barrage of rock with a single artificer operating it.

Steam Chainsaw (45)

This steam powered device runs a razor sharp chain allowing an artificer to cut down as many trees as a hundred woodsmen.

Steam Chariot (46)

These machines use a steam powered engine to move its wheels allowing these four wheeled chariot to quickly transport up to four people standing up.

Steam Destroyer (51)

An artificer rides into battle inside a steam powered war machine that gives her incredible destructive power and amazing defensive capabilities.

Steam Drill (52)

This tool is a steam powered drill that can do the work of a hundred miner in an hour.

Steam Galleon (53)

This ocean vessel uses steam powered paddle wheel to propel it forward without the need of wind or waves.

Steam Gatling (54)

This steam powered rotary cannon to shred an opponent with arcane bullets. A wall of shells can also be used to knock attacks away from the artificer. Special bullets are carried by an artificer to deal with different enemies.

Steam Golem (55)

These mechanical men are designed to fight alongside an artificer and perform all his menial labor.

Steam Horse (56)

This steam powered machine looks exactly like a mechanical horse.

Steam Ram (61)

This steam powered war machine is designed to achieve great speeds so that it can ram down a wooden or iron gate with a single blow.

Steam Tank (62)

This heavily armored machine use a steam engine to move its wooden wheels. It carries various mechanical weapons into battle.

Steam Wings (63)

This backpack has two mechanical wings projecting from it that allow a person to soar through the air.

True Monocle (64)

This device allows a person to see through any illusion or camouflage.

Ultimate Telescope (65)

This device allow a person to see an object with great detail no matter how far away it is.

Vibro Cannon (66)

This arcane device virtually shakes anything in its beam apart.

Aztec Deities (D20)

These are the gods and goddess of Aztec mythology.

Centeotl - Maize God (1)

Was once the Maize Goddess.

Chalchiuhtlicue - Goddess of Youth and Beauty (2)

She is also a River Goddess and she flooded the world to destroy the wicked.

Cihuacoatl - Goddess of Many Things (3)

She is also the Snake Goddess and Moon Goddess.

Coatlicue - Goddess of Earth and Fire (4)

She is the Mother of the Gods.

Huehucoyotl - Trickster God (5)

He is known as the Old Coyote and he is the god of storytelling, music, and dance.

Huitzilopochtli - God of War (6)

He is the son of Coatlicue.

Mictecacihuatl - Goddess of Death (7)

Wife of Mictlantecuhtli and coruler of the underworld, Mictlan.

Mictlantecuhtli - God of Death (8)

He rules the lowest level of the Underworld known as Mictlan.

Mixcoatl - God of Hunting and War (9)

He created fire.

Omecihuatl - Mother of the Gods (10)

She is the female half of the creator god.

Ometecuhti - Father of the Gods (11)

He is the male half of the creator god.

Quetzalcoatl - Serpent God (12)

Son of Ometecuhtli and Coatlicue. He helped create the world and he brought culture and agriculture to humans.

Tepeyollotl - Lord of Animals (13)

He is known as the Jaguar of the Night and he is the god of animals and earthquake.

Tezcatlipoca - God of Night and Death (14)

He is a shape changing god that leads people to commit evil.

Tlaloc - God of Fertility and Water (15)

He is the ruler of the Tlalocan, the watery level of Heaven.

Tlazolteotl - God of Purification (16)

She takes away people evil thoughts.

Tonatiuh - Sun God (17)

He is the god of the current age.

Xipe Totec - God of Rebirth (18)

He is the god of shedding skin and renewal.

Xolotl - God of Lightning and Death (19)

He guides the dead to the underworld, Mictlan.

Xoxhiquetzal - Goddess of Love (20)

She is also the goddess of dance and games.

Aztec Female Names (D50)

These are names for a female Aztec character and their meanings.

1. Ahuiliztli (Joy)
2. Centnhua (Only One)
3. Chalchiuhtli (Jade)
4. Chicomecoatl (Seventh Serpent)
5. Chimalma (Shield Bearer)
6. Cihuaton (Little Woman)
7. Citlali (Star)
8. Citlalmina (Shooting Star)
9. Coaxoch (Serpent Flower)
10. Cozamalotl (Rainbow)
11. Cualli (Good)
12. Extli (Blood)
13. Ichtaca (Secret)
14. Icnoyotl (Friendship)
15. Ihuicatl (Sky)
16. Itotia (Dance)
17. Ixtli (Face)
18. Izel (Unique)
19. Mazatl (Deer)
20. Meztli (Moon)
21. Miyaoaxochitl (Maiz Tassel Flower)
22. Mizquixauatl (Mesquite Face Paint)
23. Nahuatl (Four Waters)
24. Necahual (Survivor)
25. Nenetl (Doll)
26. Ohtli (Road)
27. Papan (Flag)
28. Patli (Medicine)
29. Quetzal (Precious Flower)
30. Quetzalxochitl (Precious Flower)
31. Teicuih (Younger Sister)
32. Teiuc (Second Born)
33. Tenoch (Fruit)
34. Tepin (Little One)
35. Teyacapan (First Born)
36. Tlaco (Middle Born)
37. Tlacoehua (Middle One)
38. Tlalli (Earth)
39. Tochtli (Rabbit)
40. Toltecatl (Artist)
41. Xilonen (Flower)
42. Xipil (Noble One)
43. Xochitl (Flower)
44. Xoco (Youngest Sister)
45. Xocoyotl (Youngest Child)
46. Yaotl (Warrior)
47. Yaretzi (Always Loved)
48. Yoloyli (Heart)
49. Zaniyah (Always)
50. Zyanya (Forever)

Aztec Male Names (D50)

These are names for a male Aztec character and their meanings.

1. Acalan (Canoe)
2. Acamapichtli (Handfull of Reeds)
3. Ahuiliztli (Joy)
4. Atl (Water)
5. Chimalli (Shield)
6. Chimalpopoca (Smoking Shield)
7. Cipactli (Crocodile)
8. Coatl (Serpent)
9. Coyotl (Coyote)
10. Cualli (Good)
11. Cuetzpalli (Lizard)
12. Cuixtli (Hawk)
13. Extli (Blood)
14. Huitzilin (Hummingbird)
15. Ichtaca (Secret)
16. Icnoyotl (Friendship)
17. Ihuicatl (Sky)
18. Itotia (Dance)
19. Itzli (Obsidian)
20. Ixtli (Face)
21. Izel (Unique)
22. Matlal (Dark Green)
23. Mazatl (Deer)
24. Meztli (Moon)
25. Milintica (He Waves Fire)
26. Montezuma (Frowns in Anger)
27. Nahuatl (Four Waters)
28. Necalli (Battle)
29. Nochehuatl (Constant)
30. Ohtli (Road)
31. Ollin (Movement)
32. Patli (Medicine)
33. Quauhtli (Eagle)
34. Tenoch (Fruit)
35. Tezacoatl (Serpent King)
36. Tlacelel (Greatest Hero)
37. Tlaloc (Of the Earth)
38. Tochtli (Rabbit)
39. Toltecatl (Artist)
40. Tototl (Bird)
41. Tupac (Warrior)
42. Xipil (Noble One)
43. Xiuhcoatl (Weapon of Destruction)
44. Xiuhpilli (Turquoise Ruler)
45. Xochipepe (Flower Gatherer)
46. Xochitl (Flower)
47. Yaotl (Warrior)
48. Yoloyli (Heart)
49. Zolin (Quail)
50. Zuma (Lord Frowns in Anger)

Battle Pet Generator

These are the different animals that a ranger, beastmaster, or druid can have as a companion.

Battle Pet Experience (D8)

31. Novice
32. Neophyte
33. Heroic
34. Paragon
35. Ascendant
36. Exalted
37. Legendary
38. Invincible

Battle Pet Alignment (D6)

31. Extremely Good
32. Good
33. Neutral
34. Evil
35. Extremely Evil
36. Chaotic

Battle Pet Element / Weakness (D12)

31. Air
32. Darkness
33. Earth
34. Fire
35. Ice
36. Lightning
37. Metal
38. Nature
39. Normal
40. Psychic
41. Shadow
42. Water

Battle Pet Personality (D20)

1. Adventurous
2. Arrogant
3. Bad Tempered
4. Brave
5. Charming
6. Confident
7. Cowardly
8. Curious
9. Fearless
10. Honest
11. Humble
12. Lazy
13. Obedient
14. Optimistic
15. Shy
16. Trusting
17. Unfriendly
18. Unruly
19. Valiant
20. Vicious

Battle Pet Type (DI00)

- | | | | |
|---------------------|---------------------|--------------------|-----------------------|
| 1. Ape | 26. Giant Cat | 51. Giant Owl | 76. Hyena |
| 2. Badger | 27. Giant Cheetah | 52. Giant Panda | 77. Jaguar |
| 3. Bear | 28. Giant Cobra | 53. Giant Penguin | 78. Killer Whale |
| 4. Boa | 29. Giant Cow | 54. Giant Pig | 79. Kraken |
| 5. Bull | 30. Giant Crab | 55. Giant Python | 80. Leviathan |
| 6. Cerebus | 31. Giant Crocodile | 56. Giant Rabbit | 81. Lion |
| 7. Cheetah | 32. Giant Dog | 57. Giant Rat | 82. Living Orb |
| 8. Cobra | 33. Giant Duck | 58. Giant Rooster | 83. Mammoth |
| 9. Coyote | 34. Giant Eagle | 59. Giant Scorpion | 84. Panther |
| 10. Crocodile | 35. Giant Eel | 60. Giant Sea Lion | 85. Polar Bear |
| 11. Dolphin | 36. Giant Fish | 61. Giant Seahorse | 86. Puma |
| 12. Dragon | 37. Giant Fox | 62. Giant Serpent | 87. Python |
| 13. Elephant | 38. Giant Frog | 63. Giant Spider | 88. Raptor |
| 14. Elk | 39. Giant Hawk | 64. Giant Squid | 89. Rattlesnake |
| 15. Ferret | 40. Giant Hornet | 65. Giant Starfish | 90. Red Dragon |
| 16. Giant Ant | 41. Giant Jellyfish | 66. Giant Tiger | 91. Rhino |
| 17. Giant Ape | 42. Giant Kangaroo | 67. Giant Turtle | 92. Saber Tooth Tiger |
| 18. Giant Armadillo | 43. Giant Lion | 68. Giant Wolf | 93. Sea Serpent |
| 19. Giant Bear | 44. Giant Lizard | 69. Giant Worm | 94. Seal |
| 20. Giant Bee | 45. Giant Mantis | 70. Gorilla | 95. Shark |
| 21. Giant Beetle | 46. Giant Mole | 71. Gryphon | 96. Slime |
| 22. Giant Boar | 47. Giant Monkey | 72. Hawk | 97. Tiger |
| 23. Giant Buffalo | 48. Giant Mosquito | 73. Hippo | 98. Whale |
| 24. Giant Bull | 49. Giant Moth | 74. Horse | 99. Wyvern |
| 25. Giant Butterfly | 50. Giant Octopus | 75. Hydra | 100. Zebra |

Chinese Female Names (DI00)

These are possible first names for a Chinese female character and their meanings.

1. Ah Cy (Lovely)
2. Ah Kum (Good as Gold)
3. Ai (Love)
4. An (Peace)
5. Bai (White)
6. Bao (Treasure)
7. Baozhai (Precious Hairpin)
8. Bi (Green Jade)
9. Bik (Jade)
10. Cai (Colorful)
11. Chan (Beautiful)
12. Chang (Flourishing)
13. Changchang (Flourishing)
14. Changying (Lustrous)
15. Chenguang (Morning Light)
16. Chow (Summertime)
17. Chun (Spring)
18. Chun (Springtime)
19. Chunhua (Spring lFlower)
20. Chyou (Sweet Autumn)
21. Cui (Green Jade)
22. Daiyu (Black Jade)
23. Dan (Red)
24. Dandan (Cinnabar Red)
25. Fang (Fragrant)
26. Fen (Fragrane)
27. Fenfang (Fragrant)
28. Feng (Phoneix)
29. Fung (Bird)
30. Guo (Country)
31. He (River)
32. Hong (Red)
33. Howin (Loyal Swallow)
34. Hu (Tiger)
35. Hua (Flower)
36. Huan (Happiness)
37. Hui (Favor)
38. Huifang (Kind)
39. Huilang (Wise Jade)
40. Jia (Beautiful)
41. Jiahui (Nice Person)
42. Jian (Strong)
43. Jiao (Charming)
44. Jiao (Dainty)
45. Ju (Chrysanthemum)
46. Juan (Graceful)
47. Lan (Orchid)
48. Lee (Plum)
49. Li (Upright)
50. Lian (Grace Willow)
51. Lifen (Beeautiful Fragrance)
52. Lihwa (Chinese Princess)
53. Liu (Flowing)
54. Lixue (Beautiful Snow)
55. Mei (Plum)
56. Meifeng (Beautiful Wind)
57. Meixiu (Beutiful Grace)
58. Meizhen (Beautiful Pearl)
59. Min (Clever)
60. Mu (Admire)
61. Ning (Tranquility)
62. Niu (Girl)
63. Nuan (Warm)
64. Nuo (Graceful)
65. Peijing (Admiring Luxuriance)
66. Ping (Peaceful)
67. Qiao (Skilful)
68. Qing (Dark Blue)
69. Rong (Flourish)
70. Rou (Gentle)
71. Ru (Scholar)
72. Rufen (Nice Fragrance)
73. Shi (Time)
74. Shu (Fair)
75. Shui (Water)
76. Shun (Smooth)
77. Sying (Star)
78. Tai (Great)
79. Te (Special)
80. Tu (Jade)
81. Wei (Great)
82. Wen (Refinement)
83. Wu (Military)
84. Xia (Rosy Clouds)
85. Xialian (Little Lotus)
86. Xiang (Soar)
87. Xiu (Beautiful)
88. Xue (Snow)
89. Ya (Elegant)
90. Yin (Silver)
91. Yong (Brave)
92. Yow (Feminine)
93. Yu (Jade)
94. Yuk (Moon)
95. Yun (Cloud)
96. Zan (Support)
97. Zhen (Rare)
98. Zhi (Wisdom)
99. Zhong (Loyal)
100. Zhu (Bamboo)

Chinese Male Names (DI00)

These are possible first names for a Chinese male character and their meanings.

- | | | |
|--------------------------------------|----------------------|----------------------------|
| 1. Aiguo (Patriot) | 35.Hauang (Bright) | 69.Ping (Peaceful) |
| 2. An (Peace) | 36.He (River) | 70.Qiang (Strength) |
| 3. Bai (Pure) | 37.Heng (Permanent) | 71.Qing (Greenish Blue) |
| 4. Bao (Leopard) | 38.Ho (For the Good) | 72.Qiu (Autumn) |
| 5. Bo (Wave) | 39.Hong (Great) | 73.Rong (Harmonious) |
| 6. Boqin (Win Respect) | 40.Hop (Agreeable) | 74.Ru (Scholar) |
| 7. Cai (Wealth) | 41.Hu (Tiger) | 75.Ru (Scholar) |
| 8. Chang (Long) | 42.Hua (Magnificent) | 76.Shan (Mountain) |
| 9. Chao (Surpass) | 43.Huan (Happy) | 77.Shi (Generation) |
| 10.Chaoxiang (Expecting Fortune) | 44.Hui (Brightness) | 78.Shui (Water) |
| 11.Chen (Morning) | 45.Jia (Fine) | 79.Shun (Smooth) |
| 12.Cheng (Accomplish) | 46.Jian (Healthy) | 80.Song (Pine Tree) |
| 13.Chi (Younger Generation) | 47.Jiang (River) | 81.Su (Plain) |
| 14.Chin (Gold) | 48.Jie (Hero) | 82.Tai (Great) |
| 15.Chun (Spring) | 49.Jin (Gold) | 83.Tao (Big Wave) |
| 16.Chung (Intelligent) | 50.Jing (Perfect) | 84.Tian (Sky) |
| 17.Da (Achieve) | 51.Jun (Ruler) | 85.Tu (Map) |
| 18.De (Virtue) | 52.Kang (Peaceful) | 86.Tung (All) |
| 19.Deshi (Man of Virtue) | 53.Kong (Glorious) | 87.We (Big) |
| 20.Dingbang (Protect the Country) | 54.Kun (Earth) | 88.Wen (Culture) |
| 21.Dingxiang (Stability and Fortuen) | 55.Li (Power) | 89.Wing (Glory) |
| 22.Dong (East) | 56.Liang (Bright) | 90.Wu (Military) |
| 23.Enali (Favor) | 57.Lim (Forest) | 91.Wuzhou (Five Contients) |
| 24.Fa (Setting Off) | 58.Lin (Forest) | 92.Xiang (Soar) |
| 25.Fai (Growth) | 59.Ling (Soul) | 93.Xin (New) |
| 26.Feng (Summit) | 60.Lok (Happiness) | 94.Yi (Justice) |
| 27.Fu (Wealthy) | 61.Long (Dragon) | 95.Yong (Brave) |
| 28.Gan (Dare) | 62.Meng (Fierce) | 96.Yun (Cloud) |
| 29.Gang (Strong) | 63.Min (Clever) | 97.Zan (Favor) |
| 30.Geming (Resolution) | 64.Ming (Shining) | 98.Zheng (Just) |
| 31.Genghis (Just) | 65.Mu (Admire) | 99.Zhi (Will) |
| 32.Guang (Light) | 66.Ning (Peaceful) | 100. Zhong (Loyal) |
| 33.Guo (Country) | 67.On (Peace) | |
| 34.Hai (Sea) | 68.Peng (Giant Bird) | |

Chinese Surnames (DI00)

These are possible last names for a Chinese character.

- | | | | |
|----------|-----------|-----------|-----------|
| 1. Bong | 26. Hoi | 51. Lo | 76. Tung |
| 2. Cao | 27. Hon | 52. Loeng | 77. Un |
| 3. Chan | 28. Hoo | 53. Long | 78. Ung |
| 4. Chang | 29. Hsieh | 54. Lu | 79. Uong |
| 5. Chao | 30. Hsu | 55. Luo | 80. Vong |
| 6. Chen | 31. Hu | 56. Ma | 81. Wan |
| 7. Cheng | 32. Huang | 57. Ng | 82. Wang |
| 8. Chin | 33. Hung | 58. Ong | 83. Wei |
| 9. Choi | 34. Jip | 59. Pang | 84. Wong |
| 10. Chow | 35. Jiu | 60. Pang | 85. Woo |
| 11. Chu | 36. Joeng | 61. Ren | 86. Wu |
| 12. Deng | 37. Ko | 62. Shi | 87. Xiao |
| 13. Feng | 38. Koh | 63. Soon | 88. Xie |
| 14. Fu | 39. Kuo | 64. Su | 89. Xu |
| 15. Fung | 40. Kwok | 65. Sun | 90. Yang |
| 16. Gao | 41. Lam | 66. Sung | 91. Yap |
| 17. Go | 42. Lao | 67. Tang | 92. Yen |
| 18. Guo | 43. Lau | 68. Tang | 93. Yeo |
| 19. Gwok | 44. Lee | 69. Thang | 94. Yin |
| 20. Han | 45. Lei | 70. Ting | 95. Yu |
| 21. He | 46. Li | 71. Tiu | 96. Zau |
| 22. Heng | 47. Liang | 72. Tong | 97. Zhang |
| 23. Ho | 48. Lim | 73. Tsui | 98. Zhao |
| 24. Ho | 49. Lin | 74. Tu | 99. Zheng |
| 25. Hoh | 50. Liu | 75. Tuan | 100. Zhu |

Critical Damage (DI00)

These are the severe injuries caused by a critical hit during a fantasy battle.

- | | | | |
|-----------------------|--------------------------|-------------------------|--------------------------|
| 1. Arm Amputated | 26. Cracked Ribs | 51. Frozen Solid | 76. Scarred |
| 2. Black Eye | 27. Crippled | 52. Hand Amputated | 77. Seizure |
| 3. Bleeding | 28. Critical Blood Loss | 53. Hearing Loss | 78. Severe Bleeding |
| 4. Blinded | 29. Critical Burn | 54. Incineration | 79. Severed Artery |
| 5. Blurred Vision | 30. Crushed Arm | 55. Infertile | 80. Severed Ear |
| 6. Brain Damage | 31. Crushed Foot | 56. Insane | 81. Severed Nerve |
| 7. Brain Dead | 32. Crushed Hand | 57. Instant Kill | 82. Severn Burn |
| 8. Brain Hemorrhage | 33. Crushed Leg | 58. Intense Pain | 83. Shattered Jaw |
| 9. Breath Knocked Out | 34. Damaged Organ | 59. Internal Bleeding | 84. Shattered Pelvis |
| 10. Broken Finger | 35. Deafened | 60. Knockback | 85. Shattered Skull |
| 11. Broken Foot | 36. Decapitation | 61. Knocked Unconscious | 86. Shattered Spine |
| 12. Broken Hand | 37. Destroyed Eye | 62. Larynx Destroyed | 87. Shocked |
| 13. Broken Jaw | 38. Disarmed | 63. Leg Amputated | 88. Slit Throat |
| 14. Broken Leg | 39. Diseased | 64. Loss of Smell | 89. Slowed |
| 15. Broken Neck | 40. Dislocated Bone | 65. Migraine Headache | 90. Stunned |
| 16. Broken Nose | 41. Dissolved | 66. Mute | 91. Submission Hold |
| 17. Broken Ribs | 42. Dizziness | 67. Nerve Damage | 92. Swollen Eye |
| 18. Burns | 43. Dying | 68. Nose Amputated | 93. Tooth Loss |
| 19. Burst Organ | 44. Electrocuted | 69. Open Skull | 94. Torn Achilles Tendon |
| 20. Chocking | 45. Entangled | 70. Paralyzed | 95. Torn Ear |
| 21. Collapsed Lung | 46. Exhausted | 71. Pinned | 96. Torn Ligament |
| 22. Coma | 47. Facial Disfiguration | 72. Poisoned | 97. Torn Muscle |
| 23. Compound Fracture | 48. Finger Amputated | 73. Punctured Lung | 98. Torn Tendon |
| 24. Concussion | 49. Foot Amputated | 74. Ringing in Ear | 99. Total Paralysis |
| 25. Confused | 50. Fractured Bone | 75. Scalped | 100. Twisted Ankle |

Dark Elf Army (D30)

This are the units in a Dark Elf army.

Acid Thrower (1)

This arcane war machine spews forth a torrent of acid onto enemy formations with short range.

Bat Rider (2)

These witches ride atop a giant dire bat allowing them to move quickly around the battlefield spreading death and destruction.

Black Dragon (3)

These gigantic beasts fly over the battlefield raining down fountains of acid down on their enemies.

Black Hydra (4)

These evil dragons have four head that can each spew out streams of acid on their enemies.

Blood Cauldron (5)

Witches chant evil incantations that fills this evil artifact with energy causing it to fire burst of dark energy at the enemy.

Dark Ballista (6)

These arcane war machines fire a bolt of dark energy that will melt through any material.

Dark Corsair (7)

These flying barges allow dark elves to surprise cities and villages with their deadly assault at night as they black boats deploy hundreds of raiders.

Dark Guard (8)

These are a dark princes royal guard that have made a blood pact to protect him with their lives.

Death Prince (9)

These princes are evil are the leaders of dark elf raiding party and they control using fear and treachery.

Demon Spawn (10)

These demonic beasts are summoned from the pit of hell in the midst of an enemy formation where it begins to feed on these unlucky warriors.

Dragon Knight (11)

These warriors are the greatest riders in a dark elf army and they must use their powers to tame these mighty beasts.

Executioner (12)

These warriors have been mutated into powerful killing machine allowing to smash through dozens of enemy soldier in a blow.

Gladiator (13)

These witches are master gladiators and they are experts at the killing blow allowing them to fell the most powerful warriors with a single blow.

Harpy Witch (14)

These witches have been transformed into a flying demon allowing these dark magicians to move quickly around the battlefield.

Hydra Knight (15)

These warriors ride dark hydras into battle making them death for their opponents.

Nightmare Knight (16)

These warriors ride on nightmare steeds that can stride through the air using the powers of dark magic.

Pegasus Rider (17)

These warriors ride dark pegasus into battle allowing them to attack deep within an enemy formation.

Portal Witch (18)

These wicked witches have the ability to create portal through space allowing an entire raiding party to appear in the middle of an unexpected town or in the middle of an enemy battle formation.

Royal Assassin (19)

These are a prince's personal assassin that are the finest warriors in his realm trained to kill with a single touch.

Serpent Rider (20)

These warriors ride giant poisonous serpents into battle.

Shadow Warrior (21)

These warriors have been enchanted allowing them turn into shadows to sneak up to their targets.

Sorcerer (22)

These masters of dark magic are the powerhouse of the dark elf army. They can destroy entire battalions of enemy soldiers with a single incantation.

Spider Knight (23)

These warriors ride giant spiders into battle. These behemoth spiders lay immense webs over a battlefield trapping unexpected enemy troops in their sticky threads.

Tormentor (24)

These warriors have been cursed to constantly create an aura of pain and suffering around their bodies so only another tormentor can get near another with passing out in agony.

Torture Rack (25)

This evil device projects a beam of intense pain that paralyzes anyone touched by its dark energy.

Venom Catapult (26)

This arcane war machine fires a

Warlock (27)

Warlocks are wizard that have mastered the art of fire and destruction magic to destroy their enemies.

Warrior (28)

These evil warriors use poison blades to cut down their enemies with a single blow.

Witch Queen (29)

These are ancient witches that command an entire raiding party into

Witch (30)

These dark sorceresses are master of dark magic and curses. They desire blood is infamous because they are known to bath in their enemies blood during a battle.

Deck of Wonder (Deck of Cards)

A player can use a deck of cards to simulate a powerful magic artifact that provides incredible but random rewards and enchantments when a card is drawn.

Silver (2 of Hearts)

A mountain of silver coins rain down from the sky.

Gold (3 of Hearts)

A mountain of gold coins rains down from the sky.

Platinum (4 of Hearts)

A mountain of platinum coins rain down from the sky.

Jewelry (5 of Hearts)

A mountain of fine gold, platinum, and silver rings, crowns, rings, and bracelets rain down from the sky.

Diamonds (6 of Hearts)

A mountain of gems including sapphires, diamonds, emeralds, and rubies rain down from the sky.

Pearls (7 of Hearts)

A mountain of gems including sapphires, diamonds, emeralds, and rubies rain down from the sky.

Sapphires (8 of Hearts)

A mountain of sapphires rain down from the sky.

Emeralds (9 of Hearts)

A mountain of emeralds rain down from the sky.

Rubies (10 of Hearts)

A mountain of rubies rain down from the sky.

Perfumes (Jack of Hearts)

Flasks of the rarest perfumes rain down from the sky.

Slaves (Queen of Hearts)

Slaves appear that will service you forever.

Warriors (King of Hearts)

Warriors appear that will service you forever.

Mages (Ace of Hearts)

Mages appear that will service you forever.

Strength (2 of Spades)

You gain a permanent boost of physical strength and power.

Intelligence (3 of Spades)

You gain a permanent boost of mental power and speed.

Wisdom (4 of Spades)

You gain a permanent boost of mental and spiritual wisdom.

Dexterity (5 of Spades)

You gain a permanent boost of physical agility and reflex.

Endurance (6 of Spades)

You gain a permanent boost of physical endurance and resistance.

Perception (7 of Spades)

You gain a permanent boost of physical and spiritual perception.

Luck (8 of Spades)

You gain a permanent boost of luck.

Spirit (9 of Spades)

You gain a permanent boost of your internal magical powers.

Magic (10 of Spades)

You gain a permanent boost of your magical powers and perception.

Faith (Jack of Spades)

You gain a permanent boost of spiritual faith.

Knowledge (Queen of Spades)

You gain immense knowledge and understanding of the world.

Longevity (King of Spades)

Your life span is greatly increased.

Immortality (Ace of Spades)

You become immortal and can no longer die of old age.

Arrows of Slaying (2 of Diamonds)

A quiver of these magic arrows suddenly appears.

Fire Wand (3 of Diamonds)

This magic wand suddenly appears.

Javelin of Piercing (4 of Diamonds)

This magic javelin suddenly appears.

Frost Wand (5 of Diamonds)

This magic wand suddenly appears.

Death Bow (6 of Diamonds)

This magic bow suddenly appears.

Sword of Sharpness (7 of Diamonds)

This magic sword suddenly appears.

Tidal Trident (8 of Diamonds)

This magic trident suddenly appears.

Frostblade (9 of Diamonds)

This magic sword suddenly appears.

Foehammer (10 of Diamonds)

This magic hammer suddenly appears.

Souleater (Jack of Diamonds)

This magic sword suddenly appears.

Lifetaker (Queen of Diamonds)

This magic wand suddenly appears.

Rockcutter (King of Diamonds)

This magic sword suddenly appears.

Soulblade (Ace of Diamonds)

This magic sword suddenly appears.

Levitate (2 of Clubs)

You gain the ability to levitate at will.

Push (3 of Clubs)

You gain the ability to move anything no matter how heavy or large.

Anti-Magic (4 of Clubs)

You can now produce an anti-magic field around your body at will.

Fast (5 of Clubs)

You can now increase your running speed at will.

Reflect (6 of Clubs)

You can produce a reflective field that will deflect any magic spell away from yourself back to its caster at will.

Copy (7 of Clubs)

You can copy anything that you touch at will.

Sense (8 of Clubs)

You can sense the direction and location of anything hidden at will.

Precognition (9 of Clubs)

You can see future events at will.

Glide (10 of Clubs)

You can glide through the air at will.

Phasing (Jack of Clubs)

You can phase through anything at will.

Flight (Queen of Clubs)

You can fly through the air at will.

Invisible (King of Clubs)

You can turn completely invisible at will.

Invulnerability (Ace of Clubs)

You can turn completely invulnerable at will.

Demigod Powers (D20)

When a male god has an illegitimate child with a mortal woman, their child is born as a demigod with supernatural powers.

Child of Anubis (1)

Ability to raise the dead.

Child of Ares (2)

Ability to strike anyone down with a single blow.

Child of Dakoku (3)

Have impossibly good luck.

Child of Hades (4)

Ability to create the undead.

Child of Hades (5)

Ability to suck the soul out of the living.

Child of Hermes (6)

Winged feet allowing incredible speed and flight.

Child of Horus (7)

Ability to fly.

Child of Huehuecoyotl (8)

Ability to control people with your voice.

Child of Jurojan (9)

Immortality.

Child of Kronos (10)

Ability to control time.

Child of Kuraokami (11)

Ability to control the rain.

Child of Loki (12)

Ability to control minds and produce illusions.

Child of Odin (13)

Infinite knowledge.

Child of Poseidon (14)

Control of water.

Child of Quetzalcoatl (15)

Ability to change into a giant serpent.

Child of Set (16)

Ability to cause objects to disintegrate.

Child of Tezcatlipoca (17)

Ability to change shape.

Child of Thor (18)

Control of lightning and thunder.

Child of Thoth (19)

Amazing intellect.

Child of Zeus (20)

Incredible strength and bravery.

Demon Army (D20)

These are the demonic forces of a demon army.

Acid Demon (1)

These lumps of twisted demonic ichor slide around the battlefield and when they get close enough they fire streams of acid from their twisted orifices. This demonic acid will instantly melt through armor, flesh, and bone.

Bladed Demon (2)

These demons have bone scythes for arms and their entire bodies are covered in hundreds of bone blades that makes them deadly in close combat.

Demon Goliath (3)

This hulking demon towers over a normal man and it uses its powerful claws to tear a person apart. It can also use its poisonous horns to gore its enemies. In the demon world, a devil's horns are a sign of power and these beasts have the biggest horns on the block.

Demon Lord (4)

These are the winged generals that lead a host of lesser demons into battle in the never ending war of the three demonic hordes. They are armed with a Demon Blade allowing them to steal the soul of anyone hit by them.

Demonic Abomination (5)

This horrific creature is a shambling mound of claws, tentacles, jaws, and eyes. A lesser demon has asked his general for greater power but the random demonic gift can change a demon into a super powerful brute or one of these mutated abomination. This close combat monster can destroy anything that gets too close. These monsters cannot move so other demons must herd their enemies into a waiting abomination.

Diabolic Machine (6)

This mechanical iron tiger has a demon imprisoned inside that has been tortured into insanity by his eternal isolation. These arcane beasts are feared by humans and demons alike because they will tear apart anything in its path.

Doom Spider (7)

This bizarre demon is a devil from the waist up but a deformed and bloated spider underneath. They have a venomous bite and their abdomen projects webs to tangle and subdue their victims.

Frost Demon (8)

These blue demons are cold as ice and they can project beams of demonic cold that will instantly freeze anyone solid.

Hate Demon (9)

These demons are the ugliest and most twisted monster in existence because they represent all the hate and anguish in the universe. They project beams of hate that turn anyone touched by them into twisted and demonic creatures that instantly turn on their comrades and destroy them.

Hellfire Scorcher (10)

These demons have been twisted by absorbing immense amounts of hellfire. They can now spout baleful fire from their mouths to engulf an enemy with mutating flames. These bizarre creatures use torrents of hellfire to fly around the battlefield at incredible speeds.

Inferno Demon (11)

These demons are covered in baleful hellfire and they can breathe out this hellfire to corrupt and burn anyone in their way.

Pit Spawn (12)

These flying demons have powerful wings allowing them to soar around the battlefield. They carry a Flaming Sword that will ignite anyone touched by its molten blade.

Plague Demon (I3)

These demon have rotting and decayed bodies filled with maggots and dripping with putrid slime. They spray their enemies with infectious liquids and their claws instantly overcome their opponents with deadly diseases.

Razor Fiend (I4)

These lesser demons have glistening black blades growing from their muscular forearms. These blades can cut through any armor leaving a mortal wound that never heals.

Shadow Demon (I5)

These demons are living shadows that attack an enemies shadow so when they tear off pieces of a person shadow, their actual bodies are torn apart.

Smoke Demon (I6)

These demons are made of hellish smoke and when someone breathes them inside themselves they devour the person from the inside out.

Spiked Demon (I7)

The bright red muscular bodies of these demons are covered in black spikes that can be fired at an opponent with incredible speed and accuracy.

Thrall Demon (I8)

These demon have bulging and twisted heads that allow them to use their powerful minds to take control of another person's mind and control them like a puppet.

Warp Demon (I9)

These purple demons are masters of change and they project demonic beams that cause their victims to twist and mutate into a pile of flesh and bone.

Whip Demon (20)

These demons are covered in dozens of muscular tentacles covered in razors and suckers that allow them to pull in their victims where they are torn apart by the demon's razor sharp beak.

Dwarf Army (D20)

The dwarves are the defenders of the mountain kingdoms. Each mountain has a King and he will do anything to defend his treasure horde. Dwarves are slow and purposeful but when they get into close combat they can destroy any army in the known world. They are master crafters that construct wonderful machines of mass destruction.

Anvil Master (1)

Anvil masters are the King's personal bodyguard. These are his finest warriors that have dedicated their lives to defending their lord.

Battle Barge (2)

A battle barge is a powerful steam powered iron clad tank armed with a Blast Cannon and a Steam Blaster. This incredibly powerful war machine is often used as a spearhead for a dwarf battle charge.

Blast Cannon (3)

Blast cannons are steam powered cannons that fire a cannonball that explodes into fragments when it impacts the ground to tear an enemy formation apart.

Destroyer Juggernaut (4)

Destroyer Juggernauts are powerful steam powered war machines armed with a Blast Cannon allowing it to slaughter troops and war machines.

Dwarf Crusher (5)

Crushers are warriors cursed by a battle rage allowing them to handle their massive warhammers as if they weighed nothing. These insane warriors are perfect for annihilating heavy troops and war machines.

Dwarf Engineer (6)

Dwarf engineers are artificers that build the great war machines for the dwarf armies. They are armed with advanced repeating rifles that allow them to devastate an army of attacking enemies.

Dwarf King (7)

A dwarf King is the forge father of his people and the sight of him drives his men to fight to the death. He is loved by his people and he has ruled over his mountain kingdom for hundreds of years.

Dwarf Runesmith (8)

Dwarf runesmiths are powerful rune craftsmen that cover themselves and their weapons with powerful runes that make them almost indestructible.

Dwarf Sorcerer (9)

Dwarf sorcerers are masters of earth magic that allows them to change the battlefield to destroy and disrupt their enemies.

Dwarf Striker (10)

Strikers are armed with blunderbuss rifles allowing them to fire volleys of deadly shot at their enemies at long range. These warriors use their rifles to smash enemies during close combat.

Dwarf Warrior (11)

Warriors are powerful fighters that have fought their entire lives defending their mountain home. Dwarf warriors are heavily armored warriors that can deal immense amounts of damage in close combat.

Golden Throne (12)

A dwarf King can ride his steam powered golden throne into battle making him an indestructible icon for his men to rally around.

Inferno Juggernaut (I3)

Inferno juggernauts are powerful steam powered war machines armed with a lava cannon allowing it to destroy masses of troops or war machines.

Lava Cannon (I4)

Lava cannons use steam power to blast a stream of molten iron onto an enemy formation engulfing them in a burning inferno.

Lightning Anvil (I5)

A lightning anvil is an ancient device that produces a hundred bolts of lightning when it is struck that devastate any enemies surrounding it. Lightning bearer carry this warmachine to the center of a battlefield where it can produce the most damage.

Rune Cannons (I6)

A rune fires a deadly explosive rune that can destroy an entire battalion of soldiers at a time.

Slaughter Juggernaut (I7)

Slaughter Juggernauts are steam powered war machines armed with a steam blaster allowing it to shred hordes of troops apart in a few seconds.

Steam Blaster (I8)

Steam blasters are steam powered gatling cannons that can fire hundreds of rounds in a minute tearing a formation of soldiers apart.

Steam Helicopter (I9)

Steam helicopters are the greatest achievement of dwarven engineers because they allow a steam blaster to be lifted into the sky and quickly transported around the battlefield.

Steam Juggernaut (20)

Steam Juggernauts are incredibly powerful steam powered arcane war machines that are heavily armored and armed with a massive rune hammer.

Dwarf Clan Names (DI00)

These are possible last names for a dwarf character.

1. Anvilcutter
2. Anvilmaker
3. Armorsmith
4. Axefighter
5. Axeforger
6. Axegrinder
7. Axslayer
8. Blackaxe
9. Blackseeker
10. Blacksoil
11. Bladehunter
12. Bloodgem
13. Brightsmith
14. Bronzeforger
15. Crystalgrinder
16. Deathbeard
17. Deepmine
18. Demoncrusher
19. Diamondcutter
20. Dragonslayer
21. Earthcarver
22. Earthwalker
23. Evilsmasher
24. Evilsmiter
25. Farseeker
26. Farsword
27. Fiendhunter
28. Foecutter
29. Foehammer
30. Foesmasher
31. Forgefighter
32. Forgehand
33. Gemhand
34. Gemsmith
35. Giantkiller
36. Goblinbreaker
37. Goodaxe
38. Goodcarver
39. Goodhammer
40. Goodiron
41. Goodminer
42. Goodsmith
43. Grandbreaker
44. Granitehand
45. Graybeard
46. Greatanvil
47. Grizzledaxe
48. Hammerhand
49. Hammerhelm
50. Hammersmith
51. Hammerthrower
52. Handaxe
53. Highaxe
54. Holyaxe
55. Honorgrinder
56. Honorhelm
57. Honorsmith
58. Ironbasher
59. Ironcrusher
60. Ironfist
61. Ironhammer
62. Ironmaker
63. Loadrunner
64. Lodebreaker
65. Longbeard
66. Metalmaker
67. Minecrafter
68. Minefinder
69. Minewalker
70. Mountainoath
71. Mountainwalker
72. Orcslayer
73. Rockcarver
74. Rockhammer
75. Rockhand
76. Rocksmaher
77. Rubysmith
78. Slatecutter
79. Soulforge
80. Stonebreaker
81. Stonedelver
82. Stonedweller
83. Stonefist
84. Stonehammer
85. Stonehand
86. Stoneheart
87. Stonehunter
88. Stonesapper
89. Stonesmasher
90. Stonesmith
91. Stronghand
92. Swiftaxe
93. Swifthammer
94. Swordbreaker
95. Swordbuilder
96. Thunderhammer
97. Thunderheart
98. Trollkiller
99. Trollslayer
100. Warcrusher

Dwarf Female Names (DI00)

These are possible first names for a dwarf female character.

- | | | |
|---------------|-------------|-------------|
| 1. Aelwyd | 35. Hergar | 69. Rega |
| 2. Alannah | 36. Hermina | 70. Rona |
| 3. Arna | 37. Hilda | 71. Rona |
| 4. Assana | 38. Hilra | 72. Sada |
| 5. Ayala | 39. Hunni | 73. Senica |
| 6. Berta | 40. Ide | 74. Sifna |
| 7. Brid | 41. Isla | 75. Sigrid |
| 8. Cadi | 42. Kali | 76. Sulwyn |
| 9. Correena | 43. Katlin | 77. Tarna |
| 10. Dekna | 44. Kettra | 78. Tarni |
| 11. Delha | 45. Kiha | 79. Tefina |
| 12. Derna | 46. Kiha | 80. Tela |
| 13. Dila | 47. Krona | 81. Telma |
| 14. Dorla | 48. Lada | 82. Tharma |
| 15. Dorna | 49. Lenka | 83. Thoda |
| 16. Dunhilda | 50. Luda | 84. Tirla |
| 17. Durana | 51. Luna | 85. Trunni |
| 18. Ellylwn | 52. Lura | 86. Tuli |
| 19. Elna | 53. Lymet | 87. Tumla |
| 20. Esmirelda | 54. Magda | 88. Udana |
| 21. Fenna | 55. Mala | 89. Ulla |
| 22. Ferya | 56. Merna | 90. Vada |
| 23. Fiachina | 57. Modra | 91. Valna |
| 24. Freda | 58. Morana | 92. Vanyra |
| 25. Fregar | 59. Morga | 93. Velma |
| 26. Friga | 60. Morgana | 94. Vomra |
| 27. Furga | 61. MOyna | 95. Vonda |
| 28. Gerta | 62. Nola | 96. Yarna |
| 29. Gira | 63. Olga | 97. Yurra |
| 30. Glenda | 64. Olka | 98. Yurta |
| 31. Hagriff | 65. Rada | 99. Zintina |
| 32. Harga | 66. Raelin | 100. Zylra |
| 33. Helgar | 67. Ragila | |
| 34. Helge | 68. Ranna | |

Dwarf Magic (D44)

These are the spells that dwarf mages use to destroy their enemies and strengthen their battle brothers.

Avalanche (II)

A mighty wave of rocks falls down from a mountain to crush its enemies.

Battle Hymn (I2)

A dwarf army is charge with immense power making them almost indestructible.

Forge Fire (I3)

A dwarven mage can produce a blazing fire that engulfs his enemies underneath his enemies.

Furnace of Wrath (I4)

An enemy intense sphere of fire engulf and enemy turning him to ash.

Grasping Ground (2I)

The ground wraps itself on opponents feet and legs preventing them from moving.

Hammer Fist (22)

A dwarf's punch strikes with a force of a warhammer.

Heart of the Anvil (23)

This enchantment makes a dwarf completely fearless.

Ironflesh (24)

A dwarven mage can change the body of a dwarf in living iron.

Lava Storm (3I)

Lava reigns down from the sky onto a dwarven mage's enemies.

Pool of Mud (32)

The ground below an enemy turns into liquid rock that is almost impossible to transverse.

Pyroclastic Flow (33)

A dwarf mage create a mighty wave of steam and red hot ash to incinerate his enemies.

Rock Rupture (34)

A massive rock formation bursts from the ground.

Shaking the Mountain (4I)

The ground underneath a dwarven mage's enemies start to shake and break apart.

Stoneform (42)

A dwarven mage can change the body of a dwarf in living stone.

Sudden Eruption (43)

Lava bursts from the ground to consume an entire enemy formation.

Suits of Rock (44)

Rock forms around the bodies of dwarf's body making him almost indestructible.

Dwarf Male Names (DI00)

These are possible first names for a dwarf male character.

- | | | |
|--------------|--------------|-------------|
| 1. Aldin | 35. Fane | 69. Lothor |
| 2. Arik | 36. Fimbur | 70. Lowan |
| 3. Azram | 37. Furgril | 71. Magnund |
| 4. Baldrick | 38. Gadhra | 72. Maran |
| 5. Balin | 39. Garik | 73. Morek |
| 6. Balur | 40. Glonin | 74. Mundri |
| 7. Bamir | 41. Gomrund | 75. Nolan |
| 8. Bardin | 42. Gorem | 76. Okri |
| 9. Bato | 43. Gregor | 77. Oldor |
| 10. Belric | 44. Grom | 78. Othos |
| 11. Blain | 45. Grumdi | 79. Ragni |
| 12. Boren | 46. Gundrik | 80. Rarek |
| 13. Brodrich | 47. Hadrin | 81. Ronan |
| 14. Bronn | 48. Hagin | 82. Rorak |
| 15. Burlok | 49. Harek | 83. Rotu |
| 16. Daled | 50. Holgar | 84. Sindrig |
| 17. Dalig | 51. Hurgin | 85. Skorri |
| 18. Denar | 52. Janek | 86. Snarri |
| 19. Ditu | 53. Jorn | 87. Storri |
| 20. Doire | 54. Kadrin | 88. Strom |
| 21. Domnull | 55. Kamril | 89. Tadom |
| 22. Don | 56. Karis | 90. Thori |
| 23. Donal | 57. Karthric | 91. Thorin |
| 24. Donki | 58. Kenon | 92. Thrung |
| 25. Dorin | 59. Kenrik | 93. Torran |
| 26. Dorn | 60. Ketil | 94. Tremon |
| 27. Dorri | 61. Kevis | 95. Trevan |
| 28. Drumin | 62. Kilvo | 96. Ulfar |
| 29. Durak | 63. Kolag | 97. Ulther |
| 30. Durin | 64. Kurgan | 98. Ungus |
| 31. Dylan | 65. Kyran | 99. Valdak |
| 32. Elhad | 66. Logan | 100. Yorri |
| 33. Ewen | 67. Loki | |
| 34. Falgrim | 68. Lorri | |

Dwarven Relics (D36)

These are the ancient relics that were created to defend the dwarven kingdoms.

Adamant Armor (11)

The warrior that wears this ancient suit of armor becomes totally fearless.

Anvil of Lightning (12)

When this anvil is struck by a hammer it projects hundreds of lightning bolts that will smite any enemy near it.

Axe of Seeking (13)

This ancient weapon always hits the weakest point on the enemy when it strikes.

Axe of the King (14)

This ancient weapon is the sharpest weapon in the world so it can cut through anything.

Black Hammer (15)

This enchanted causes anyone struck by it to turn to stone.

Blaze Hammer (16)

This enchanted hammer causes anyone struck by it to burst into flames.

Bravestone (21)

This ancient artifact makes every dwarf that sees it during a battle completely fearless.

Comethammer (22)

The head of this hammer becomes pure energy when it is swung allowing it to melt through anything.

Earthshaker (23)

This warhammer causes immense earthquakes when it is struck on the ground.

Foehammer (24)

When an enemy type is declared this weapon instantly kills this creature with a single hit.

Forge Gloves (25)

These enchanted gloves are resistant to any heat source no matter how intense.

Forgehammer (26)

This hammer is designed to shatter any metal no matter how strong.

Frostaxe (31)

This axe freezes an opponent solid with a single blow.

Furnance Armor (32)

This suit of armor radiates intense heat that does not affect the wearer but will destroy any that comes too close.

Gauntlets of Smithing (33)

These gauntlets allow a dwarf to wield any weight hand weapon in a single no matter how heavy.

Hammer of Annihilation (34)

This hammer causes any flesh that it touches to disintegrate.

Hammer of Reckoning (35)

This hammer causes a person to become blind when he is hit by it.

Hammer of Smithing (36)

This hammer bends any metal it hits no matter how strong.

Hammer of Vengeance (41)

This hammer instantly shatters bone when it strikes an opponent.

Helm of the King (42)

This helm generates an impenetrable field around its wearer.

Kinhelm (43)

This helmet makes anyone listening to wearing trust what he is saying no matter what it is.

Mythril Armor (44)

This enchanted suit of armor becomes stronger and more impenetrable as the dwarf wearing it gets more angry.

Mythril Axe (45)

This mighty axe cuts with incredible force when a dwarf wielding it gets angry.

Molten Armor (46)

This suit of armor excretes lava from its surface destroying anyone that gets too close to this dwarf.

Mountain Shield (51)

This shield makes a dwarf completely immovable.

Peace Hammer (52)

This hammer makes an enemy want to join a dwarf's side when it touches him.

Rune Armor (53)

This arcane armor can never be damaged by anything moving quickly making almost impossible to penetrate.

Rune Cannon (54)

This arcane weapon fires burst of flame to disintegrate an opponent.

Rune Drill (55)

This magical weapon is designed to bore through rock or through the armor and body of an opponent.

Runeblade (56)

This enchanted blades can cut through an armor as if it were not there.

Siege Hammer (61)

This hammer will knock down any door, gate, bridge, wall, or building with a single blow.

Soulhammer (62)

This hammer has the power to knock a person's soul out of his body.

Speed Axe (63)

This hand axe accelerates through the air when it is thrown allowing it strike an extremely distant target.

Stonecleaver (64)

This mighty axe can cut through rock or stone with the slightest force.

Thunder Hammer (65)

This hammer blast an opponent with the energy of a bolt of lightning when it strikes.

Vulcan Hammer (66)

This hammer pours molten lava on an opponent when it strikes.

Egyptian Army (D20)

These are the living and undead forces of an ancient Egyptian army.

Axex (I)

These are powerful monsters have the head of hawk and the body of a lion.

Battle Chariot (2)

These two man chariots are pulled by two war horses. One is the driver and the other is an archer.

Camel Rider (3)

Camel riders ride camels into battle carrying a shield and sickelsword.

Egyptian Spearman (4)

These warriors carried long spears to protect the archers from skirmishers.

Egyptian Archer (5)

These warriors are armed with a bow and they make up the majority of the Egyptian army.

Egyptian Slinger (6)

These warriors are armed with slings and they are the medium range infantry men of the Egyptian army.

Egyptian Priest (7)

These priest are powerful healers and skilled warriors.

Egyptian Warrior (8)

These warriors are only armed with sickelswords known as khopesh. These skirmishing warriors attacked after the enemy is weakened by their long range warriors.

Giant Scarabs (9)

These immense beetles are giant monsters the can tear a man apart in seconds.

Giant Scorpion (10)

These deadly creatures can tear their opponents apart with their powerful claws and the deadly sting of their poisonous tail.

Lich Priest (11)

These are the reborn priests that cast powerful spells to defeat the enemies of the risen Pharaoh.

Mummies (12)

These are the high council and family of the Pharaoh that have risen with him to fight alongside him. These undead creatures are extremely powerful.

Pharaoh (13)

Pharaoh were the rulers of the Egyptian empire and they led their armies into war.

Reborn Pharaoh (14)

These are the reborn Pharaohs that have risen to take make their right empires.

Skeleton Archer (15)

These are arisen soldiers that have been raised from the dead to crush the enemies of the reborn Pharaoh.

Skeleton Giant (16)

These are the giants remains of his royal guards that have been reborn to protect their eternal Pharaoh.

Skeleton Warrior (17)

These animated skeletons are the protectors of the reborn pharaohs.

Sphinx (18)

These mighty giant creatures have the head of a man, the body of a lion, and the wings of a great bird.

Sta (19)

These deadly monsters have the head of a asp on the body of a lion.

Tomb Guard (20)

These are the royal mummified guards that stand guard over undead Pharaoh.

Egyptian Deities (D20)

These are the god and goddess of Egyptian mythology.

Amun - God of Creation (1)

He created all things.

Anubis - God of the Dead (2)

He has the head of a black jackal.

Bastet - Goddess of Cats (3)

She has the head of a cat.

Geb - God of the Earth (4)

The Earth is Geb's body lying underneath Nut.

Hathor - Goddess of Love (5)

She is the protector of women.

Horus - Sky God (6)

He has the head of a hawk. His eyes are the sun and moon.

Isis - Goddess of Motherhood (7)

Set finds the scattered parts of her husband Osiris and reconstructs him and becomes pregnant. She gives birth to Horus.

Khepri - God of Rebirth (8)

He has the head of a scarab beetle.

Khnum - Creator God (9)

He created Nile from the mud of the Nile.

Ma'at - God of Justice (10)

She is also the goddess of truth and harmony. She is the wife of Thoth.

Nephthys - Goddess of the Air (11)

Sister of Isis and the wife of Set.

Nut - Goddess of the Sky (12)

The sky is Nut's body.

Osiris - God of the Underworld (13)

Husband to Isis. He was killed by his brother Set.

Ra - God of Sun (14)

He is the King of Gods. He has a head of a falcon.

Sekhmet - Goddess of Destruction (15)

She has a lion's head.

Set - God of Chaos (16)

He kills his brother Osiris and is defeated by Horus.

Seth - God of the Desert (17)

He has the head of an aardvark.

Sobek - God of the Nile (18)

He has the head of a crocodile.

Tawaret - Goddess of Childbirth (19)

She has the head of a hippo, the arms and legs of a lion, and the body of a lion.

Thoth - God of Art and Science (20)

He has the head of an ibis. He is the husband of Ma'at.

Egyptian Female Names (DI00)

These are possible first names for an Egyptian female character and their meanings.

1. Acenith (Follower of Neith)
2. Ain (Priceless)
3. Akila (Intelligent)
4. Amunet (Hidden One)
5. Auset (Isis)
6. Bahiti (Fortune)
7. Bast (Devourer)
8. Bast (Sun)
9. Beset (Protector)
10. Chione (Daughter of the Nile)
11. Dalila (Gentle)
12. Dendera (From Dendera)
13. Edjo (Uadjit)
14. Eshe (Life)
15. Femi (Love)
16. Fukayna (Intelligent)
17. Habibah (Loved)
18. Halima (Gentle)
19. Haqikah (Honest)
20. Hasina (Good)
21. Hathor (House of Horus)
22. Hathot (Goddess of Destruction)
23. Hatshepsut (First Among Nobles)
24. Heqet (Frog Headed Goddess)
25. Husn (Beauty)
26. Ife (Love)
27. Isis (Goddess of Magic)
28. Isis (Woman of the Throne)
29. Jamila (Beauty)
30. Kakra (Twin)
31. Khepri (Morning Sun)
32. Kissa (Sister of Twins)
33. Knika (Black)
34. Lapis (Lapis Stone)
35. Layla (Born at Night)
36. Lotus (Lotus Flower)
37. Maat (Goddess of Order)
38. Mafuane (Soil)
39. Maibe (Grave)
40. Mandisa (Sweet)
41. Masika (Born During Rain)
42. Meht-Urt (Cow)
43. Mert (Lover of Silence)
44. Mesi (Water)
45. Meskhenet (Destiny)
46. Monifa (Lucky)
47. Mosi (First Born)
48. Moswen (White)
49. Mukarramma (Born During War)
50. Muminah (Pious)
51. Mut (Mother)
52. Naeemah (Benevolent)
53. Nailah (Successful)
54. Nathifa (Pure)
55. Naunet (Goddess of the Ocean)
56. Nefertiti (Beautiful Woman)
57. Nekhbet (Vulture Goddess)
58. Nephthys (Nature Goddess)
59. Nephthys (Temple Woman)
60. Net (Divine Mother)
61. Niut (Goddess of Nothing)
62. Nourbese (Wonderful)
63. Nuru (Born During the Day)
64. Ode (From the Road)
65. Olufemi (Beloved of the Gods)
66. Oni (Wanted)
67. Oseye (Happy)
68. Panya (Mouse)
69. Phoenix (Deep Red)
70. Pili (second Born)
71. Quiblah (Peaceful)
72. Rabiah (Born in Spring)
73. Ramla (Prophetess)
74. Rashida (Righteous)
75. Raziya (Agreeable)
76. Rehema (Compassionate)
77. Renenet (Goddess of Fortune)
78. Sabah (Born in the Morning)
79. Sakhmet (One Who's Powerful)
80. Salama (Peaceful)
81. Salihah (Agreeable)
82. Sanura (Kitten)
83. Sekhet (She Who's Powerful)
84. Selma (Secure)
85. Shani (Wonderful)
86. Siti (Lady)
87. Subira (Patient)
88. Suhad (Insomnia)
89. Suma (Ask)
90. Tabia (Talented)
91. Tawaret (She Who's Great)
92. Taweret (One Who's Great)
93. Tefnut (Air Moisture)
94. Theoris (Great)
95. Umayma (Little Mother)
96. Umm (Mother)
97. Urbi (Princess)
98. Zahra (Flower)
99. Zalika (Well Born)
100. Zesiro (A Twin)

Egyptian Male Names (DI00)

These are possible first names for an Egyptian male character and their meanings.

1. Abasi (Stern)
2. Abayomi (Brings Joy)
3. Abubakar (Noble)
4. Adio (Righteous)
5. Adofo (Fighter)
6. Akiiki (Friendly)
7. Akins (Brave)
8. Ammon (Hidden One)
9. Apis (Osiris)
10. Asim (Protector)
11. Aswad (Black)
12. Atum (Whole)
13. Azibo (Earth)
14. Azizi (Precious)
15. Bakari (Noble Birth)
16. Baruti (Teacher)
17. Bes (Bring Joy)
18. Bes (Protector)
19. Bomani (Warrior)
20. Chafulumisa (Fast)
21. Chibale (Kinsman)
22. Chigaru (Hound)
23. Chisisi (Secret)
24. Chuma (Wealthy)
25. Dakarai (Happy)
26. Darwishi (Saint)
27. Donkor (Humble)
28. Fadil (Generous)
29. Fenku (Born Late)
30. Fenyang (Conquers)
31. Funsani (A Request)
32. Gahiji (Hunter)
33. Garai (Settled)
34. Gyasi (Wonderful)
35. Hakizimana (God Saves)
36. Hamadi (Praised)
37. Hanbal (Pristine)
38. Hanif (Believes)
39. Hasani (Handsome)
40. Hondo (War)
41. Horus (Far Away)
42. Idogbe (Brothers of Twins)
43. Ishaq (Laughs)
44. Iss (God Saves)
45. Jabari (Brave)
46. Jahi (Dignified)
47. Jibade (Royalty)
48. Jumoke (Loved by All)
49. Kafele (Would Die For)
50. Kasiya (Departs)
51. Kazemde (Ambassador)
52. Khaldun (Immortal)
53. Khalfani (Shall Rule)
54. Kontar (Only Son)
55. Kosey (Lion)
56. Lateef (Gentle)
57. Lisimba (Lion)
58. Madu (Of the People)
59. Manu (Born Second)
60. Masud (Lucky)
61. Mbizi (Water)
62. Memphis (From Memphis)
63. Mensah (Born Third)
64. Minkah (Justice)
65. Mosi (Born First)
66. Moswen (Light Skin)
67. Mudada (Provider)
68. Mukhwana (Twin)
69. Naeem (Benevolent)
70. Nassor (Victor)
71. Ngozi (Blessed)
72. Nizam (Disciplined)
73. Nkosi (Rules)
74. Omari (High Born)
75. Osahar (God Hears Me)
76. Osaze (Loved by God)
77. Ottah (Born third)
78. Paki (Witness)
79. Panhsj (Nubian)
80. Ptah (Opener)
81. Qeb (Father of the Earth)
82. Ra (Sun)
83. Ramses (Son of Ra)
84. Rashidi (Wise)
85. Runihura (Destroyer)
86. Sadiki (Faithful)
87. Sefu (Sword)
88. Sekani (Laughs)
89. Seth (Appointed)
90. Sudi (Lucky)
91. Tau (Lion)
92. Thabit (Strong)
93. Thoth (Ibis)
94. Thutmose (Born of Thoth)
95. Tumaini (Hope)
96. Ubad (Faithful)
97. Umi (Life)
98. Yafeu (Bold)
99. Yahya (Given by God)
100. Zuberi (Strong)

Elf Army (D30)

The elf armies are the defenders of the ancient and enchanted forest that use their speed and powerful magic to destroy their enemies. They are powerful summoners that can command the forces of nature to forge powerful elementals.

Ancient Dryad (I)

These beautiful women appear to be made of wood and their bodies are covered in leaves. These creatures nurture and care for the sacred trees of the Wild. When anyone threatens the forest, they use their forest magic to create an array of seeds and spores that grow into deadly plants and funguses.

Chosen (2)

The chosen are selected from birth to live a life of martial training and dedication to the killing arts. They are the greatest champions of the elf weapon and they are willing to sacrifice their lives to protect their people.

Colossal Wolf (3)

These giant wolves are larger than an elephant and they can tear a man in half with a single bite. They fight alongside the elves to protect the great forest of the world from evil and destruction.

Crushing Wurm (4)

This great wurm is over three hundred feet long and it tears through the forest crushing anyone that invades its sacred forest. These creatures are so large that trees and bushes grow on their backs making them difficult to harm in any way.

Dragon Knight (5)

Dragon knights are green or white dragon riders that have trained with their steeds since they have hatch. This close relationship allows these warriors to take to the skies and fight like one being.

Dragon Lord (6)

Dragon lords are the red dragon riders that have lived a life as a dragon knight to achieve the ultimate achievement of joining in a union with a mighty inferno dragon.

Dragonlord (7)

Dragonlords ride arcane machines in the shape of a mighty dragon. These iron dragon have the power of a real dragon and they breathe an arcane blast of energy to devastate their enemies.

Eagle Knight (8)

Eagle knights ride giant eagles in battle carrying magical spears that fire beams of arcane energy down on their opponents.

Elf Druid (9)

Elf druids are master of nature and forest magic and they can change every part of nature into a living weapon to defeat their enemies.

Elf King (10)

An elf king is a ancient ruler that has lead his people for thousands of years making him an excellent warrior and strategist. He wears ancient enchanted armor making him almost indestructible.

Elf Knight (11)

Elf knights are mighty warriors that ride Pegasus into battle allowing them to instantly get anywhere on the battlefield.

Elf Mage (12)

Elf mages are powerful spell casters that can annihilate an enemy with incredible spells and improve their army with powerful enchantments.

Elf Ranger (13)

Elf rangers are master bowmen and warriors that act as scouts and archers that can shred an enemy apart using stealth and their bow.

Elf Spearman (14)

Elf spearmen wield magic spears that can extend to hundreds of feet allowing these warriors to hold off enemy soldiers while the rest of their army tears them apart.

Elf Swordmaster (15)

Elf swordmasters have trained with the sword for hundreds of years so they are the greatest warriors in the world. Their total dedication to the martial arts makes them completely fearless and ferocious as a lion.

Elf Warrior (16)

Elf warriors are ancient warriors that have become excellent swordsmen through decades of intense training. Their mithril armor makes them very difficult to kill.

Forest Dragon (17)

This green dragon is a truly feral beast that does not have the cunning or intelligence of the other chromatic dragons. It is a ferocious fighting machine that loves to get in close by flying or charging its enemies. These beasts produce a poisonous cloud that they breathe out of their nostrils.

Forest Rider (18)

Forest riders are rangers riding powerful stallions making these warriors a powerful long range threat that can quickly move around the battlefield.

Giant Eagle (19)

Giant eagles fight along the elves to protect the great forest of the world. These mighty birds lift enemy warriors into the air and drop them to their death on their companions.

Great Elk (20)

These mighty creatures are the protectors of the forest. Their immense intelligence makes them an incredibly dangerous enemy because they use their psychic powers to manipulate their opponents. They fight alongside the elves to protect the great forests of the world.

Gryphon Knight (21)

Gryphon knights ride mighty gryphons over the battlefield in order to dive down on their enemies so that no enemy can ever feel safe. They focus their efforts destroying war machines and killing an enemy's commanders.

High Guard (22)

High guards are the most experienced and ancient elven rangers. They have learned to create bows from ancient soulwood that fire bolts of arcane energy that can pierce through any armor.

Hulking Treefolk (23)

The ancient redwoods are hundreds of feet tall and they have been animated to move around like a man. Their bark is so thick that almost nothing can penetrate it and they can destroy anything simply by stomping on it.

Mammoth Basilisk (24)

This giant lizard walks around on all four legs and its large yellow eyes project beams to petrify their enemies. Elf handlers herd these monsters toward their enemies in front of the main battleforce.

Primordial Force (25)

These creatures are a collection of plants and vines that have been animated by the spirit of the forest. They lash out with their vine whips and crush their opponents with their powerful fists forged of dirt and leaves.

Seed Cannon (26)

A seed cannon is an arcane war machine that fires hundreds of magic seeds at an enemy formation. When these seeds imbued in a person's body they start to grow in a plant causing a person's body to burst open.

Serpent Rider (27)

Serpent riders ride giant serpents into battle that devour their enemies and spit torrents of venom of their enemies.

Splinter Cannon (28)

A splinter cannon is an arcane war machine that fires thousands of splinters at an enemy formation to tear them apart.

Tree Warrior (29)

These warriors are trees animated by magic that have come to life. Their hard bark exterior makes them extremely difficult to injure and they can crush their enemies by swinging around their branch like arms.

Wurm Rider (30)

Worm riders ride a giant forest wurm that will devour or crush anything in its path. These giant beasts are so large that they shatter trees like splinters in their way.

Elf Female Names (DI00)

These are possible first names for an elf female character.

- | | | | |
|--------------|----------------|----------------|---------------|
| 1. Abella | 26. Bianca | 51. Elwen | 76. Imra |
| 2. Acacia | 27. Breena | 52. Elysia | 77. Lavender |
| 3. Addylyn | 28. Brenna | 53. Embrae | 78. Lorhara |
| 4. Adele | 29. Brerath | 54. Erei | 79. Lourdes |
| 5. Agatha | 30. Caelia | 55. Esta | 80. Magdalene |
| 6. Alana | 31. Camille | 56. Estar | 81. Maglove |
| 7. Alasse | 32. Camthalion | 57. Eva | 82. Marlywn |
| 8. Alavara | 33. Candace | 58. Evangeline | 83. Maurelle |
| 9. Alea | 34. Carrath | 59. Faith | 84. Meren |
| 10. Alura | 35. Cauladra | 60. Fayette | 85. Merissa |
| 11. Alwath | 36. Celinette | 61. Feeorin | 86. Merlara |
| 12. Amelia | 37. Cerylia | 62. Felicity | 87. Merliee |
| 13. Amelinda | 38. Danica | 63. Fhavyre | 88. Nambra |
| 14. Amra | 39. Darlene | 64. Fossette | 89. Nerida |
| 15. Aona | 40. Dawn | 65. Fyglia | 90. Nesson |
| 16. Ara | 41. Disir | 66. Galen | 91. Nioda |
| 17. Arastine | 42. Eglantine | 67. Gisele | 92. Phoebe |
| 18. Arathana | 43. Eildiana | 68. Gweyr | 93. Redith |
| 19. Ariel | 44. Eilkan | 69. Gwinda | 94. Rowan |
| 20. Asrai | 45. Elgiva | 70. Helinoss | 95. Tamara |
| 21. Auluna | 46. Ellette | 71. Hermione | 96. Tamaril |
| 22. Aurnae | 47. Ellyllon | 72. Hope | 97. Tatiana |
| 23. Ava | 48. Eloen | 73. Huacas | 98. Throdia |
| 24. Belen | 49. Elora | 74. Ialantha | 99. Uluia |
| 25. Bethan | 50. Elvanas | 75. Ilana | 100. Unathana |

Elf Magic (D20)

These are the spells that elf wizards use to devastate their enemies and strengthen their comrades during a battle.

Alluring Sent (1)

This spell causes an enemy to uncontrollably go to wherever the elf mage wants him to go.

Bountiful Harvest (2)

This spell causes a crop field to produce an immense of fruits, grains, and vegetables.

Carapace Growth (3)

This spell causes a strong carapace over a elf's entire body.

Cosmic Blast (4)

The sky opens up and beams of light rain down to annihilate an elf mage's enemies.

Deadly Vines (5)

This spell causes the vines of a forest to entangle and choke the enemies of an elf mage.

Delightful Shield (6)

A shimmering magic barrier surrounds an entire elf battalion.

Energy Bolt (7)

A mage fires a deadly beam that disintegrates an enemy on contact.

Fate Weaver (8)

An elf mage can casts this spell to avoid being injured during a battle.

Future Sight (9)

The eyes of everyone in a squad glows with a green light.

Glare of the Basilisk (10)

Anyone that looks at the eyes of the elf mage are turned into stone.

Glittering Swarm (11)

A mage fires hundreds of twinkling energy spheres that will shred an enemy apart.

Harmony (12)

This spell allows an elf squad to work in total coordination and synchronization.

Lifeforce (13)

This spell heals and rejuvenates another elf.

Rain of Vengeance (14)

This spell cause acid rain to pour down from the sky on to an opponent's army.

Revenge of the Forest (15)

The trees of a forest comes to life and fights alongside the elf army.

Sacrifice of the Woods (16)

A tree near an enemy explodes sending out a burst of splinters to destroy them.

Safe Haven (17)

This spell cause a forest of trees to surround an elf mage.

True Abundance (18)

This spell creates an immense amount of food and drink.

Vigor Beam (19)

This beam of energy gives an elf incredible strength and speed.

Wild Growth (20)

This spell causes an elf to grow to the size of a tree.

Elf Male Names (DI00)

These are possible first names for an elf male character.

- | | | | |
|--------------|---------------|---------------|--------------|
| 1. Adamar | 26. Ascal | 51. Faron | 76. Melo |
| 2. Aelfdane | 27. Atherton | 52. Fimon | 77. Menden |
| 3. Aeneas | 28. Atragon | 53. Fontayne | 78. Oberon |
| 4. aeronwen | 29. Azriel | 54. Gabriel | 79. Onas |
| 5. Aerron | 30. Belag | 55. Galathar | 80. Oren |
| 6. Agaron | 31. Beltron | 56. Garrik | 81. Orion |
| 7. Aitri | 32. Beren | 57. Glaewon | 82. Orlpar |
| 8. Alaric | 33. Calemiron | 58. Gruinor | 83. Othorion |
| 9. Alastor | 34. Calis | 59. Guron | 84. Pharom |
| 10. Alberich | 35. Cirdan | 60. Gwinder | 85. Pyrder |
| 11. Aldon | 36. Corrin | 61. Harnor | 86. Ralmar |
| 12. Algnor | 37. Daekash | 62. Iaron | 87. Rion |
| 13. alok | 38. Delmuth | 63. Ithraides | 88. Saeron |
| 14. Alosrin | 39. Deron | 64. Jassin | 89. Sindri |
| 15. Alston | 40. Derwin | 65. Jonik | 90. Sindri |
| 16. Amdin | 41. Durlan | 66. Kalen | 91. Taeral |
| 17. Amras | 42. Echon | 67. Kalen | 92. Taron |
| 18. Amrod | 43. Edansyr | 68. Kendel | 93. Tasar |
| 19. Amroth | 44. Eiran | 69. Levos | 94. Teren |
| 20. Angrod | 45. Eldon | 70. Lhinnor | 95. Uilosson |
| 21. Anuon | 46. Eldridge | 71. Logon | 96. Vesryn |
| 22. Arbane | 47. Elrohin | 72. Lomon | 97. Volodar |
| 23. Argon | 48. Elwin | 73. Luvon | 98. Wistari |
| 24. Argus | 49. Faelon | 74. Malenor | 99. Zeak |
| 25. Armand | 50. Fafner | 75. Melchon | 100. Zephyr |

Elf Titles of Lineage (D100)

These are possible last names for an elf character.

- | | | | |
|------------------|-------------------|-------------------|-------------------|
| 1. Battleheart | 26. Happysong | 51. Magicmaker | 76. Silvermind |
| 2. Braveheart | 27. Harmonysong | 52. Maxheart | 77. Smilebringer |
| 3. Dawnbreaker | 28. Hawklight | 53. Mindmender | 78. Souldawn |
| 4. Dawntracker | 29. Heavenslight | 54. Moondancer | 79. Soulhealer |
| 5. Dawntrader | 30. Highbirth | 55. Moonshadow | 80. Soulmender |
| 6. Dawntreader | 31. Highmight | 56. Morningdew | 81. Sundancer |
| 7. Daybreaker | 32. Highmind | 57. Morningknight | 82. Swordheart |
| 8. Duskwalker | 33. Holyharp | 58. Newdynasty | 83. Thoughthealer |
| 9. Faithbringer | 34. Holysword | 59. Newheart | 84. Truebalance |
| 10. Farseer | 35. Hopebringer | 60. Newhope | 85. Truefuture |
| 11. Farsight | 36. Hopemaker | 61. Newhorizon | 86. Truehaven |
| 12. Forgedawn | 37. Hopestrider | 62. Newsong | 87. Trusight |
| 13. Freedomgiver | 38. Joyharp | 63. Newspring | 88. Trustgiver |
| 14. Freeheart | 39. Joysword | 64. Pathfinder | 89. Trustmaker |
| 15. Freetrader | 40. Justicemaker | 65. Peacebringer | 90. Truthfinder |
| 16. Gentlebreeze | 41. Justiceseeker | 66. Peacegiver | 91. Truthseeker |
| 17. Gentleharp | 42. Lawmaker | 67. Peacemaker | 92. Truthseer |
| 18. Glimmerdawn | 43. Lightbreaker | 68. Quicksilver | 93. Waterbender |
| 19. Glimmereye | 44. Lightfoot | 69. Raremind | 94. Waveharp |
| 20. Goldheart | 45. Lightmaker | 70. Restbringer | 95. Waveserpent |
| 21. Goldsoul | 46. Lightstrider | 71. Ritebender | 96. Windbreaker |
| 22. Goodbalance | 47. Loremaker | 72. Royalheart | 97. Windsong |
| 23. Goodheart | 48. Lovesong | 73. Silverdawn | 98. Windwalker |
| 24. Goodsong | 49. Mageblood | 74. Silverheart | 99. Wisdomdancer |
| 25. Greatfellow | 50. Magewalker | 75. Silverlight | 100. Woodsoul |

Elven Relics (D66)

These are the ancient relics that were created to defend the eleven kingdoms.

Autumn Blade (I1)

This magic blade causes any touched by it to change into a pile of leaves.

Boots of the Elk (I2)

These enchanted boots allow an elf to run with incredible and grace.

Bow of the Falling Leaf (I3)

This bow causes anyone hit by an arrow fired from it to transforming into a tree.

Bow of the Shooting Star (I4)

When an arrow is fired from this ancient bow it turns into a brilliant star that will instantly burn anyone hit by it.

Cowl of the Lost (I5)

This cloak allows an elf wearing it to completely disappear into his surroundings.

Dawn Spear (I6)

This mighty spear can project a beam of light that will burn through almost anything.

Divine Spear (2I)

This spear will never stop once an elf throws it in its search for its victim. It will keep moving toward its target no matter tries to get in its way.

Dragon Shield (22)

This shield can project a cone of magical flames from the dragon shape icon on its surface.

Dragonbane (23)

This enchanted blade is designed to kill any dragon or dragonkind with a single blow.

Earrings of Joining (24)

If two people each wear one of these earrings, their bodies and powers will combine together into one being. When the earrings are removed, the being will separate into its two beings.

Eternity Cloak (25)

Any attack that hits this cloak is harmlessly deflected away.

Exalted Longbow (26)

This most sacred weapon was carved from the Mother Tree and its fires arrows made of pure light that will strike down anyone touched by them.

Fairy Shield (3I)

This shield projects a mist from its surface that will cause that breathes it in to fall into an irresistible sleep.

Feather Bow (32)

This bow fires enchanted arrows that transform its victims into little birds.

Fey Armor (33)

This suit of leaves absorbs any attack making its wearer almost indestructible.

Golden Armor (34)

This suit of brilliant armor causes its wearer to have almost the strength of a giant treeman.

Helm of the Soaring Eagle (35)

This helmet allows an elf to soar through the air as long as he is wearing it.

Helm of Visions (36)

This helmet allows an elf to see the future and predict the outcome of any action.

Highblade (4I)

This holy blade is designed to instantly destroy a demon or the undead with a single blow.

Hunter's Hide (42)

This suit of animal skins give a wearer the attributes and abilities of the animal that the skins were made from. Wolf skins gives an elf an incredible ferocity and razor sharp claws.

Ironwood Armor (43)

This suit of armor is made of ironwood so it is almost indestructible.

Lunar Bow (44)

This bow fires bolts of moonlight instead of arrows allowing it to melt through any armor.

Pegasus Helm (45)

This helm allows it's an elf to sprout the wings of a Pegasus from his back allowing him to soar through the air.

Phoneix Armor (46)

This suit of magical armor will actually resurrect its wearer if he even dies.

Phoenix Bow (51)

This bow fires enchanted arrows that cause its victims to ignite and burn into a pile of ash.

Robe of Springtime (52)

This robe allows its wear to animate the forest to use as a weapon against the enemies of nature.

Seeds of the Great Tree (53)

This magical seed will instantly sprout into a hundred foot tall trees when it is planted into the ground.

Seekingblade (54)

This blade never misses and will always hit the most vital spot on its victim.

Shield of Devotion (55)

The wielder of this ancient shield becomes completely fearless.

Shield of the Gryphon (56)

The wielder of this shield can summon a flock of gryphons to fight alongside him during a time of great need.

Shield of the New Moon (61)

This shield produces such a brilliant light from its front surface that it will blind anyone that looks directly at it.

Shining Spear (62)

This ancient spear has a tip that can be made to blaze as hot as the sun.

Staff of Autumn (63)

This staff causes a tree to change into a living treeman.

Staff of Tranquility (64)

This staff destroys all curses or enchants anywhere near it.

Star Blade (65)

The blade of this ancient blow burns with the heat of a star.

Trueblade (66)

This ancient sword will cause any touched by its blade to tell the truth.

Fantasy Achievements (DI00)

These are the special achievements that character will receive for performing difficult or time consuming actions.

Ale Master (1)

Drink 100 alcoholic beverages.

Axe Master (2)

Perform 100 killing blows with a battle axe or hand axe.

Bandit Slayer (3)

Kill 100 bandits, hoodlums, or highwaymen.

Bat Slayer (4)

Kill 100 giant bats.

Big Game Hunter (5)

Kill 100 wild animals.

Champion Slayer (6)

Kill 100 boss monsters.

Dagger Master (7)

Perform 100 killing blows with a dagger or knife.

Dark Elf Slayer (8)

Kill 100 dark elves.

Death Bringer (9)

Perform 100 killing blows.

Demon Slayer (10)

Destroy 100 demons.

Devil Slayer (11)

Destroy 100 devils.

Dimensional Jumper (12)

Visit 100 different dimensions or realms.

Dino Slayer (13)

Kill 100 dinosaurs.

Dragon Slayer (14)

Kill 100 dragons.

Dungeon Delver (15)

Completely explore 100 dungeons.

Dwarf Slayer (16)

Kill 100 dwarves.

Elemental Slayer (17)

Destroy 100 elementals.

Elf Slayer (18)

Kill 100 elves.

Escape Artist (19)

Successful escape from 100 prisons or restraints.

Forest Walker (20)

Kill 100 monsters in a forest environment.

Gem Collector (21)

Collect 100 gems including emeralds, sapphires, diamonds, and rubies.

Ghost Buster (22)

Kill 100 ghosts, poltergeists, banshees, or spirits.

Giant Slayer (23)

Kill 100 giants.

Goblin Slayer (24)

Kill 100 goblins.

God Slayer (25)

Kill 100 deities.

Gold Hoarder (26)

Collect 100,000 gold coins.

Golem Breaker (27)

Destroy 100 golems.

Great Betrayer (28)

Attack 100 companions.

Guild King (29)

Join 100 different guilds.

Hammer Master (30)

Perform 100 killing blows with a hammer.

Hate Monger (31)

Perform 100 successful intimidations.

High Defender (32)

Perform 100 blocks.

Idol Smasher (33)

Destroy 100 idol statues or murals.

Insect Slayer (34)

Kill 100 giant insects.

King of Darkness (35)

Kill 100 good monsters.

King of the Mountain (36)

Kill 100 monsters in a mountain environment.

Lord of the Depths (37)

Kill 100 aquatic monsters.

Lord of the Desert (38)

Kill 100 monsters in a desert environment.

Lord of the Sky (39)

Kill 100 flying monsters.

Mace Master (40)

Perform 100 killing blows with a mace, morning star, or flail.

Man Killer (41)

Kill 100 humans.

Master Accumulator (42)

Collect 100 artifacts.

Master Armorer (43)

Make 100 piece of armor or shields.

Master Assassin (44)

Kill 100 assassination targets.

Master Baker (45)

Make 100 pies, loaves of bread, or cakes.

Master Berserker (46)

Kill 100 monsters in a single battle.

Master Brawler (47)

Defeat 100 opponents with your bare hands.

Master Chef (48)

Create 100 food dishes.

Master Collector (49)

Collect 100 rare magic components.

Master Crafter (50)

Make 100 different craft items.

Master Criminal (51)

Steal 100 items.

Master Explorer (52)

Explore 100 different dungeons.

Master Gambler (53)

Win 100 gambling bets.

Master Gatherer (54)

Collect 100 of a single type of resource.

Master Gladiator (55)

Defeat 100 opponents in a tournament.

Master Hunter (56)

Capture 100 wild animals.

Master Interrogator (57)

Perform 100 successful interrogations or tortures.

Master Leathersmith (58)

Make 100 pieces of leather craft.

Master Leveler (59)

Gain 100 character levels.

Master Merchant (60)

Sell 100 items in a shop or market.

Master of Disaster (61)

Build 100 siege weapons.

Master of Overkill (62)

Perform 100 overkills.

Master Recycler (63)

Salvage 100 items.

Master Rider (64)

Train 100 steeds.

Master Slayer (65)

Kill 100 different types of monsters.

Master Solver (66)

Solve 100 puzzles.

Master Spy (67)

Perform 100 spy operations.

Master Swordsmith (68)

Make 100 swords.

Master Thief (69)

Perform 100 successful steal actions.

Master Trader (70)

Buy over 100 different items.

Master Traveler (71)

Visit 100 different cities, towns, or villages.

Master Weaponsmith (72)

Make 100 hand weapons.

Max Killer (73)

Kill 100 monsters in a single day.

Maximizer (74)

Increase your attributes by 100 points.

Muster Burglar (75)

Perform 100 successful pickpocket actions.

Orc Slayer (76)

Kill 100 orcs.

Peacemaker (77)

Kill 100 evil monsters.

Pirate Slayer (78)

Kill 100 pirates.

Priest Slayer (79)

Kill 100 priests and healers.

Repair Master (80)

Repair 100 damage walls, towers, or gates.

Reptile Killer (81)

Kill 100 reptiles or snakes.

Soul Eater (82)

Capture the spirit from 100 monsters.

Spear Master (83)

Perform 100 killing blows with a spear or pole arm.

Spider Slayer (84)

Kill 100 giant spiders.

Staff Master (85)

Perform 100 killing blows with a staff or mace.

Tavern Lord (86)

Visit 100 different taverns or bars.

Total Anarchist (87)

Destroy 100 cities, towns, or villages.

Treasure Hunter (88)

Collect 100 different magic items.

True Alchemist (89)

Transmute 100 items.

True Greed (90)

Receive more treasure than your companions 100 times.

Ultimate Adventurer (91)

Complete 100 dungeons.

Ultimate Archer (92)

Kill 100 monsters using a bow.

Ultimate Graverobber (93)

Loot 100 graves.

Ultimate Healer (94)

Perform 100 healing spells or use a 100 healing potions.

Ultimate Tinker (95)

Build 100 vehicles.

Undead Hunter (96)

Kill 100 undead monsters.

Variety Killer (97)

Kill 100 different types of monsters.

Weaponmaster (98)

Achieve a skill level of 100 in three or more weapon skills.

Witch Slayer (99)

Kill 100 witches.

Wizard Slayer (100)

Kill 100 wizards or sorcerers.

Fantasy Feats (DI00)

These are extra feats or advantages that will make a fantasy character unique and special.

Adrenaline Rush (1)

A character can cause his brain to release adrenaline giving him a short term burst of physical speed and power.

Backstab (2)

A character is an expert at performing a killing blow to anyone not expecting it.

Battle Shout (3)

A character produces such an incredible battle cry that it stuns his opponent.

Bend Light (4)

A character can bend the light around himself causing his image to blur making it difficult to hit her.

Bend Shot (5)

A character can cause the path of her arrow to bend allowing her to fire around or over objects.

Berserk Rage (6)

A character can enter a berserk rage allowing him to destroy his enemies in close combat in exchange for a lack of defense.

Blade Fury (7)

A character can strike an opponent a dozen times with a blade before he can even respond.

Blazing Speed (8)

A character attacks with such incredible speed that he can never be blocked.

Blinding Shot (9)

A character can fire an arrow that will blind his opponent with a single shot.

Blindside (10)

A character can hide in the shadows and conceal himself in order to perform an attack that cannot be blocked or avoided.

Bone Breaker (11)

A character can consistently break bones every time that he hits with a hand weapon.

Bullseye (12)

A character can fire a bow with incredible accuracy even when firing on a moving target.

Burst of Speed (13)

A character can almost double his running speed for a short period of time.

Chain Attack (14)

A character can constantly strike an opponent with a series of blows as long as he never misses.

Challenge (15)

A character can call out his enemy with such a powerful oratory that he is forced to respond.

Cheap Shot (16)

A character can strike an opponent in an extremely vulnerable area or when he is not expecting it in order to cause an extreme amount of damage.

Cleave (17)

A character can strike an opponent with a blade with such incredible force that he can amputate arms and legs with a single blow.

Combo Breaker (18)

A character can stop an opponent from completing a combo attack that has already started.

Coordinated Attack (19)

A character can coordinate his movements and attacks with an ally to cause a devastating attack.

Counterstrike (20)

A character can instantly respond to an attack with his own powerful attack.

Critical Burst (21)

A character attacks causing a series of critical hits and permanent damage.

Crushing Advance (22)

A character can charge his opponent and crush his body with incredible speed and power.

Crushing Blow (23)

A character can strike an opponent with such incredible force that his internal organs are crushed under the blow.

Dampen Blow (24)

A character can move to dampen the blow of any attack made on him.

Dazzling Strike (25)

A character can hit an opponent in the head causing dizziness and blurred vision.

Death Blow (26)

A character always performs a lethal blow when attack with a hand weapon.

Decapitating Blow (27)

A character can decapitate an opponent with a single blade strike.

Decoy (28)

A character distracts his opponent so a blow aimed at an ally land on him instead.

Defensive Stance (29)

A character takes a stance that makes it almost impossible to hit him.

Demon Hunter (30)

A character has trained to kill or destroy all types of demons.

Disarming Strike (31)

A character can quickly disarm an opponent with a single hit.

Disengage (32)

A character can always escape a grapple or entanglement during a battle.

Dismantle (33)

A character has trained in the destruction of war and arcane machines.

Distract (34)

A character can distract an opponent so that they miss when they attack.

Dragon Hunter (35)

A character has trained to kill or destroy all types of dragons.

Drunken Boxing (36)

A character becomes a superior fighter after he becomes drunk.

Entrapment (37)

A character can easily grapple or entrapment an opponent using the environment around him.

Evasion (38)

A character becomes impossible to hit with long range fire when he starts moving.

Evil Hunter (39)

A character has trained to kill or destroy all types of evil creatures.

Eviscerating Blow (40)

A character can easily eviscerate an opponent with a single blow with a blade.

Far Shot (41)

A character can hit a target so far away with an arrow that it is barely visible.

Feign Death (42)

A character can easily convince an opponent that they have been mortally wounded in order to strike him off his guard.

Furious Blow (43)

A character can perform a viscous attack as long as he attacks first.

Fury (44)

A character can attack with such fury that his blows will crush through an opponent's defenses.

Giant Hunter (45)

A character has trained to kill or destroy all types of giants.

Graceful Strike (46)

A character moves with such incredible accuracy and fluid motion that his attacks always land.

Guided Shot (47)

A character can actually fire an arrow so that he traces out a parabolic path allowing for almost impossible shots.

Head Shot (48)

A character always strikes his opponents in the head when he fires an arrow.

Head Strike (49)

A character always strikes his opponents in the head when he attacks with a hand weapon.

Heart Strike (50)

A character can strike an opponent's heart every time he attacks.

Heroic Stance (51)

A character cannot be killed until his allies have gotten to safety no matter how many times he is hit.

Immovable Stance (52)

A character takes a stance that makes it almost impossible to move him.

Intimidation (53)

A character can verbally and physically intimidate an opponent so that he will surrender without a fight.

Iron Grip (54)

A character can grapple an opponent with such force that he can never escape.

Kill Shot (55)

A character always perform a lethal hit when firing an arrow from a bow or crossbow.

Last Stand (56)

A character keeps fighting with the same strength even after he has taken immense amounts of damage.

Meditation (57)

A character can defeat any puzzle or predicament as long as he has time to think about a solution.

Mercy Blow (58)

A character instantly kills an opponent that has already received mortal damage with a single blow.

Misdirection (59)

A character can trick his opponent leaving him completely vulnerable to an attack.

Mutilate (60)

A character strikes with such incredible force that the blow actually causes permanent physical mutilation.

Narrow Escape (61)

A character can always avoid a single attack no matter how powerful or large.

Nightstalker (62)

A character becomes impossible to block when fighting at night.

Opportunistic Strike (63)

A character can strike an opponent any time that his guard is down.

Outflank (64)

A character can outmaneuver an opponent so that his exposed side is always available for attack.

Overpower (65)

A character can rush an opponent so that they are completely unable to defend themselves.

Overturn (66)

A character can cause an opponent to completely flip over with a single blow.

Paralyzing Blow (67)

A character can cause permanent paralysis with a single weapon blow.

Parry (68)

A character can deflect that attack of an opponent using his hand weapon.

Piercing Shot (69)

A character pierce through any armor or shield with a single arrow shot.

Precise Shot (70)

A character can hit the smallest target no matter how far away it is or how fast it is moving.

Precise Strike (71)

A character can hit any part of an opponent with attacking with a hand weapon.

Primal Strike (72)

A character calls upon his natural instincts to perform a deadly blow in times of great need.

Raging Blow (73)

A character hit with such force that an opponent is knocked onto his back.

Rallying Cry (74)

A character can produce such an incredible oratory that it greatly strengths his allies during a battle.

Rapid Charge (75)

A character can suddenly charge into an opponent to completely catch him off guard.

Rapid Shot (76)

A character string and fire an arrow with blinding speed.

Rending Blow (77)

A character produces an severe bleeding wound every time he hits with a hand weapon.

Revenge (78)

A character always hits an opponent with incredible power if he has hit him first.

Scatter Shot (79)

A character can fire multiple arrows at a time.

Second Wind (80)

A character can keep fighting no matter how many severe wounds he has received.

Shadow Strike (81)

A character using the shadows so that his blows cannot be avoided or blocked.

Shadowstep (82)

A character can step into and out of the shadows making his blows unavoidable.

Shattering Blow (83)

A character hits with such force that he can destroy an opponent's armor or shield.

Shield Slam (84)

A character can hit his opponent with his shield to make a path for an easy weapon strike.

Sidestep (85)

A character can step out of the way to avoid almost any attack.

Slide Strike (86)

A character can slide during combat to completely catch an opponent off guard leaving them completely vulnerable.

Spell Breaker (87)

A character has trained to hit a wizard that will always cause his spell casting to fail.

Steady Aim (88)

A character can perfectly fire a bow from a moving platform like an airship, chariot, or horse.

Steady Hand (89)

A character can fire a perfect bow shot even if he is being attack or hit by his opponents.

Strikers Stance (90)

A character takes a stance that makes it impossible to miss any target in reach.

Stunning Blow (91)

A character can stun a character whenever he lands a blow with a hand weapon.

Submission (92)

A character can grapple an opponent in a way that leads to extreme pain or physical damage.

Sweeping Strike (93)

A character can knock an opponent to the prone position with a single strike.

Sword Breaker (94)

A character can cause an opponent weapon to break by strike it with his own weapon.

Taunt (95)

A character can causes an opponent to attack only him by using verbal and physical taunts.

Timed Strike (96)

A character can perform an attack with such incredible timing that cannot be blocked or dodged.

Transcendence (97)

A character can see through any form of illusion or camouflage to always be able to see his opponent.

True Sight (98)

A character can always see an opponent's battle tactics to easily defeat him.

Two Handed Weapons (99)

A character has learned to fight with two weapons as easily as he fights with a single weapon.

Ultimate Guard (100)

A character gets into the perfect stance that allows him to parry attacks from any direction.

Fantasy Villains (D66)

These are various villains that can be used as the main opponents in a fantasy campaign.

Group of Assassins (11)

An assassin's guild is killing important leaders through the world in order to change the future.

Barbarians (12)

These crazed warriors have come from distant lands to destroy the civilized lands that are ripe for the picking because most of the villages are completely undefended.

Cult Leader (13)

A religious or dogma based leader has created a massive army of believers that are forcing everyone around to switch over to their beliefs or die.

Dark Wizard (14)

A once good wizard has been corrupted by power and now wishes to enslave the world.

Death Cultists (15)

These deranged people perform evil rites in order to bring back an ancient deity of death and destruction.

Death Lord (16)

An evil witch king leads his army of spirit knights into battle to destroy the forces of the living and eventually the entire world.

Demon Lord (21)

A powerful demon prince has invaded the world and brought an immense horde of demons with him.

Deranged King (22)

An insane king is forcing his people to submit to all kinds of deranged and wicked laws or be executed.

Dragon (23)

A ancient dragon is devouring people and ravaging local castles to gather an immense treasure horde.

Elementals (24)

These creatures of fire, water, wind, and earth wish to change the world to only represent their element destroying the environment of anywhere they are found.

Evil Deity (25)

An all power deity decides to destroy an entire kingdom and must be stopped using the power of magic and myth.

Evil Queen (26)

An evil queen wishes to be the most beautiful woman in her kingdom so has any young maiden believed to be more beautiful than her.

Evil Witch (31)

A powerful witch is terrorizing all the lands around her more enchantments and her army of magical creatures.

Evil Wizard (32)

A powerful wizard has created a warped reality around his tower and he constantly kidnaps people in order to perform is deadly experiments.

Genie (33)

An evil person has taken control of an all powerful genie and he is using it to take over the world.

Giants (34)

These immense humanoids devours human and any humanoid creature that they can get their hands onto.

Hidden Werewolf (35)

A person is murdered every night in a small village by a terrible monster so every fears that one of the villagers turns into a werewolf at night.

Immortals (36)

A group of immortal creatures control and manipulate the world in order to create a world to their liking.

Invaders (41)

These foreigner armies have invaded the land in order to enslave its people and steal all their treasures.

Lich (42)

A ancient Lich sends his hordes of the undead to corrupt the living to increase his armies of the undead.

Lord of Darkness (43)

An ancient force of evil create a cloud of darkness that devours anything living touched by it.

Lords of Destruction (44)

These forces of death and destruction cause war, famine, and plague where ever they go.

Madman (45)

A power warrior or magician believes the only way to end suffering in the world is to destroy the entire world.

Mighty Beast (46)

A giant twisted and mutated creature devours anyone that it finds causes an entire kingdom to be abandoned.

Mind Twisters (51)

A group of magicians use their powers to alter the personality and thinking of anyone that they meet to create an army of mindless slaves.

Pirate King (52)

A ruthless pirate leads an entire fleet of bloodthirsty and vicious pirates that have terrorized the entire ocean.

Infamous Pirate (53)

A pirate captain is the most feared and wanted criminal on the open seas.

Shadow Lord (54)

A powerful magician has created an army of shadows that have terrorized the land and killed anyone that opposes him.

Slavers (55)

A band of slave merchants kidnap entire villages to sell off their men, women, and children as slaves throughout the world.

Snake King (56)

A twisted king worships a snake god allowing him to create an army of giant snakes and snake men.

Thieves' Guild (61)

A group of thieves is stealing all of the most sacred and beloved artifacts and relics throughout the world.

Titans (62)

These immense giants create immense amounts of death and destruction where they go.

Tormented Beloved (63)

A twisted magician wants to destroy the future to bring back his lost loved wife.

Vampire Lord (64)

A powerful vampire lives in an ancient castle and every night he goes out into the desolate lands of his kingdom to feed on an innocent victim.

Wasteland Warlord (65)

A warrior king lives in the middle of a desert kingdom and his ferocious warriors have dominated the land.

Zombie Menace (66)

A vast cloud of corruption spreads over the land turning anyone touched by it into the living dead.

Giant Names (DI00)

These are the possible names for a giant or ogre.

- | | | | |
|------------------|-------------------|------------------|------------------|
| 1. Annihilator | 26. Crusher | 51. Humungous | 76. Mountain |
| 2. Armbiter | 27. Cutter | 52. Hunk | 77. Mutilator |
| 3. Assassin | 28. Demolisher | 53. Hunter | 78. Peak |
| 4. Behemoth | 29. Destroyer | 54. Juggernaut | 79. Pincher |
| 5. Big | 30. Dome | 55. Jumbo | 80. Prowler |
| 6. Biter | 31. Eater | 56. Keep | 81. Puncher |
| 7. Blob | 32. Enormous | 57. Killer | 82. Punisher |
| 8. Blooddrinker | 33. Executioner | 58. Leviathan | 83. Sinewbiter |
| 9. Bonebiter | 34. Flesheater | 59. Lump | 84. Sinewbreaker |
| 10. Bonebreaker | 35. Fleshripper | 60. Maidsmasher | 85. Skineater |
| 11. Bonecruncher | 36. Fleshtearer | 61. Maidstealer | 86. Skinripper |
| 12. Breaker | 37. Fort | 62. Maimer | 87. Skintearer |
| 13. Bulk | 38. Fortress | 63. Mammoth | 88. Slayer |
| 14. Butcher | 39. Gargantua | 64. Manbutcher | 89. Slicer |
| 15. Butcherboy | 40. Gigantic | 65. Maneater | 90. Smasher |
| 16. Castle | 41. Gizzardgulper | 66. Manhugger | 91. Sneakyboy |
| 17. Chewer | 42. Goliath | 67. Mankiller | 92. Stronghold |
| 18. Childchewer | 43. Grabber | 68. Manstealer | 93. Tendochever |
| 19. Childeater | 44. Hater | 69. Manswallower | 94. Tendon eater |
| 20. Childstealer | 45. Headbiter | 70. Mass | 95. Thrasher |
| 21. Chopper | 46. Huge | 71. Meatgrabber | 96. Titan |
| 22. Chunk | 47. Hulk | 72. Mondo | 97. Tower |
| 23. Citadel | 48. Hull | 73. Monolith | 98. Whale |
| 24. Clump | 49. Humanchewer | 74. Monster | 99. Wreck |
| 25. Colossus | 50. Humaneater | 75. Mount | 100. Wrecker |

Greek Army (DI00)

These are the forces of a fantasy Greek army.

Ballista (1)

Ballista are giant wooden bow that fire a massive arrow.

Battle Chariot (2)

These chariots are pulled by two war horses. Multiple archers are carried on each chariot.

Catapult (3)

Catapults or lithobolas were simple stone thrower that used a spring to fling a wooden arm that launched the rock.

Centaur Warrior (4)

These mighty centaurs are the greatest archers in the world and they can quickly get anywhere on the battlefield making them difficult to defeat.

Cerebus (5)

These huge three dogs breathe fire and will tear apart anyone that stand in their way.

Chimera (6)

Chimera are firebreathing beasts with the heads and body parts of a lion, goat, and snake.

Cyclops (7)

These giants have only a single eye. Their monstrous strength allows them to throw giant boulders at their enemies or crush them in their gigantic hands.

Gastrophete (8)

Gastrophetes were warriors armed with a giant wooden crossbow allowing them to defeat the most heavily armed opponents.

Harpy (9)

These half woman half vultures are viscous warriors that sweep down to tear apart their enemies.

Helepolis (10)

Helepolis is a giant rolling siege tower filled with a catapult on each of its five stories.

Hippocampus Rider (11)

Hippocampus riders are meremen who ride a hippocampus which is a half horse half fish steed into battle.

Hoplite (12)

Hoplites are heavy infantrymen that have bronze helmets, shields, and breastplates and are armed with a spear and a short sword.

Hydra (13)

Hydra are giant serpent with seven heads that grow back two heads for each that are cut off.

Hypaspist (14)

Hypaspists carried massive bronze shields and wielded a long spear. They were the most experienced warriors in an ancient Greek army.

Iron Colossus (15)

These immense iron golems are almost indestructible and they can smash or stomp on anyone in their way.

Kraken (16)

These immense sea creatures have scales and talon hard as iron allowing them to tear enemy warships apart.

Manticore (17)

Manticores are monstrosity with the head and body of a lion, the tail of a scorpion, and the wings of a bat.

Medusa Archer (18)

Medusas always fight in the front of a Greek army because looking into their faces are turned into stone. They also fire cursed arrows that petrify their victims.

Mermen Warriors (19)

Mermen are armed with magical tridents allowing them to control the creatures of the sea to help them in battle.

Minotaur Warriors (20)

These powerful beastmen are the shock troops of the Greek army that act as a spearhead into the heart of an enemy army. They have the head of a bull on the powerful body of a human.

Myrmidon (21)

Myrmidons are the most skilled and experienced warriors in the Greek army. They are completely loyal to their leader and will do anything that he commands.

Pegasus Hippikon (22)

These light infantry ride pegasus into battle allowing them to get into the most important areas of a battle.

Peltast (23)

Peltasts are carry wicker shields as their only defense and they are armed with a few javelins to attack their enemies.

Phoenix (24)

These fiery golden birds rise from the dead if they are ever destroyed

Prodromoi (25)

Prodromos are were skirmisher infantry that carried shield, spear, and short sword allowing them to act as a spearhead in front of the rest of their army.

Sarissophoroi (26)

Sarissophoros are Greek light infantry that are armed with a light lance and a few javelin.

Spartan Warrior (27)

Spartans are the finest and most ferocious warriors in the ancient world. They are armed with bronze spear and short sword. They only defend themselves with a huge bronze shield that they join together to form an impenetrable shield wall.

Titan (28)

Titan are the truly huge giants that have the power to lift an entire mountain.

Toxote (29)

Toxotes are Greek archers armed with a short bow and a short sword.

Trireme (30)

Trireme were massive warships with a single sail and three rows of oars on each side. This mighty ship had 170 oars each manned by a single man. Sometimes Trireme carried ballista, catapults, or an iron ram prow into battle.

Greek Female Names (DI00)

These are possible first names for a Greek female character and their meanings.

1. Adelpa (Sibling)
2. Adonia (My Lord)
3. Aella (Whirlwind)
4. Agathe (Good)
5. Agave (Nobel)
6. Aigle (Radiance)
7. Alekto (Unceasing)
8. Alexandra (Defender of Mankind)
9. Althaia (Healing)
10. Anastasia (Resurrection)
11. Athene (Wisdom)
12. Barbara (Foreign)
13. Besthesda (Flowing Water)
14. Callidora (Beauty)
15. Chara (Joyful)
16. Chloe (Green Shoot)
17. Chrysanthe (Golden Flower)
18. Daphne (Laurel)
19. Delphinia (Dolphins)
20. Demeter (Earth Mother)
21. Despoina (Mistress)
22. Dido (Wanderer)
23. Dione (Goddess)
24. Dorris (Bounty)
25. Eione (Beach Strand)
26. Ekho (Echo)
27. Elektra (Bright)
28. Elene (Torch)
29. Elpis (Hope)
30. Eos (dawn)
31. Eudora (Good)
32. Euterpe (Delight)
33. Eva (Life)
34. Fotini (Light)
35. Frona (Self Controlled)
36. Galene (Calm Seas)
37. Hagne (Holy)
38. Hanna (Favor)
39. Harmonia (Harmony)
40. Hebe (Young)
41. Hemera (Day)
42. Hermione (Hermes)
43. Hestia (Altar)
44. Hypatia (Supreme)
45. Io (Moon)
46. Iole (Violet)
47. Iris (Rainbow)
48. Iva (Life)
49. Kalliope (Beautiful Voice)
50. Kallisto (Most Beautiful)
51. Kassandra (Entangles Men)
52. Kassiopeia (Her Words Excel)
53. Khariklo (Graceful Spinner)
54. Kirke (Round Hoop)
55. Kleio (Glory)
56. Kleopatra (Glory of the Father)
57. Klotho (Spinner)
58. Kora (Maiden)
59. Kuria (Lady)
60. Leda (Woman)
61. Lois (Agreeable)
62. Lysandra (Liberator)
63. Maia (Nursing Mother)
64. Mariam (Obstinacy)
65. Martha (Lady)
66. Medeia (Cunning)
67. Medousa (Guardian)
68. Melaine (Dark)
69. Melissa (Honey Sap)
70. Melite (Honey)
71. Minerva (Intellect)
72. Mnene (Memory)
73. Nana (God is Gracious)
74. Natassa (Resurrection)
75. Nephele (Cloud)
76. Nike (Victory)
77. Olimpia (Olympus)
78. Ophelia (Help)
79. Pandora (Gift)
80. Parthenope (Virgin Voice)
81. Phanessa (Bring to Light)
82. Phile (To Love)
83. Psykhe (Mind)
84. Reah (Flow)
85. Rhaab (Ample)
86. Rhachel (Ewe)
87. Rhea (Ease)
88. Sapphira (Sapphire)
89. Sarra (Noble Lady)
90. Sibyl (Prophetess)
91. Sophia (Wisdom)
92. Sousanna (Lily)
93. Tabitha (Female Gazelle)
94. Tethys (Nurse)
95. Thea (Gift of God)
96. Thera (Lustrous)
97. Timo (Honor)
98. Titania (Titans)
99. Xena (Stranger)
100. Zoe (Life)

Greek Male Names (DI00)

These are possible first names for a Greek male character and their meanings.

1. Aaron (Light Bringer)
2. Abaddon (Destruction)
3. Abrax (Shining One)
4. Adam (Red Earth)
5. Aethon (Burning Flesh)
6. Agathon (Good)
7. Agrippas (Wild Horses)
8. Alexandros (To Defend)
9. Alkaios (Strength)
10. Alkimos (Valiant)
11. Ammon (Hidden One)
12. Andreas (Man)
13. Antonios (Invaluable)
14. Apollos (Apollo)
15. Aram (High)
16. Ariston (Best)
17. Atlas (Endure)
18. Baal (Lord)
19. Barak (Flash of Lightning)
20. Barnabas (Son of Exhortation)
21. Bion (Life)
22. Chariton (Grace)
23. Cronos (Time)
24. Daidalos (Cunning)
25. Damon (To Tame)
26. Daniel (god is my Judge)
27. Deimos (Terror)
28. Diabolos (Accuser)
29. Doros (Gift)
30. Ektor (Defend)
31. Elias (Lord is my God)
32. Emmanouel (God is with Us)
33. Epaphras (Loving)
34. Ephraim (Twin land)
35. Eros (Love)
36. Esau (Hairy)
37. Eton (Swift as an Eagle)
38. Fotis (Light)
39. Gad (Troop)
40. Galen (Calm Seas)
41. Gog (Mountain)
42. Hades (Unseen)
43. Heli (Ascending)
44. Hermes (Of the Earth)
45. Homer (Hostage)
46. Ianos (Door)
47. Iesos (God is Salvation)
48. Ioses (Exalted)
49. Isaak (He will Laugh)
50. Kaiser (Severed)
51. Karpos (Fruit)
52. Kephas (Rock)
53. Khryses (Golden)
54. Kleitos (Famous)
55. Kosmos (Beauty)
56. Krios (Master)
57. Leon (Lion)
58. Lot (Covering)
59. Makedon (Tall One)
60. Maksimos (The Greatest)
61. Markos (Defense)
62. Mentor (Spirit)
63. Michael (Who is like god)
64. Morpheus (Shape)
65. Naos (Temple)
66. Nikator (Conqueror)
67. Noe (Rest)
68. Okeanos (Ocean)
69. Ophelos (Help)
70. Origen (Mountain Born)
71. Orion (Mountain Man)
72. Orpheus (Darkness)
73. Paian (Healer)
74. Pallas (Weapon)
75. Pan (Herdsman)
76. Panos (All Holy)
77. Paris (Wager)
78. Paulos (Small)
79. Petros (Stone)
80. Phallas (Stallion)
81. Philemon (Affectionate)
82. Philon (To Love)
83. Phobos (Fear)
84. Pontos (Sea)
85. Proteus (First)
86. Rhama (Lofty Place)
87. Sampson (Like the Sun)
88. Seth (Appointed)
89. Simon (Flat Nose)
90. Sol (Peaceable)
91. Spiro (Spirit)
92. Stellios (Pillar)
93. Stephanos (Crown)
94. Telamon (Support)
95. Thanos (Immortal)
96. Theron (Hunter)
97. Thomas (Twin)
98. Timon (Honor)
99. Xanthos (Yellow)
100. Zara (Rising Light)

Greek Surnames (DI00)

These are possible last names for a Greek character.

- | | | | |
|----------------|------------------|------------------|--------------|
| 1. Agnes | 26. Gekas | 51. Matthias | 76. Regas |
| 2. Alanis | 27. Georgopoulos | 52. Mega | 77. Rella |
| 3. Anania | 28. Gerou | 53. Mena | 78. Remes |
| 4. Andreas | 29. Gianakos | 54. Metro | 79. Rines |
| 5. Anthis | 30. Gianopoulos | 55. Mihal | 80. Rondo |
| 6. Ballas | 31. Gikas | 56. Mikos | 81. Rosi |
| 7. Barbas | 32. Hallas | 57. Milas | 82. Sacca |
| 8. Baros | 33. Hanno | 58. Misko | 83. Sallas |
| 9. Bella | 34. Hero | 59. Mundis | 84. Simos |
| 10. Buros | 35. Herod | 60. Muto | 85. Sisko |
| 11. Cali | 36. Jason | 61. Myron | 86. Stamas |
| 12. Callas | 37. Kallis | 62. Nicolaou | 87. Stathos |
| 13. Condos | 38. Kappas | 63. Nicoli | 88. Tasso |
| 14. Contos | 39. Kara | 64. Nicolo | 89. Tata |
| 15. Cosmos | 40. Katsaros | 65. Nino | 90. Tripi |
| 16. Dellis | 41. Kosta | 66. Pagonis | 91. Tripoli |
| 17. Demo | 42. Ladas | 67. Palas | 92. Valis |
| 18. Demopoulos | 43. Lagos | 68. Panagakos | 93. Vallas |
| 19. Drivas | 44. Lekas | 69. Papageorglou | 94. Valli |
| 20. Dukas | 45. Leva | 70. Papas | 95. Viahakis |
| 21. Economos | 46. Livas | 71. Pardo | 96. Vlahos |
| 22. Eliopoulos | 47. Loris | 72. Perro | 97. Zaro |
| 23. Fotos | 48. Marinos | 73. Petrakis | 98. Zeno |
| 24. Gallo | 49. Markos | 74. Petras | 99. Zervos |
| 25. Ganis | 50. Mates | 75. Petro | 100. Zika |

Greek/Roman Deities (D20)

This is another list of powerful arcane devices and artifacts designed to give its wielder extreme power.

Aphrodite / Venus (I)

God of Love, Beauty, Desire and Pleasure

Apollo (2)

God of Light, Music, and Arts

Ares / Mars (3)

God of War and Violence

Artemis / Diana (4)

Goddess of the Hunt and Wilderness

Athena / Minerva (5)

Goddess of Intelligence and Warfare

Demeter / Ceres (6)

Goddess of Grain and Agriculture

Dionysus / Bacchus (7)

God of Wine and Celebrations

Gaia / Terra (8)

Goddess of the Earth

Hades / Pluto (9)

God of the Underworld and the Dead

Hephaestus / Vulcan (10)

God of Fire and Metalworking

Hera / Juno (11)

Queen of the Gods

Hermes / Mercury (12)

Messenger God

Hestia / Vesta (13)

Goddess of Hearth, Home, and Family

Hyperion (14)

God of Light

Kronos / Saturn (15)

King of Time

Nemesis / Invidia (16)

God of Revenge

Nike / Victoria (17)

Goddess of Victory

Poseidon / Neptune (18)

God of the Sea

Rhea / Cybele (19)

Goddess of Fertility

Zeus / Jupiter (20)

King of the Gods

Half Men (DI00)

Half men have the upper torso, arms, and head of a human with the lower half of animal. These are the different animal types possible for these mythical creatures.

Amphimen (1)

A human torso on a frog's body.

Arachnin (2)

A human torso with a spider's body.

Boartaur (3)

A human torso on a boar's body.

Centaur (4)

A human torso with a horse's Body.

Centitaur (5)

A human torso with a centipede body.

Depthmen (6)

A human torso on a dolphin's tail.

Equinen (7)

A human torso with a zebra's body.

Hiptaur (8)

A human torso on a hippo's body.

Jellymen (9)

A human torso on a jellyfish's body.

Manten (10)

A human torso on a manti's body.

Mermen (11)

A human torso with a fish tail.

Ocatamen (12)

A human torso with octopus tentacles.

Raymen (13)

A human torso on a stingray's body.

Remen (14)

A human torso on an eel's body.

Reptaur (15)

A human torso on a reptile's body.

Satyr (16)

A human torso with a goat waist and legs.

Scorpen (17)

A human torso on a scorpion's body.

Serpentaur (18)

A human torso on a mass of snakes.

Sharkmen (19)

A human torso on a shark's tail.

Simbataur (20)

A human torso on a lion's body.

Siren (21)

A human torso with twin fish tails instead of legs.

Slithern (22)

A human torso with a snake's body.

Squidmen (23)

A human torso on a squid's tentacles.

Stagtaur (24)

A human torso with a deer's body.

Tauron (25)

A human torso with a bull's body.

Tigeran (26)

A human torso on a tiger's body.

Tinkermen (27)

A human torso with a steampowered or arcane waist and legs.

Tinmen (28)

A human head on a steam powered or arcane metal body.

Walking Dead (29)

A human head on an undead body.

Wulfen (30)

A human torso on a wolves' body.

Horse Names (DI00)

These are possible name for a war horse.

- | | | | |
|---------------|---------------|-----------------|---------------|
| 1. Ace | 26. Doom | 51. Lucky | 76. Scout |
| 2. Acorn | 27. Clover | 52. Lunar | 77. Searcher |
| 3. Angel | 28. Dream | 53. Maelstorm | 78. Seeker |
| 4. Anvil | 29. Dreamer | 54. Majestic | 79. Shade |
| 5. Apple | 30. Dusk | 55. Mercury | 80. Shadow |
| 6. Arrow | 31. Eclipse | 56. Mirage | 81. Silver |
| 7. Bandit | 32. Ember | 57. Mischief | 82. Sky |
| 8. Beauty | 33. Enigma | 58. Mist | 83. Smoke |
| 9. Berserker | 34. Faith | 59. Monopoly | 84. Solar |
| 10. Blizzard | 35. Fearless | 60. Moonshadow | 85. Spike |
| 11. Breeze | 36. Firebolt | 61. Mystic | 86. Spirit |
| 12. Bullseye | 37. Firemane | 62. Oasis | 87. Star |
| 13. Chance | 38. Flame | 63. Oblivion | 88. Stardust |
| 14. Charger | 39. Frostmane | 64. Othello | 89. Starlight |
| 15. Charisma | 40. Fury | 65. Phantom | 90. Storm |
| 16. Chief | 41. Ginger | 66. Prince | 91. Strider |
| 17. Cloud | 42. Gloom | 67. Princess | 92. Sunfire |
| 18. Comet | 43. Gold | 68. Queen | 93. Thunder |
| 19. Dancer | 44. Hero | 69. Quest | 94. Tornado |
| 20. Daredevil | 45. Hope | 70. Quicksilver | 95. Tracker |
| 21. Dart | 46. Hunter | 71. Rage | 96. Twilight |
| 22. Dazzle | 47. Inferno | 72. Rainbow | 97. Velocity |
| 23. Dazzler | 48. Lady | 73. Ranger | 98. Warden |
| 24. Demon | 49. Landslide | 74. Reaper | 99. Warrior |
| 25. Destiny | 50. Lightning | 75. Royal | 100. Wings |

Humanoid Monsters (D20)

These are the different intelligent humanoid monsters that populate a fantasy setting and create their own cities and cultures.

Apemen (1)

These highly intelligent apes have built a powerful jungle empires and they violently protect these natural wonders from the invasion of humans.

Aven (2)

These birdmen are an ancient race that lives on the peaks of the highest mountains in giant fortresses that make their kingdoms almost impossible to attack or invade.

Beastmen (3)

These goatmen rule over the jagged lands of the mountains allowing them to create villages where no other race dares to travel.

Canus (4)

These dogmen are nomadic wanderers that live off the land travel from place to place in great family packs.

Fairy (5)

These small winged creatures are the protectors of nature and they appearance and powers defend on the type of environment where they exist.

Felinus (6)

These catmen are a fast and powerful race that has created great villages throughout the world.

Frogmen (7)

These frogmen live in all the great swamps and they have learned to farm in these lands that are ignored by most other races.

Goblins (8)

These are the small green skinned cousins of the orcs. They are significantly smarter than orcs so they have depend on stealth and skill to survive. There warriors are

trained to fight and the mages are extremely power masters of dark magic.

Kobolds (9)

These hyeniamen are viscous and deadly scavengers that survive by invading and looting other kingdoms and races.

Lizardmen (10)

These ancient creatures have creature great civilizations in the middle of the great jungles and they worships the spirits of the forests that protect their people.

Minotaurs (11)

These bullmen are a powerful race that lives on various islands and coasts. They have massive fleet of fishing boats and warships.

Orcs (12)

These large and savage green skinned monsters are powerful warriors that live to conquer and pillage. They do not farm so they have to constantly raid other races to survive. They are driven by war so females fight alongside the males during a raid. Even children help defend their compounds when they attacked by their enemies.

Pandu (13)

These chubby but powerful pandamen are steeped in a mystic tradition that has kept them separate from other races. They live their lives meditating and the study of martial arts.

Rhinon (14)

These powerful rhinomen are incredibly powerful creatures that have created massive armies to protect their hidden villages.

Sharken (15)

These sharkmen are a vicious race that feeds on any other creature that dares enter their kingdom. They constantly invade the other undersea kingdoms looking for slaves and food.

Simban (I6)

These lionmen are powerful creatures that rule over the savannas and deserts of the world and they have become great shepherds and farmers.

Snakemen (I7)

These snakemen are a viscous and cruel race that survives by capturing and enslaving other races in order to build their great kingdom. These also feed on their slaves and use them as giant slave armies.

Tigeran (I8)

These tigermen are the rulers of the jungle and they are constantly at war with the forces of the apemen and lizardmen for control of the abundant resources of the jungles.

Ursan (I9)

These bearmen are a powerful warrior race that rules over many of the forests of the worlds.

Wolfen (20)

These wolfmen are the defenders of the great forest and they protect Mother Nature and all her creations from the rest of the world.

Japanese Army (D20)

These are the units in a fantasy Japanese army.

Akamataa (1)

These creature have the torso of a woman and the body of a snake.

Battle Monk (2)

These monks have trained their minds and bodies to become ultimate warriors that can destroy anyone that challenges them.

Gashadokuro (3)

These are giant skeleton that bite off the heads of their enemies.

Glider Warrior (4)

These warriors use paper gliders to sail over the battlefield dropping bombs on their enemies.

Goryo (5)

These vengeful spirits are powerful phantoms that will tear anything alive apart.

Hitokiri (6)

These manslayer are the finest swordsmen in the empire and they can defeat an entire army of lesser men.

Kappa (7)

The water goblins are the combination of a duck, turtle, and frog.

Kirin Rider (8)

These samurai ride a kirin into battle.

Kirin (9)

These creatures have the head of a dragon and the body of a lion.

Kitsune (10)

These are fox spirits that power depends on its number of tails.

Martial Artist (11)

These warriors use their power martial arts and an assortment of hand weapons to destroy their enemies.

Nekomata (12)

These are giant cat monster that hate all living things and will kill anyone that they find.

Ninja (13)

Ninjas use stealth and deception to destroy their enemies and assassinate their enemy's leaders.

Oni (14)

These huge red demons have long black claws and horns that they use to tear their enemies apart.

Onmoraki (15)

These huge demon birds that can breathe fire at their enemies.

Puppet Master (16)

The Japanese mages use their magic to animate wood puppets to fight their battles.

Samurai Calvary (17)

These samurai warriors ride a mighty war horse and use their bow to kill enemies from afar and their katana up close.

Samurai Warrior (18)

These warriors wear heavy armor and fight uses only a katana.

Shogun (19)

This is the leader of an entire samurai army that leads his men into the heart of battle.

Tengu (20)

These are half human half crows that fly over the battlefield to find and tear an enemy apart.

Japanese Deities (D20)

These are gods and goddess of Japanese mythology.

Akum - Fire Demon (1)

He is an evil fire spirit with a flaming head and eyes.

Amaterasu - Sun Goddess (2)

Born from a tear of Izanagi's eye.

Baku - Eater of Dreams (3)

He has a lion head on a horse body with tiger feet. He devours bad dreams.

Benten - Goddess of Love (4)

She is a goddess of love, sea, music, and literature.

Bishamon - God of War (5)

He protects against disease and rewards the good.

Daikoku - God of Wealth (6)

He carries a sack filled with gifts.

Ebisu - God of Fishing (7)

God of fishermen and luck.

Fukurokuju - God of Health (8)

He is the god of longevity and knowledge.

Hotei - Good of Good Fortune (9)

He carries a bag of gifts.

Inari - God of Rice (10)

His wife is Uke-Mochi.

Izanagi - Creator God (11)

He created the islands of Japan.

Izanami - Creator Goddess (12)

Wife of Izanagi that died giving birth to Kagutsuchi.

Jurojin - Good Fortune God (13)

He is the god of longevity.

Kagutsuchi - God of Fire (14)

He is the god of volcanoes. His mother Izanami was killed during his birth so his father cut him into eight volcanoes.

Watatsumi - Water God (15)

He is a great water serpent.

Kuraokami - Rain God (16)

He was created from the blood of Kagutsuchi.

Mikaboshi - God of Evil (17)

Goddess of the underworld.

Susanoo - God of the Ocean (18)

Born from the snot of Izanagi.

Tsukiyomi - Moon God (19)

Created from the tear of Izanagi's right eye.

Uke-Mochi - Goddess of Food (20)

She was killed Tsukiyomi.

Japanese Female Names (DI00)

These are possible first names for a Japanese female character and their meanings.

1. Akane (Angry)
2. Akari (Light)
3. Aki (Love)
4. Akira (Smart)
5. Anika (Grace)
6. Asako (Morning Child)
7. Ayako (Colorful Child)
8. Ayamae (Iris)
9. Botan (Thin Ear of Grain)
10. Chiaki (Thousand Autumns)
11. Chieko (Wise Child)
12. Chiharu (Thousand Springs)
13. Chika (Thousands Summers)
14. Chikako (Friendly Child)
15. Chise (Little Star)
16. Chiya (Thousands Nights)
17. Chiyo (Thousand Sparks)
18. Chizu (Thousand Storks)
19. Ei (Prosper)
20. Emi (Blessed with Beauty)
21. Eri (My Protector)
22. Etsuko (Child of Delight)
23. Fujiko (Wisteria Child)
24. Fukiko (Joyous Child)
25. Fumi (History)
26. Fusa (Helpful Woman)
27. Fuyumi (Winter Fruit)
28. Hachi (Wise Leaf)
29. Hana (Flower)
30. Hanakoo (Flower Child)
31. Hanka (Grace)
32. Haru (Sunshine)
33. Hatsu (First Born)
34. Hazuki (Leaf and Moon)
35. Hideyo (Excellent Generation)
36. Hina (Sunshine)
37. Hinata (Sunny Place)
38. Hiromi (Broadminded Beauty)
39. Hisa (Enduring)
40. Hisayo (Changed Era)
41. Hoshi (Star)
42. Hotaru (Firefly)
43. Ichiko (First Child)
44. Ima (Now)
45. Ito (Thread)
46. Izumi (Fountain)
47. Jun (Truthful)
48. Junko (Child of Obedience)
49. Kaho (Perfume)
50. Kako (Summer Rainbow)
51. Kaori (Perfumed Weave)
52. Katsu (Win)
53. Kaya (Pure)
54. Kazu (First)
55. Kazumi (Beautiful Harmony)
56. Kei (Joyful)
57. Keiko (Blessed Child)
58. Kinu (Silk)
59. Kiya (Purity)
60. Koemi (Little Laugh)
61. Kokoro (Heart)
62. Koto (Harp)
63. Kotori (Lucky Bird)
64. Kyoko (Respectful Child)
65. Machi (True happiness)
66. Mai (Ocean of Elegance)
67. Mako (Child of Truth)
68. Mami (Pearl)
69. Masako (Proper Child)
70. Mayu (Gentle truth)
71. Mei (Plum)
72. Mika (Beautiful Smell)
73. Mirai (Future)
74. Misaki (Beautiful Blossom)
75. Mizuki (Beautiful Moon)
76. Nanase (Seven Currents)
77. Nari (Deed)
78. Nariko (Hard Working Child)
79. Natsu (Summer)
80. Nobue (Faith)
81. Nozomi (Rare)
82. Oka (Cherry Blossom)
83. Rai (Salute)
84. Reiko (Courteous Child)
85. Rika (Eternal Ruler)
86. Sachi (Colorful Wisdom)
87. Sadako (Proper Child)
88. Sai (Paint)
89. Saki (Rare Blossoming)
90. Sakura (Cherry Blossom)
91. Satomi (Wise Beauty)
92. Shiomi (Beautiful Tide)
93. Shizu (Quiet)
94. Sonomi (Beautiful Garden)
95. Suki (To Like)
96. Takara (Treasured Child)
97. Umiko (Child of the Sea)
98. Yasu (Peaceful)
99. Yo (Sunshine)
100. Yoko (Honored Child)

Japanese Male Names (DI00)

These are possible first names for a Japanese male character and their meanings.

1. Aito (Affection)
2. Akihito (Distinct Person)
3. Akio (Bright man)
4. Akira (Intelligent)
5. Daichi (Great Wisdom)
6. Daiki (Big Tree)
7. Daisuke (Great Help)
8. Eiichi (Prosperous One)
9. Eiji (Two Protectors)
10. Eito (Prosperous Person)
11. Eri (My Protector)
12. Fumito (Man of History)
13. Fusao (Wise Man)
14. Goro (Fifth Son)
15. Hama (Ground Leaf)
16. Hayate (Sudden)
17. Hideki (excellent Trees)
18. Hideo (Exceling man)
19. Hiroki (Wide Trees)
20. Hiroshi (Generous)
21. Hisoka (Secret)
22. Hitomu (One Dream)
23. Hitoshi (Benevolence)
24. Huyu (Winter)
25. Ichiro (First Born Son)
26. Isamu (Bravery)
27. Isao (Meritorious man)
28. Iwao (Rock)
29. Izo (Ice)
30. Jiro (Second son)
31. Joji (hand over Peace)
32. Jun (Truthful)
33. Kane (Spear)
34. Kasuki (One Tree)
35. Katsumi (Win Sea)
36. Kazuaki (Peaceful Boy)
37. Kazue (One Blessing)
38. Kei (Joyful)
39. Keigo (One's Respect)
40. Keigo (One's Respect)
41. Keitaro (Respectful Plump Son)
42. Ken (Born of Fire)
43. Kenji (Twice as Wise)
44. Kenzo (Wise)
45. Kiyoto (Noble Person)
46. Kohei (Wide and Flat)
47. Koji (Abundance)
48. Kuya (Expanding Sky)
49. Mamoru (Protect)
50. Masa (True Sand)
51. Masahiro (Straightforward)
52. Masao (Holy)
53. Mineo (Man of the Summit)
54. Minori (Beautiful Harbor)
55. Misao (Fidelity)
56. Nami (Great Renown)
57. Nao (Honest)
58. Nariaki (Equal Charity)
59. Natsuki (Summer and hope)
60. Norio (Man of Principles)
61. Oki (Open Sea)
62. Osamu (Ruler)
63. Raiden (Thunder and Light)
64. Renjiro (Second Son)
65. Riku (Shore)
66. Ryo (Fact)
67. Ryu (Dragon)
68. Saburo (Third Son)
69. Seiichi (Sincere One)
70. Seiji (Truthful Rule)
71. Seito (Star and Sake Dipper)
72. Seito (Star)
73. Seiya (Sincere One)
74. Shingo (My Humility)
75. Shiro (Samurai Male)
76. Shu (Discipline)
77. Shun (Speed)
78. Soji (General Administrator)
79. Sota (Quick and Thick)
80. Tadao (Loyal Man)
81. Tadashi (Correct)
82. Taichi (Big One)
83. Takeo (Warrior)
84. Takuma (Open Truth)
85. Taro (Plump Son)
86. Tatsu (Sign of the Dragon)
87. Tatsuya (Accomplished One)
88. Tenma (Heavens)
89. Tetsu (Philosophy)
90. Tomo (Wisdom)
91. Toru (Transparent)
92. Toshiharu (Genius Peace)
93. Toshihiro (Intelligent)
94. Toya (Peach tree)
95. Wakaki (Young Tree)
96. Yamato (Ancient Japan)
97. Yo (Sunshine)
98. Yoshi (Righteous)
99. Yosuke (To Give Help)
100. Yuki (Blessing)

Japanese Surnames (DI00)

These are possible last names for a Japanese character and their meanings.

1. Abe
2. Aoshi
3. Arai
4. Do (Earth)
5. Eiji
6. Endo
7. Fuji (Wisteria)
8. Fujiwara
9. Fukazawa
10. Fuku (Lucky)
11. Gensai
12. Guchi (Mouth)
13. Hajime
14. Hama (Beach)
15. Hanma
16. Hara (Plain)
17. Hashi (Bridge)
18. Hayashi (Woods)
19. Hiro (Broad)
20. Hori (Moat)
21. Ina (Rice)
22. Inoue (On the Well)
23. Ishi (Stone)
24. Ito (Thread)
25. Iwa (Rock)
26. Izumi (Spring)
27. Kami (Gold)
28. Kane (Money)
29. Kanryu
30. Kaoru
31. Kato (Increase)
32. Kawa (River)
33. Kenji
34. Kenshin
35. Ki (Tree)
36. Kido
37. Kiku (Chrysanthemum)
38. Kikuchi
39. Kimura (Tree Village)
40. Kobayahi
41. Kobayashi (Small Forest)
42. Kuma (Bear)
43. Kuro (Black)
44. Maru (Round)
45. Maruyama
46. Matsu (Pine Tree)
47. Matsumoto (Base of the Tree)
48. Megumi
49. Misao
50. Miya (Palace)
51. Miyake
52. Mochizuki
53. Mori (Forest)
54. Moto (Origin)
55. Naga (Eternal)
56. Nagano
57. Naka (Middle)
58. Nakamura
59. Narita
60. No (Field)
61. Numa (Lake)
62. Ochi
63. Oka (Hill)
64. Orochi
65. Saga
66. Saito
67. Saka (Slope)
68. Sakura (Cherry Blossom)
69. Sanosuke
70. Sasaki
71. Sato
72. Sato (Small Village)
73. Seijuro
74. Shiba (Lawn)
75. Shibukawa
76. Shima (Island)
77. Shimizu (Pure Water)
78. Shimo (Under)
79. Shira (White)
80. Sozo
81. Sugiyama
82. Suzuki
83. Tae
84. Taka (High)
85. Takase
86. Takashi
87. Take (Bamboo)
88. Taki (Waterfall)
89. Tanaka (Middle)
90. Tanase
91. Tani (Valley)
92. Tomoe
93. Toru
94. Watanabe (Cross Border)
95. Yahiko
96. Yama (Mountain)
97. Yamada (Mountain Ricefield)
98. Yamaguchi
99. Yamamoto (Base of the Mountain)
100. Yoshida (Lucky Ricefield)

Magic Academy Courses (D20)

These are the classes that a wizard must take at magic academy when they are young.

Alchemy (1)

The study of production of magical potions and elixirs.

Ancient Runes (2)

The study of writing magic runes that enchant anything it is written.

Antimagic (3)

The study of counter spells and magic destruction.

Astronomy (4)

Predicting the future using the pattern of the stars and planets.

Bestiary (5)

The history and myth of monsters and mythical creatures.

Black Magic (6)

The study of black magic and curses used to hurt, kill, and destroy.

Charms (7)

The study of the manufacture of enchanted charms and idols.

Control (8)

The study of mind control and memory manipulation.

Darkness Magic (9)

The study of darkness and shadow magic.

Dimensional Mechanics (10)

The study of the creation of dimensional or spatial portals and wormholes.

Divination (11)

The study of prediction and location using magic spells and items.

Earth Magic (12)

The study of earth, metal, and lava magic.

Enchantment (13)

The study of casting permanent enchantments.

Fire Magic (14)

The study of fire, lightning, light, and heat magic.

Flying (15)

The study of flight and levitation.

Golem Construction (16)

The study of the manufacture of golems and constructs.

Healing (17)

The study of magic healing and healing potions.

Herbology (18)

The study of the use of rare herbs to perform magical spells.

History of Magic (19)

The history of magic research and famous wizards and witches.

Magic Construction (20)

The study of the construction of magical vehicles like airship, spaceships, and dimensional ships.

Music (21)

The study of using musical instruments and singing to cast spells and enchantments.

Nature Magic (22)

The study of nature, animal, and weather magic.

Precognition (23)

The study of future, far, and past sensing.

Protection (24)

The study of magic shields and protective glyphs.

Psionics (25)

The study of the use of the mind to cast magic spells.

Spatial Mechanics (26)

The study of teleportation and phasing.

Summoning (27)

The study of summoning magic beasts and monsters.

Temporal Mechanics (28)

The study of time travel and manipulation.

Transfiguration (29)

The study of partial or total metamorphosis of a person's body.

Water Magic (30)

The study of magic, ice, and frost magic.

Magic Relics (DI00)

This is another list of powerful arcane devices and artifacts designed to give its wielder extreme power.

Amulet of Immortality (1)

This relic gives a person immortality as long as it is worn.

Ankh of Purity (2)

This relic removes curses and enchantments from anything that its touches.

Assassin's Goggles (3)

These goggles allow a person to see the most vital point on an opponent's body.

Basket of Infinite Food (4)

This basket produces food every time someone reaches inside it.

Bell of Annihilation (5)

This bell creates a sonic boom that will annihilate anything near it.

Bell of Disruption (6)

This bell causes any spell cast near it to fail when it is being rung.

Book of Evil (7)

This book contain evil ritual that will allow a person to control evil spirits and demons.

Book of Exorcism (8)

This book can pull a demon from a person's body and trap it inside its pages.

Book of Infinite Knowledge (9)

The pages of this book contain the knowledge of anything that a person asks it.

Box of Agony (10)

This box causes unimaginable agony if a person puts his hand inside but it doesn't cause in permanent.

Box of Change (11)

This box causes anything placed inside it to transform inside shape and composition.

Bracelet of Channeling (12)

This bracelet boosts the magical powers of it wearer.

Bracelet of Immortality (13)

This bracelet makes a person immortal as long as it is worn.

Chaos Orb (14)

This relic cause anything touched by it to randomly mutate and change.

Cloud Helix (15)

This relic can causes clouds to form and rain to fall.

Compass of Finding (16)

This compass will point to anything that a person is looking for.

Crown of Command (17)

This crown allows a person to control the thoughts of other people.

Deck of Wonder (18)

This deck of card performs a miracle every time a card is drawn from it.

Demolition Bell (19)

This bell will destroy any building or structure near it when it rings.

Dimensional Bag (20)

This bag can hold any amount of equipment or treasure as long as it will fit in its opening. Once the item is in the bag it no longer has any mass.

Dimensional Mirror (21)

This mirror will suck anyone that sees themselves in its reflection in an alternate dimension.

Disrupting Scepter (22)

This relic will destroy any other relic simply by touching it.

Doom Bell (23)

This bell will cause anyone that hears it to die.

Dream Catcher (24)

This relic has the ability to catch the dreams and memories of other people so that a person can view them.

Dream Jar (25)

This relic can captures good dreams so that a perform can experience them at night.

Drum of Blasting (26)

This drum knocks down anyone that hears it play.

Earthquake Bell (27)

This bell cause severe earthquakes whenever it is played.

Flask of Distilled Wisdom (28)

This flask enlightens a person when water is poured and drank from it.

Flask of Infinite Water (29)

This flask pours unlimited amounts of water from it.

Flying Broom (30)

This magic broom allows a person to levitate and fly.

Flying Carpet (31)

This carpet allows up to six people to levitate and fly through the air.

Friendship Band (32)

This relic makes everyone like a person wearing it.

Frost Orb (33)

Anything touched by this relic will instantly freeze solid.

Genie's Lamp (34)

This lamp contains an imprisoned genie.

Genius Cap (35)

This cap makes a person incredible smart as long as it is worn.

Gloves of Stealing (36)

A person cannot be detected when he pickpockets using these gloves.

Glyph of Invisibility (37)

This relic makes a person invisible.

Glyph of Ironskin (38)

This relic makes a person skin as hard as steel.

Glyph of Polymorph (39)

This relic allows a person to change other people into various animals.

Glyph of Dispelling (40)

This relic while counter any spell cast at a person holding it.

Harp of Sleeping (41)

Anyone that hears this harp play with fall into a deep sleep.

Heart of Magic (42)

This relic gives a wizard almost unlimited arcane power.

Hearthstone (43)

This relic makes a person fearless.

Horn of Madness (44)

This horn causes anyone that hears it insane.

Hurricane Fan (45)

This fan produces hurricane winds when it is fanned.

Icon of Fortune (46)

This relic gives a person good luck.

Illusionary Mask (47)

This mask allows a person to produce illusions that cannot be detected as fake.

Infinite Spyglass (48)

This relic allows a person to look directly any material, container, or wall.

Invulnerability Belt (49)

This belt makes a person invulnerable as long as it is worn.

Jar of Infinite Wine (50)

This jar produces unlimited amounts of wine when it is poured out.

Jester's Cap (51)

A person wearing this cap can cause another person to uncontrollably laugh.

Living Rope (52)

This rope can rise up by itself and tie itself to a elevated area.

Love Broach (53)

This relic causes everyone that looks at him to fall in love.

Magic Beans (54)

These beans instantly grow into a massive beanstalk or tree when planted.

Map of Knowing (55)

This map shows its owner his surrounds for up to a mile in each direction.

Memory Jar (56)

This relic allows a person to store memories that can be viewed as if they had just happened at any time.

Mind Nexus (57)

This relic allows a person to another person's mind.

Mirror of Broken Images (58)

This mirror cause a person to shatter when it is broken while reflecting the person image.

Net of Entrapment (59)

This net can never be escaped from once it lands on a person.

Null Amulet (60)

This relic negates any spell cast at a person wearing it.

Orb of Confusion (61)

This relic makes anyone near it extremely confused and bewildered.

Orb of Illusions (62)

This device causes people to see such powerful illusion that they cannot be detected.

Orb of Vision (63)

This relic allows a person to see anywhere in the world.

Pain Matrix (64)

This relic causes intense pain for anyone touched by it.

Pendant of the Titans (65)

This relic makes a person the size of the titan when it is worn.

Power Matrix (66)

This relic provides a wizard almost unlimited amounts of magical energy.

Problem Solving Pendant (67)

This relic helps its user figure out even the most difficult puzzle or trap.

Puppet Strings (68)

This relic can be used to control a person's actions like a puppet.

Ring of Bravery (69)

This relic makes a person completely fearless.

Ring of Dispelling (70)

This relic counters any spell aimed at its wearer.

Ring of Wild Magic (71)

This relic casts a random magic spell whenever its wearer is in danger.

Robe of the Magi (72)

This robe deflects any spells aimed at it back at its source.

Rope of Binding (73)

This rope can never be escaped from when a person is tied up.

Sandals of Waterwalking (74)

These sandals allow a person to walk on water.

Sandals of Windwalking (75)

These sandals allow a person walk on thin air.

Scepter of Waves (76)

This relic lets a person to control the waves on the open ocean.

Screaming Bell (77)

This bell produces such a terrible sound that it drives anyone insane that hears it.

Shroud of the Slayer (78)

This robe causes anyone that sees it to panic and run.

Signet of Loyalty (79)

This relic makes a person completely loyal to the person that gave her the ring.

Soul Mirror (80)

Anyone that sees her reflection in this mirror is trapped in its mirror universe.

Soul Net (81)

This relic traps a person soul that can be dragged from a victim's body.

Soul Shard (82)

This relic traps a person's soul inside it.

Soul Trader (83)

This device causes the souls of two people to switch.

Spectacles of Seeing (84)

These glasses allow a person to see through any illusions and disguises.

Spell Helix (85)

This relic greatly increases a wizard's magical power.

Sphere of Levitation (86)

This relic cause anything touched by it to levitate.

Spirit Dynamo (87)

This relic stores magical energy that can later be used in times of need.

Spirit Vault (88)

This relic allows a wizard to cast a spell, store it, and release it at a later time.

Stasis Orb (89)

This relic causes anyone that touches it to be paralyzed.

Static Orb (90)

The relic fires bolts of lightning that will stun near the orb.

Talisman of Shadows (91)

This relic allows a person to disappear in the shadows or any darkness.

Thought Eater (92)

This relic erases the memories of another person's mind.

Time Key (93)

This relic causes time to stop around the person that activates it.

Tome of Death (94)

This book causes a person to die when his name is written in its pages.

Tome of Entrapment (95)

This book traps a person inside it when his name is written on its pages.

Tome of Secret (96)

This book teaches a person how to control the mind of another person.

Tome of Undeath (97)

This book allows a person to control the forces of the undead.

Tome of Wonder (98)

This book causes anything that is read from the book to actually happen in real life.

Truthmaker (99)

This rope causes anyone bound by it to tell the truth.

Winged Sandals (100)

These relic allow a person to run at incredible speed or fly through the air.

Magic Runes (DI00)

These magical runes give anything that they are placed onto special and unique magical powers.

Acid Breathe (I)

This rune allows a person to spit acid.

Air Walking (2)

This rune allows a person to levitate.

Ambushing (3)

This rune makes it impossible for a person to be detected when they hide.

Annihilation (4)

This rune cause anything to disintegrate when it is placed on it.

Anti-Magic (5)

This rune negates any magic that hits a person.

Barkskin (6)

This rune changes a person skin to living bark.

Battle (7)

This rune gives a person incredible combat skills.

Binding (8)

This rune prevents a person from moving when it is placed on her.

Blasting (9)

This rune explodes after it is placed on something.

Blessing (10)

This rune gives a person good luck.

Blinding (11)

This rune cause anyone struck by this weapon to become blind.

Burning (12)

This rune causes anything it is placed onto to burst into flames.

Camouflage (13)

This rune causes anything it is placed onto to be completely camouflaged.

Cleansing (14)

This rune cleanses a person of all curses, enchantments, and diseases when it is placed on her.

Cleaving (15)

This rune allows a blade to cut through any material with ease.

Concealment (16)

This rune makes an item impossible to find without using its companion rune to find it.

Consecration (17)

This rune makes a weapon holy allowing it to instantly destroy a demon.

Crowd Control (18)

This rune allows a person to control a crowd of people with his words.

Cursing (19)

This rune curses anyone or anything that it is placed on it.

Dancing (20)

This rune allows a weapon to float through the air and to fight on its own.

Darkness Warding (21)

This rune protects a person from any creatures of darkness.

Death (22)

This rune protects a person from being killed.

Defense (23)

This rune produces a protective field around a person.

Detonation (24)

This tune explodes when it is thrown at something or the ground.

Dispel Magic (25)

This rune instantly destroys the magic enchantment on anything it is placed.

Distraction (26)

This rune prevents a person from concentrating.

Divinity (27)

This rune allows a person to find anything that he is looking for.

Earth Warding (28)

This rune makes a person immune to the effects earth or rock attacks.

Enchantment Warding (29)

This rune makes a person immune to the effects of enchantments.

Evil Destruction (30)

This rune destroys any evil creatures that it touches.

Exorcism (31)

This rune expels the demons that possess a person.

Exploding (32)

This rune causes anything placed on it to explode.

Fate (33)

This rune a person good luck.

Fear (34)

This rune makes anyone that she a person tremble in fear.

Fire Breathe (35)

This rune allow a person to breathe fire.

Fire Warding (36)

This rune makes a person invulnerable to fire and heat.

Fortune (37)

This rune makes a person always win at games of chance.

Freezing (38)

This rune freezes anything solid.

Frost (39)

This rune allows a weapon to freeze anything it touches solid.

Frost Ward (40)

This rune a person invulnerable to cold and frost.

Fury (41)

This rune sends a person in a berserk rage.

Giant Strength (42)

This rune gives a person the strength of a giant.

Gravity (43)

This rune generates immense amounts of gravity when it is thrown to the ground.

Healing (44)

This rune heals anyone it touches.

Hemorrhaging (45)

This runes makes a weapon causes wounds that never stop bleeding.

Holy Light (46)

This rune causes a weapon to produce a powerful holy light.

Honor (47)

This rune makes a person completely trustworthy and honest.

Ice Breathe (48)

This rune allows a person to breathe out a cone of frost.

Ice Warding (49)

This rune makes a person invulnerable to cold and ice attacks.

Illumination (50)

This rune allows a weapon to glow with a magical illumination.

Invisibility (51)

This rune makes a person invisible.

Invulnerability (52)

This rune makes a person invulnerable to damage.

Ironskin (53)

This rune makes a person's skin as hard as iron.

Levitation (54)

This rune makes anything it placed float.

Light Warding (55)

This rune makes a person invulnerable to light attacks.

Lightning Warding (56)

This rune makes a person invulnerable to lightning.

Longevity (57)

This rune gives a person incredible longevity.

Love (58)

This rune is makes a person fall in love with you.

Madness (59)

This rune cause anyone struck by this weapon to become insane.

Mending (60)

This rune repairs the damage of anything it is placed on.

Metal Warding (61)

This rune makes a person immune to the effects of metal weapons.

Might (62)

This rune gives a person incredible strength.

Mind Control (63)

This rune allows a person control anyone carrying its companion rune.

Nightmare (64)

This rune causes a person to have terrible nightmares.

Nullification (65)

This rune destroys another rune.

Paralysis (66)

This rune cause anyone struck by this weapon to be paralyzed.

Pestilence (67)

This rune allows a person to cause disease in anyone that he touches.

Poison Breathe (68)

This rune allows a person to breathe out a poison cloud.

Poison Warding (69)

This rune makes a person invulnerable to poison.

Poison Breathe (70)

This rune allows a person to spit poison.

Power (71)

This rune gives a person incredible magic powers.

Precognition (72)

This rune allows a person see future events.

Protection (73)

This rune protects a person from magic attacks.

Purification (74)

This rune removes curses and evil enchantments from a person.

Rebirth (75)

This rune will resurrect a person if she ever dies.

Rending (76)

This runes makes a weapon causes wounds that will never heal.

Retreat (77)

This rune prevents pursuers from catching up to a person.

Sanctuary (78)

This rune makes a door or gate completely invulnerable.

Serenity (79)

This rune cures insanity and calms a person's emotions.

Shadow Warding (80)

This rune protects a person from any shadow or darkness attack.

Sharpness (81)

This rune allows a weapon to cut through any material.

Shielding (82)

This rune causes armor or shielding to become invulnerable.

Shocking (83)

This rune cause anyone struck by this weapon to be shocked.

Smiting (84)

This rune allows a weapon to instant kill anyone it hits.

Soul Swapping (85)

This rune causes a person to swap souls with a person touched with its companion rune.

Speed (86)

This rune gives a person blinding speed.

Spell Reflection (87)

This rune deflects spells away from a person.

Spirit Warding (88)

This rune protects a person from any form of spirit.

Steam Breathe (89)

This rune allows a person to breathe super hot steam.

This rune prevents a person or thing from moving.

Treasure Sense (90)

This rune allows a person to detect the presence of hidden treasures.

True Sight (91)

This rune allows a person to see through illusions.

Truth (92)

This rune causes a person to tell the truth.

Turning Demons (93)

This rune destroys any demon it touches.

Turning Undead (94)

This rune destroys any undead creatures that it touches.

Valiance (95)

This rune makes a person completely fearless.

Vampirism (96)

This rune allows a weapon

Vitality (97)

This rune gives a person incredible health.

Watching (98)

This rune allows a person to see anywhere its companion rune is located no matter how far away.

Water Walking (99)

This rune allows a person to walk on the water.

Water Warding (100)

This rune makes a person invulnerable to water attacks.

Medieval Army (D30)

The human empires are devoted to purity and honor. Their warriors have devoted their lives to defending the innocent and fighting against the forces of evil. These warriors are highly trained and armed with the finest armor and weapons produced in the world.

Arcane Cannon (I)

Arcane cannons are large blast cannons that fire an explosive round at an enemy formation using magical flames. These cannons have limited range but they can utterly annihilate a formation at close range.

Archer (2)

Archers are skilled in the use of the long bow and the sword making these warriors extremely versatile fighters.

Avenger (3)

Avengers wield magical swords that can cut down any foe with a single blow. These ultimate warriors are feared because of their holy weapons and their total lack of fear.

Battle Zealot (4)

Battle zealots are crazed priests that fight with a righteous frenzy allowing them to defeat superior forces with their total faith that they can never fail in the defense of their beliefs.

Catapult (5)

Catapults are mechanical siege weapons designed to launch rocks at an enemy formation to crush them and send them running in fear.

Crusader (6)

Crusaders are armed with magic hammers allowing them to crush the most heavily armored enemies into dust. Crusaders are experts at destroying enemy war machines so they rush toward them with total abandon.

Dragon Knights (7)

Dragon knights ride white, green, blue, or gold dragon into battle making them forces of mass destruction.

Dragoons (8)

Dragoons are the royal guard armed with magical lances allowing them to slaying the most powerful monsters on the battlefield. They are trained to kill the biggest and most dangerous creatures to protect their fellow warriors from these mighty beasts.

Enchantress (9)

Enchantresses are powerful female wizards that are masters of enchantments and illusions making their forces more powerful.

Fire Thrower (10)

These arcane machine fire a blast of arcane flames on their enemies destroying entire battalions at a time.

General (11)

A general is not only the master of his army but he is also the spiritual leader of his men. These mighty warrior priests lead their men into battle to destroy the forces of evil that have preyed upon innocent humans for thousands of years.

Gryphon Knight (12)

Gryphon knights ride a mighty gryphon into battle. These warriors fly high in the sky seeking to engage the most dangerous and powerful enemies on the battlefield.

Inquisitor (13)

Inquisitors are mighty priest leaders that lead their army in the destruction of heretics and the corrupt to purify the world. These incredible orators can stir their men to fight to the death to defend their beliefs.

Iron Knights (14)

Iron knights are animated suits of armor that fight alongside the forces of humanity in order. These indestructible machines are perfect for breaking through enemy lines and absorbing the brunt of an enemy's attacks.

Knight (15)

Knights are mounted on the finest war horses in the world. They use their incredible speed and powerful lances to devastate their enemies. This powerful flanking unit creates a spearhead allowing his fellow warriors to decimate their enemies.

Lion Riders (16)

Lion riders ride a giant lion into battle making them one of the quickest and deadliest warriors on the battlefield.

Mage (17)

Mages are wizards that manipulate reality to cast spells to destroy their enemies and enhance the fighting potential of their army.

Mage Knight (18)

Mage knights are powerful wizards and mighty warriors that combine that abilities to become powerful weapons for the forces of humanity.

Mage Sniper (19)

Mage snipers are armed with arcane rifles that use magic fire to shot explosive shells at their enemies. These weapons have limited range but they can shred enemy infantry to pieces at close range.

Man at Arms (20)

These peasant are recruited and given simple weapons. What they lack in training and equipment they make up in dedication and numbers.

Paladin (21)

Paladin are holy knights trained in the martial arts and healing arts making them the powerful warriors that have dedicated themselves to destroying the forces of evil.

Pegasus Knight (22)

Pegasus knights ride winged pegasuses into battle making allowing them to be wherever they are need the most in a moment's notice.

Steam Gunner (23)

Steam gunners are arcane war machines run on magical steam power. These steam golems carry a massive arcane cannon designed to blast apart an entire enemy formation with an explosive round.

Steam Knight (24)

Steam knights are arcane machines run on magical steam power. These huge steel colossuses are able to smash through weaker forces with their mighty blade and their almost indestructible bodies.

Steam Tank (25)

Steam tanks are arcane armored machines that are designed to carry a cannon into battle. These mighty machines are almost indestructible so they usually lead a charge into an enemy's lines.

Trebuchet (26)

These immense war machines are designed to launch massive rocks or a bucket full of smaller rocks using a heavy counterweight.

Unicorn Knight (27)

Unicorn knights ride magical unicorns into battle allowing them to ride over water or through a magical path through a forest as if they were not even there. Unicorns can also project magical beams from their horns that will knock down their enemies.

Warrior (28)

Warriors are highly trained soldiers that have dedicated their lives to protecting the innocent. Their code of honor means that they are willing to sacrifice their own lives to protect the innocent and destroy evil.

Warrior Priest (29)

These priest dedicate their lives to martial excellence becoming some of the greatest warriors in the world. They use their healing powers and holy blessing to raise of up their forces and crush their enemies.

Witch Hunter (30)

Witch hunters have trained in the art of demon destruction and exorcism allowing them to deal with demonic incursion and possessions.

Medieval Female Names (DI00)

These are possible first names for a medieval English female character.

- | | | | |
|---------------|---------------|---------------|---------------|
| 1. Abigail | 26. Cristiana | 51. Isolde | 76. Mary |
| 2. Adelaide | 27. Damaris | 52. Jacquelyn | 77. Matilda |
| 3. Aleida | 28. Denise | 53. Janet | 78. Millicent |
| 4. Alexia | 29. Diana | 54. Jasmine | 79. Mirabelle |
| 5. Alianor | 30. Dimia | 55. Jeanette | 80. Miriam |
| 6. Alice | 31. Eleanor | 56. Jennifer | 81. Muriel |
| 7. Amelia | 32. Ellyn | 57. Jessica | 82. Naomi |
| 8. Anastas | 33. Emeline | 58. Joanna | 83. Nicole |
| 9. Angela | 34. Enndolynn | 59. Josselyn | 84. Oprah |
| 10. Angmar | 35. Erika | 60. Judith | 85. Peronell |
| 11. Anne | 36. Esther | 61. Julia | 86. Phrowenia |
| 12. Arabells | 37. Eunice | 62. Juliana | 87. Rachel |
| 13. Arianna | 38. Eve | 63. Katelyn | 88. Raquel |
| 14. Ariel | 39. Faith | 64. Katrina | 89. Rebecca |
| 15. Atheena | 40. Gloriana | 65. Kaylein | 90. Rose |
| 16. Ayleth | 41. Godiva | 66. Krea | 91. Samantha |
| 17. Beatrix | 42. Grace | 67. Laura | 92. Sarah |
| 18. Bethany | 43. Guinevere | 68. Lillian | 93. Seraphina |
| 19. Brunhilda | 44. Gussalen | 69. Loreena | 94. Sophia |
| 20. Candace | 45. Gwendolyn | 70. Luanda | 95. Sybbyl |
| 21. Catherine | 46. Hannah | 71. Lucy | 96. Tabitha |
| 22. Catrain | 47. Helena | 72. Maewynn | 97. Thea |
| 23. Cedany | 48. Helewys | 73. Margaret | 98. Victoria |
| 24. Chloe | 49. Hildegard | 74. Maria | 99. Winifred |
| 25. Claudia | 50. Isabel | 75. Martha | 100. Ysmay |
- 101.

Medieval Male Names (DI00)

These are possible first names for a medieval English male character.

- | | | | |
|--------------|---------------|---------------|---------------|
| 1. Aaron | 26. Dye | 51. Janshai | 76. Peter |
| 2. Abel | 27. Edmund | 52. Jarin | 77. Peyton |
| 3. Abner | 28. Eli | 53. Jason | 78. Philip |
| 4. Adam | 29. Elijah | 54. Joel | 79. Piers |
| 5. Althalos | 30. Elis | 55. John | 80. Quinn |
| 6. Amis | 31. Erik | 56. Josef | 81. Robin |
| 7. Anthony | 32. Ethan | 57. Jude | 82. Roger |
| 8. Arthur | 33. Eugene | 58. Justice | 83. Ronald |
| 9. Asher | 34. Favian | 59. Larkin | 84. Rowan |
| 10. Barda | 35. Fendrel | 60. Leo | 85. Rulf |
| 11. Benedict | 36. Francis | 61. Leofrick | 86. Sadon |
| 12. Borin | 37. Frank | 62. Letholdus | 87. Samson |
| 13. Brom | 38. Frederick | 63. Life | 88. Samuel |
| 14. Bryce | 39. Gabriel | 64. Lucas | 89. Simon |
| 15. Carac | 40. Gavin | 65. Luke | 90. Tenney |
| 16. Cedric | 41. Geoffery | 66. Mark | 91. Terrowin |
| 17. Charles | 42. Gregory | 67. Mathew | 92. Thaddaeus |
| 18. Clifton | 43. Hadrian | 68. Merek | 93. Thomas |
| 19. Dain | 44. Hamon | 69. Michael | 94. Tybalt |
| 20. Daniel | 45. Henry | 70. Moses | 95. Ulric |
| 21. David | 46. Isaac | 71. Nathan | 96. Victor |
| 22. Daw | 47. Isaiah | 72. Nathaniel | 97. Walter |
| 23. Destrian | 48. Jacob | 73. Noah | 98. William |
| 24. Donald | 49. James | 74. Noll | 99. Xalvador |
| 25. Doran | 50. Jankin | 75. Oliver | 100. Zane |

Medieval Surnames (DI00)

These are possible last names for a medieval English character.

- | | | | |
|---------------|--------------|---------------|---------------|
| 1. Abell | 26. Chaucer | 51. Hughes | 76. Rolfe |
| 2. Adams | 27. Clarke | 52. James | 77. Rufford |
| 3. Allen | 28. Cooper | 53. Jones | 78. Sadler |
| 4. Archer | 29. Dericott | 54. Kelly | 79. Saunders |
| 5. Arnold | 30. Dixton | 55. Kemp | 80. Smith |
| 6. Ashdown | 31. Dove | 56. Kennett | 81. Taylor |
| 7. Ashton | 32. Dye | 57. Kitson | 82. Thorpe |
| 8. Atwood | 33. Esmund | 58. Langston | 83. Town |
| 9. Baker | 34. Eston | 59. Leech | 84. Urswick |
| 10. Ballard | 35. Etton | 60. Leman | 85. Vernon |
| 11. Barber | 36. Fabian | 61. Lockton | 86. Wade |
| 12. Barnes | 37. Finch | 62. Mannering | 87. Wake |
| 13. Barton | 38. Fletcher | 63. Mason | 88. Walker |
| 14. Bennett | 39. Foreman | 64. Norris | 89. Wallace |
| 15. Bishop | 40. Fox | 65. Oliver | 90. Walter |
| 16. Branch | 41. Franklin | 66. Palmer | 91. Walton |
| 17. Brook | 42. Gilbert | 67. Parker | 92. Ward |
| 18. Brooker | 43. Godfrey | 68. Payne | 93. Webb |
| 19. Browne | 44. Green | 69. Petham | 94. White |
| 20. Burton | 45. Gregory | 70. Polton | 95. Willcotts |
| 21. Bythwood | 46. Harper | 71. Potter | 96. Williams |
| 22. Carlyle | 47. Harris | 72. Reeve | 97. Wilson |
| 23. Carpenter | 48. Hill | 73. Robbins | 98. Winston |
| 24. Castell | 49. Holt | 74. Roberts | 99. Wood |
| 25. Chase | 50. Howard | 75. Robinson | 100. Wright |

Mental Disorders (D30)

These are various mental disorders that a character can acquire from mental trauma, magical attack, or over exposure to life threatening experiences.

Addiction (1)

A character is addicted to drinking and a magical drug.

Agoraphobia (2)

A character begins to panic when they feel that they are trapped and cannot get away

Amnesia (3)

A character forgets portion or her entire past.

Antisocial (4)

A character cannot get along with other people and prefers to spend their life alone in isolation.

Bipolar (5)

A character has mood swing where is happy and active and then enters a period where he is extremely depressed.

Dementia (6)

A character has extreme cognitive loss resulting in memory loss, lack of attention, and extreme confusion, and an inability to solve problems.

Depression (7)

A character has extreme feelings of sadness that will not subside and she cannot be consoled.

Dermatillomania (8)

A character has the intense desire to pick at or scratch her skin all the time.

Eating Disorders (9)

A character has severe order including binge eating, anorexia, or bulimia.

Fetish (10)

A character has an extreme desire to perform some bizarre or culturally unacceptable act to feel comfortable.

Fugue State (11)

A character has a complete change in personality and memories causing him to become a totally new person.

Hallucinations (12)

A character constantly sees and hears things that are not really there leading to extreme disorientation and terror.

Histrionic (13)

A character is extremely emotions and has a constant need to be the center of attention.

Hypochondria (14)

A character is always extremely worried about having a serious illness or disease.

Insomnia (15)

A character cannot fall asleep and begins to have symptoms of dementia because of his lack of sleep.

Kleptomania (16)

A character has the uncontrollable desire to steal.

Multiple Personalities (17)

A character has many fully functional and distinct personalities that take control over her during different situation or at random.

Munchausen Syndrome (18)

A character pretend to have a disease or sickness in order to gain attention or sympathy.

Narcissistic (19)

A character is obsessed by her personal beauty, power, and position.

Narcolepsy (20)

A character will suddenly fall into a deep sleep no matter what the situation.

Obsessive Compulsive (21)

A character has a constant sense of fear that can only be eased by performing repetitive actions.

Panic Disorder (22)

A character has extreme panic attacks where they can no longer function and she must be calmed down in order to continue on with her life.

Pathological Gambling (23)

A character has an uncontrollable desire to gamble no matter what the odds or the outcome of his bets.

Phobia (24)

A character has an extreme fear of a specific thing or situation preventing him from function when in the presence of her fear.

Posttraumatic Stress Disorder (25)

A character has flashbacks of a severe trauma that prevents him from functioning in his daily activities.

Psychosis (26)

A character is not in contact with reality and he behaves in a very bizarre and disturbing way most of the time.

Pyromania (27)

A character has the uncontrollable desire to light building and things on fire.

Schizophrenia (28)

A character has severe hallucinations, paranoia, delusions, and disorganized speech and thoughts.

Sleepwalking (29)

A character walks around and performs other actions once he is completely asleep.

Trichotillomania (30)

A character has an uncontrolled desire to pull out their hair.

Merchant Goods (D30)

These are the goods transported by merchants and traders throughout the world.

Alchemical Reagents (I)

The strange and unusual ingredients required my magicians to perform their magical incantations.

Armor (2)

Suits of armor, helmets, and shields used for war.

Cloth (3)

Bolts of cotton, wool, and silk cloth dyed and woven in beautiful colors and patterns.

Furs (4)

Fur rugs, coats, and hats from some of the finest pelts in coldest regions of the world.

Glass (5)

Cups, jars, bottles, and plates crafted from clear or colored glass.

Gold Bars (6)

Bars of pure gold used to forge the finest jewelry or precious coins.

Ivory (7)

Tusks of different giant animals used to produced statues and decorations.

Jade (8)

Jade jewelry and statues craved by the greatest craftsmen.

Jewels (9)

Gems of all different verities in a myriad of colors and cuts.

Linen (10)

Fine bed sheets and drapes from around the world.

Magic Artifacts (II)

Magical artifacts collect from all around the world with miraculous enchantments and powers.

Oil (12)

Jars of the finest olive and nut oils for use in cooking and lamps.

Paper (13)

Sheets and scrolls of blank paper for use by bankers, scholars, and sorcerers.

Pearls (14)

Wild pearls of all different sizes and shapes.

Perfumes (15)

Perfumed oils created from the rarest plants and flowers.

Rare Animals (16)

These are the rarest and in many cases the most dangerous for the zoos of the most powerful rulers of the world.

Rare Flowers (17)

The rarest and most beautiful flowering plants in the world to be sold the richest merchants, bankers, and royalty.

Relics (18)

These are religious artifacts sold to local churches.

Rugs (19)

Rugs crafted from the finest fibers found in the world.

Salt (20)

Barrels of fresh sea salt delivered from a local ocean.

Silk (21)

Bundles of raw silk produced from silk worms.

Silver Bars (22)

Bars of silver for use in producing jewelry and coins.

Smoked Fish (23)

Smoked and preserved fish.

Spices (24)

Dried spices from all over the known world.

Sugar (25)

Barrels of granular sugar produced from fruits or molasses.

Tapestries (26)

Fine tapestries designed to hanged on the wall of the rich and powerful.

Wax (27)

Waxes produced from wild and cultured bee hives.

Weapons (28)

These are metal weapons forged from bronze, iron, and copper.

Wine (29)

Bottles of wine from the finest vineyards in the world.

Wood (30)

Fines wood planks for making furniture.

Monster Reactions (D30)

These are the possible reactions that a monster will have when first confronted by a party of adventurers.

Ask for Food (1)

A monster demands food in exchange for free passage or help.

Ask for Help (2)

A monster asks you for help.

Attack (3)

A monster savagely attacks.

Bargain (4)

A monster offers to trade goods with you.

Beg for Mercy (5)

A monster gets on its knees and begs for mercy.

Blind Rage (6)

A monster attacks in a berserk rage.

Block Path (7)

A monster moves to block your path.

Bribe (8)

A monster offers you gold to leave it alone.

Call an Alarm (9)

A monster calls out for help or activates an alarm.

Defensive Stance (10)

A monster gets into a defensive stance.

Diplomacy (11)

A monster attempts to negotiate with you.

Distract (12)

A monster's attempt to distract you by throwing a smoke bomb or making a very loud noise.

Flee (13)

A monster runs away.

Grapple (14)

A monster attempts to grapple and restrain you.

Hides (15)

A monster hides in the shadows.

Ignore (16)

A monster completely ignores you.

Intimidate (17)

A monster attempts to intimidate you to make you leave.

Offer Alliance (18)

A monster attempts to form an alliance with you.

Offer Peace (19)

A monster asks you for help.

Offer Service (20)

A monster offers to join you.

Offer Tribute (21)

A monster offers to give you an artifact.

Parlay (22)

A monster wants to play a game of chance in order to pass.

Payment to Pass (23)

A monster asks for gold in order to pass.

Retreat (24)

A monster backs up in a defensive stance.

Riddle (25)

A monster demands that you solve a riddle in order to pass.

Run in Terror (26)

A monster runs away screaming in terror.

Stall (27)

A monster attempts to stall you by making conversation to give reinforcements time to arrive.

Stands Guard (28)

A monster stands guard and will do nothing unless attacked.

Surrenders (29)

A monster surrenders and puts down its weapon.

Surround (30)

A group of monsters attempt to surround you.

Ninja Arts (D20)

These are the twenty skills that a ninja must learn to be a true hidden assassin.

Anatsu (1)

This is the art of secret or undetectable assassination.

Batutsu (2)

This is the art of horsemanship and battle riding.

Bojutsu (3)

This is the art of stick and staff techniques for non lethal fighting.

Boryaku (4)

This is the art of battle tactics that will allow a ninja to defeat or avoid superior forces or numbers of opponents in combat.

Chi-mon (5)

This is the study of geography of Japan that will allow a ninja to understand how to best use his local surroundings to his advantage.

Choho (6)

This is the art of espionage or spying on opposing houses and clans.

Hensojutsu (7)

This is the art of disguise and impersonation that allows a true ninja to infiltrate the ranks of other clans and impersonate local villagers.

Intonjutsu (8)

This is the art of escaping and concealment that will allow a ninja to escape after his mission is complete or hide in wait to attack an unexpected victim.

Kayakujutsu (9)

This is the art of pyrotechnics that allow a ninja to make and use explosives, fire bombs, and smoke bombs.

Kenjutsu (10)

This is the art of sword fighting.

Kusarigamajutsu (11)

This is the art of fighting with kusarigama which is a hand sickle attached a chain and a weight.

Naginatajutsu (12)

This is glaive and halberd fighting.

Sabotaju (13)

This is the art of sabotage for the destruction of buildings, bridges, fortifications, and crops.

Seishintekikyoyo (14)

This is the art of spiritual refinement where a samurai learns to control their fear and anger during combat.

Shinobi-iri (15)

This is the art of stealth and entering methods that include wall scaling and silent intrusion.

Shurikenjutsu (16)

This is the art of throwing weapons including kunai and shuriken.

Sojutsu (17)

This is spear fighting techniques.

Sui-ren (18)

This is the art of swimming, diving, and underwater combat.

Taijutsu (19)

This is the art of unarmed combat that includes various martial arts.

Tenmon (20)

This is the art of meteorology to predict and use changing weather patterns to your advantage. It also allows a ninja to use nature as another weapon.

Norse Army (D20)

These are the units of a fantasy Norse army.

Dark Elf (1)

These evil creatures fight from the shadows to kill their enemies most important leaders.

Dwarf Warrior (2)

These powerful underground smiths fight alongside their Norse companions with their tools of the forge.

Einherjar (3)

These phantom warriors are the spirits of the great and deceased Viking warriors.

Fenris Riders (4)

These warriors ride these gigantic wolves into battle armed only with an axe.

Fenris (5)

These giant wolves are mighty creatures that attack in packs to defeat the strongest enemy.

Fire Giant (6)

These giants are shrouded in fire making them almost impossible to approach allowing them to devastate their enemies with their fire breathe.

Frost Giant (7)

These mighty creatures have incredible powerful bodies allowing them to throw giant boulders or they can destroy their enemies with their frost breathe.

Frost Mage (8)

These Norse wizards are masters of water, ice, cold, and frost magic.

Housecarl (9)

These are the royal guards that defends their lord with their lives. They are the mightiest warriors in a Norse raiding party.

Kraken (10)

These giant sea monsters are the size of a large island that can destroy a ship simply by crashing into it.

Light Elf (11)

These good creatures are lightning fast warriors that defend their lord with their life.

Longship (12)

These mighty oar ships allowed these mighty Norse raiders to raid the entire world.

Nidhogg (13)

These giant flying serpents are deadly monster that feed on their enemies.

Nixie (14)

Nixies are water spirits that are to control the minds of people causing them to sink their own ships.

Norse Horseman (15)

These wild horsemen fought with a mighty axe or longsword to break an enemy formation.

Norse Lord (16)

These are the great battle lords that lead their raiders into battle.

Norse Warrior (17)

These mighty warriors use great strength and experienced to defeat their enemies with sword or battle axe.

Raven Rider (18)

These warriors ride giant raven allowing them to crash down into their enemies destroying them with throwing axes.

Troll (19)

These twisted giants are powerful monsters with incredibly long arms that allow them to crush enemies at a great distance.

Valkyrie (20)

These winged female warriors strike down their enemies with swords or spears.

Norse Deities (D20)

These are the gods and goddess of Norse mythology.

Aegir - God of the Ocean (1)

He is a sea giant.

Baldur - God of Peace (2)

Son of Odin and Frigg. He is the champion of good, innocence, and forgiveness.

Bragi - God of Poetry (3)

Son of Odin

Fenrir - Giant Wolf (4)

He is prophesized to destroy the world.

Forseti - God of Justice (5)

Son of Balder and Nanna.

Freya - Goddess of Love (6)

She is daughter of Njord. She is the Queen of the Valkyries and twin sister to Freyr.

Freyr - God of Peace and Prosperity (7)

He is lord of sun, rain, and harvest. He is the twin brother of Freya.

Frigg - Goddess of Marriage and Motherhood (8)

Wife of Odin. She is the Queen of Asgard and she weeps away the clouds when they build up.

Heimdall - God of Light (9)

He is the guardian of Asgard and he protects Bifrost, the gateway to Asgard. He waits to announce the end of the world, known Ragnarok. When he blows his horn the final battle will begin.

Hel - God of Death (10)

Daughter of Loki and Angrboda She rules the underworld, Helheim, where the weak go when they die.

Hod - God of Darkness and Winter (11)

He is the blind son of Odin. He is tricked in killing his brother Baldr by Loki with a twig of mistletoe.

Jormungand - World Serpent (12)

The son of Loki and Angrboda. He lies coiled around the world with his tail in his mouth waiting for the end of the world known as Ragnarok.

Loki - Trickster God (13)

This god of mischief causes all sorts of trouble for the other gods and humanity.

Magni - Young God of Strength (14)

He is the son of Thor and the giantess Jarnsaxa.

Njord - God of Wind and Sea (15)

He is the god of seafaring and the wind.

Odin - Father of the Gods (16)

He is King of Asgard and the lord of war, death, and knowledge. He rides a eight legged horse named Sleipnir. He has two raven known as Huginn and Muninn that fly around the world to keep him informed. Odin only has one eye because he traded one for a sip of the Well of Wisdom.

Sif - Goddess of Earth (17)

Wife of Thor. Her hair is like a golden harvest.

Thor - God of Thunder (18)

Son of Odin and Jord. Thor is the Lord of Thunderstorms and he rides in a chariot pulled by two goats. He wields a mighty lightning hammer known as Mjollnir.

Thrud - Goddess of Health and Nature (19)

Daughter of Thor and Sif.

Tyr - God of War (20)

He is Odin second in command. His right hand was bitten off by Fenrir.

Norse Female Names (DI00)

These are possible first names for a Norse female character.

- | | | | |
|---------------|----------------|--------------|---------------|
| 1. Agnes | 26. Geirhild | 51. Ingun | 76. Sigrunn |
| 2. Aldrif | 27. Gisla | 52. Jofrid | 77. Siv |
| 3. Asgerd | 28. Grelod | 53. Joka | 78. Solva |
| 4. Ashild | 29. Grima | 54. Jorhildr | 79. Solveig |
| 5. Asta | 30. Grimhildr | 55. Katrin | 80. Svala |
| 6. Astrid | 31. Gudlang | 56. Kristin | 81. Svanhild |
| 7. Bera | 32. Gudney | 57. Lina | 82. Thora |
| 8. Berghildr | 33. Gudrun | 58. Luta | 83. Thorgunna |
| 9. Bergthora | 34. Gulley | 59. Manga | 84. Thorhalla |
| 10. Bjorg | 35. Gunnhild | 60. Maria | 85. Thorhild |
| 11. Bolla | 36. Halla | 61. Matilda | 86. Tofa |
| 12. Borghild | 37. Hallbera | 62. Menja | 87. Tonna |
| 13. Brynhildr | 38. Hallgerda | 63. Mjoll | 88. Tonna |
| 14. Dalla | 39. Hallvor | 64. Oddbjorg | 89. Tora |
| 15. Disa | 40. Hedinfrid | 65. Ogn | 90. Torgard |
| 16. Drifa | 41. Helga | 66. Olrun | 91. Torhild |
| 17. Dylla | 42. Herdis | 67. Pordis | 92. Torunn |
| 18. Esja | 43. Herdis | 68. Porfinna | 93. Turid |
| 19. Eyja | 44. Hilde | 69. Pyra | 94. Ulfeid |
| 20. Eyvor | 45. Hildigunna | 70. Rafarta | 95. Ursula |
| 21. Fasta | 46. Hildr | 71. Ranhild | 96. Valgerd |
| 22. Fenja | 47. Hungerd | 72. Rannveig | 97. Velaug |
| 23. Freydis | 48. Inga | 73. Ranveig | 98. Vigdis |
| 24. Freygerd | 49. Ingegard | 74. Runa | 99. Yngvoldr |
| 25. Geirbjorg | 50. Ingrid | 75. Sigrid | 100. Yrsa |

Norse Male Names (DI00)

These are possible first names for a Norse male character.

- | | | | |
|--------------|---------------|-------------|----------------|
| 1. Alf | 26. Gardar | 51. Isleif | 76. Ranar |
| 2. Arfast | 27. Geir | 52. Ivar | 77. RolloRurik |
| 3. Armod | 28. Gotthorm | 53. Johan | 78. Runolf |
| 4. Arnkel | 29. Grim | 54. Jon | 79. Saemund |
| 5. Asbjorn | 30. Griotgard | 55. Jonakr | 80. Sigmund |
| 6. Asbrand | 31. Gudmund | 56. Jorund | 81. Sigmundur |
| 7. Askold | 32. Gudrek | 57. Kalf | 82. Sigurd |
| 8. Asmund | 33. Gunbjorn | 58. Karl | 83. Skagul |
| 9. Bard | 34. Gunnar | 59. Kjallak | 84. Skard |
| 10. Bjorn | 35. Gunnlaug | 60. Kodran | 85. Skorri |
| 11. Bork | 36. Guthrum | 61. Kol | 86. Slagfid |
| 12. Bram | 37. Hakon | 62. Lars | 87. Solmund |
| 13. Cnut | 38. Halfdan | 63. Larsen | 88. Sorli |
| 14. Dan | 39. Hallbjorn | 64. Leif | 89. Styrbjorn |
| 15. Dir | 40. Harald | 65. Ludin | 90. Svan |
| 16. Edgar | 41. Hardbein | 66. Magnus | 91. Svein |
| 17. Egill | 42. Hauk | 67. Meldun | 92. Sven |
| 18. Eric | 43. Hedin | 68. Moldolf | 93. Thorfinn |
| 19. Erik | 44. Herjolf | 69. Nafni | 94. Thorkel |
| 20. Fafnir | 45. Hermund | 70. Njal | 95. Thorkell |
| 21. Finn | 46. Hogni | 71. Olaf | 96. Thrain |
| 22. Flosi | 47. Ingibjorg | 72. Oleg | 97. Thrand |
| 23. Fridleif | 48. Ingolfur | 73. Olvir | 98. Torsten |
| 24. Frodi | 49. Ingvar | 74. Ottar | 99. Valgard |
| 25. Fromund | 50. Irenmund | 75. Ragnar | 100. Volund |

Norse Surnames (DI00)

These are possible last names for a Norse character.

- | | | | |
|------------------|-----------------|-------------------|--------------------|
| 1. Akerman | 26. Hallkelson | 51. Kristoffersen | 76. Ostergard |
| 2. Arason | 27. Hallman | 52. Kvaran | 77. Petersen |
| 3. Aunundson | 28. Hamondson | 53. Lager | 78. Rask |
| 4. Axelsson | 29. Hansen | 54. Landvik | 79. Raumson |
| 5. Baardson | 30. Haugen | 55. Larsen | 80. Robertsen |
| 6. Bendtsen | 31. Hauskuldson | 56. laufus | 81. Shieldson |
| 7. Bergman | 32. Hjarrandson | 57. Lindholm | 82. Sigurdsson |
| 8. Borg | 33. Hladgud | 58. Lindstrom | 83. Skallagrimsson |
| 9. Bralind | 34. Hlifson | 59. Ljungborg | 84. Skovgaard |
| 10. Budison | 35. Hognison | 60. Loptsson | 85. Snorrision |
| 11. Carlsen | 36. Holgersson | 61. Lundgren | 86. Solberg |
| 12. Christiansen | 37. Holmstrom | 62. Mattsson | 87. Solmundson |
| 13. Clausen | 38. Illugison | 63. Moller | 88. Sorenson |
| 14. Dalksson | 39. Ingersson | 64. Nielson | 89. Soxolfson |
| 15. Egilson | 40. Ingimundson | 65. Nikulasson | 90. Stefansen |
| 16. Eklund | 41. Jacobsen | 66. Nordskov | 91. Stenberg |
| 17. Engman | 42. Jensson | 67. Normansson | 92. Sunden |
| 18. Erickson | 43. Johansen | 68. Norup | 93. Svendsen |
| 19. Ericson | 44. Jonakrson | 69. Oddson | 94. Tassason |
| 20. Giese | 45. Jonsson | 70. Olander | 95. Thorir |
| 21. Gjukisson | 46. Jorgensen | 71. Olesen | 96. Thorleikson |
| 22. Grimsson | 47. Karlsson | 72. Oman | 97. Thorsteinson |
| 23. Gunnarsen | 48. Ketillson | 73. Onundson | 98. Ulfsson |
| 24. Haconson | 49. Klausen | 74. Onundson | 99. Victorsson |
| 25. Hagebak | 50. Knudsen | 75. Ormson | 100. Vollan |

NPC Quirks (D200)

These are minor features that will make a NPC special or different.

- | | | | |
|-------------------|-----------------------|--------------------|-------------------|
| 1. Adventurous | 33. Corrupt | 65. Evil | 97. Intellectual |
| 2. Angry | 34. Courageous | 66. Excitable | 98. Intimidating |
| 3. Antagonistic | 35. Cowardly | 67. Fair | 99. Introspective |
| 4. Apathetic | 36. Crafty | 68. Fearful | 100. Inventive |
| 5. Argumentative | 37. Creative | 69. Fearless | 101. Jealous |
| 6. Arrogant | 38. Crude | 70. Fervent | 102. Jovial |
| 7. Artistic | 39. Decadent | 71. Follower | 103. Joyful |
| 8. Awesome | 40. Deceitful | 72. Forgiving | 104. Lazy |
| 9. Bad | 41. Deceptive | 73. Friendly | 105. Lewd |
| 10. Beautiful | 42. Dependable | 74. Frugal | 106. Liberal |
| 11. Bigoted | 43. Depraved | 75. Genius | 107. Listless |
| 12. Boastful | 44. Devout | 76. Gentle | 108. Loyal |
| 13. Bold | 45. Discerning | 77. Glutinous | 109. Manic |
| 14. Boring | 46. Disgusting | 78. Good | 110. Manipulative |
| 15. Brave | 47. Disrespectful | 79. Greedy | 111. Mature |
| 16. Brilliant | 48. Disruptive | 80. Happy | 112. Modest |
| 17. Brute | 49. Dull | 81. Hard Working | 113. Moody |
| 18. Calm | 50. Dutiful | 82. Hasty | 114. Moral |
| 19. Caring | 51. Eager | 83. Hateful | 115. Morose |
| 20. Charming | 52. Easily Bored | 84. Haughty | 116. Musician |
| 21. Childish | 53. Easily Distracted | 85. Hedonistic | 117. Naïve |
| 22. Clever | 54. Eccentric | 86. Helpful | 118. Nefarious |
| 23. Cold | 55. Egotistic | 87. Hilarious | 119. Nervous |
| 24. Compassionate | 56. Elegant | 88. Honest | 120. Nostalgic |
| 25. Composed | 57. Eloquent | 89. Honorable | 121. Obnoxious |
| 26. Conceited | 58. Emotional | 90. Idealistic | 122. Obscene |
| 27. Confident | 59. Empathetic | 91. Idiosyncratic | 123. Offensive |
| 28. Confused | 60. Empowering | 92. Imaginative | 124. Open Minded |
| 29. Conscientious | 61. Energetic | 93. Immature | 125. Optimistic |
| 30. Conservative | 62. Enterprising | 94. Impressionable | 126. Ornery |
| 31. Considerate | 63. Enthusiastic | 95. Indecisive | 127. Out Spoken |
| 32. Controlling | 64. Ethical | 96. Ingenious | 128. Outgoing |

129. Passive	147. Rash	165. Serious	183. Talented
130. Patient	148. Rebellious	166. Sexy	184. Timid
131. Perfectionist	149. Reliable	167. Sharing	185. Tireless
132. Perky	150. Renowned	168. Shrewd	186. Tricky
133. Pessimistic	151. Resourceful	169. Shy	187. Trustworthy
134. Pious	152. Responsible	170. Silly	188. Ugly
135. Playful	153. Rich	171. Slovenly	189. Unethical
136. Polite	154. Righteous	172. Sluggish	190. Unstable
137. Pompous	155. Rude	173. Smart	191. Vague
138. Poor	156. Savage	174. Smelly	192. Valiant
139. Practical	157. Scary	175. Snide	193. Vibrant
140. Proper	158. Scatterbrained	176. Sophisticated	194. Vile
141. Protective	159. Selfish	177. Spiritual	195. Vulgar
142. Proud	160. Self-Motivated	178. Stoic	196. Wasteful
143. Prudent	161. Self-Righteous	179. Strange	197. Weird
144. Punctual	162. Self-Sacrificing	180. Stubborn	198. Wicked
145. Quick	163. Sensitive	181. Stylish Resilient	199. Worldly
146. Racist	164. Sensual	182. Sultry	200. Xenophobic

Orc Army (D20)

Orcs are a savage race of green skinned warriors that live only to destroy and pillage. They have limited technology but they make up for this with their incredible strength and bravery.

Bat Riders (I)

Bat riders are orcs that ride giant bats allowing them to take to sky to outmaneuver and outflank their enemies. These orcs are also the scouts of their army so they make sure that their forces are strong enough to defeat an enemy force before their horde brothers attack.

Boar Chariot (2)

A boar chariot is a mighty battle chariot pulled by two giant boars that is somewhat fast but the absolutely best line breaker in the entire orc army.

Boar Riders (3)

Boar riders ride powerful and mutated giant boars into battle allowing a small group of these warriors to devastate a much larger group of soldiers. These warriors must hold on for their lives because if they ever fall off they will devoured by their own steed.

Goblin Shaman (4)

Goblin shaman are powerful wizards that lead an army of goblins in the service of their orc brothers.

Goblin Warrior (5)

Goblins are the small green skinned cousins of the orcs. What goblins lack in size and strength, they make up for in cunning and treachery.

Goliath Rider (6)

Goliath riders are orcs that ride the massive creatures known as Goliaths that can smash through an entire phalanx of enemy warriors or knock down the wall of an enemy castle.

Lizard Chariot (7)

Lizard chariots are mighty battle chariots pulled by two giant lizards that are extremely devastating because the twin lizards struggle to tear apart any unlucky enough to get caught between them.

Lizard Riders (8)

Lizard riders ride giant mutant lizard designed for extreme speed or ferocity. These battle crazed steeds bite and tear anyone apart that gets too close to them.

Orc Archer (9)

Orcs make terrible archers but they believe that if they fire enough arrows into the air that some have to hit their target.

Orc Berserker (10)

Berserkers are veteran warriors that have fought in hundreds of battles so they have become experts at death and destruction.

Orc Shaman (11)

Shaman are the orc's spiritual leaders and the casters of their tribal magic that make all of their people stronger and more destructive on the battlefield. Shamans are not well trained in the magical arts so they are often destroyed by their own magic spells.

Orc Warlord (12)

Orc warlords are powerful warriors that have fought their way to the top and now want to destroy and pillage as much as they can before a younger and more powerful orc takes their place.

Orc Warrior (13)

Warriors are not the smartest fighters in the world but they love to fight and they will do anything to win a battle, no matter what the odds.

Rock Thrower (14)

Orc rock throwers are extremely simple catapult designed to throw anything that the orc have laying around but they can be devastating when dozens of them are fired at the same time.

Savage Orc (15)

Savage orcs are uncultured beasts that use rocks and sticks as weapons because the ferocity on the battlefield makes them perfect for leading the charge into enemy lines.

Steam Berserker (16)

Steam berserkers are not the most powerful war machine on the block but they give the Orcs a unit that can dish out and absorb incredible amounts of damage.

Steam Rock Thrower (17)

Steam rock throwers are the Orc's answer to the human's annoying siege weapons. These steam powered colossuses actually pick up and throw massive rocks at their enemies and crush anyone that gets too close.

Troll (18)

A huge mutated monsters that can regenerate any damage inflicted on them making them almost impossible to destroy. These vicious creature fight alongside orcs because of the fact that they share green skin.

Wolf Chariot (19)

A wolf chariot is a mighty battle chariot pulled by four giant wolf making it extremely fast and deadly in close combat.

Wolf Rider (20)

Wolf riders are orcs that ride giant wolves into battle allowing a small force of orcs to outflank their enemies and destroy them in a pincer maneuver.

Orc Artifacts (DI2)

This is a list of orc magic weapons and relics.

Eyegouger (1)

This magic spear can extended outward hundreds of feet and twists and bends in order to kill its intended target.

Drum of Battle Frenzy (2)

When this drum is played, an entire orc armies achieves an insane battle rage.

Bloody Axe (3)

This immense battle axe can cut through anything with the slightest force allowing an orc warlord to slice through dozens of enemies at time.

Venomthorn (4)

These mighty blades drips with a noxious poison that will kill anything living on contact.

Souleater (5)

This demonic blade sucks out the soul of anyone touched by its blade.

Screaming Axe (6)

These arcane axe produces a high pitched scream that will drive anyone but the wielder of the weapon insane.

Shield of Blood (7)

This shield causes cuts and gashes of it wielders to be transferred to itself making him almost impossible to defeat.

Sword of Destruction (8)

This blade cause anyone struck by its to instantly disintegrate.

Whip of Agony (9)

This whip causes anyone to writhe in pain from the slightest touch of its cord.

Shield of Darkness (10)

This shield spews forth a black fog onto the battlefield greatly improving the survival of orcs against hordes of archers.

Axe of Annihilation (11)

This giant black axe projects bolts of black lightning that will anything touched by them.

Orc Tooth (12)

This sword is a living creature the feeds on the internal energy of anything down by this twisted lump of muscle and teeth.

Orc Descriptive Names (D200)

Orcs do not have surnames because they hatch from the ground. They receive descriptive names for their personalities and actions on the battlefield. An orc named Gork with the descriptive name Neckbreaker would be called Gork the Neckbreaker.

- | | | | |
|------------------|------------------|-----------------|-------------------|
| 1. Adventurer | 31. Champion | 61. Fatal | 91. Hunter |
| 2. Arsonist | 32. Chosen One | 62. Fearless | 92. Iceblood |
| 3. Ashcorpse | 33. Clawhand | 63. Fearmonger | 93. Indomitable |
| 4. Assassin | 34. Clawjaw | 64. Feral | 94. Insane |
| 5. Avenger | 35. Cruel | 65. Flayer | 95. Invader |
| 6. Axebreaker | 36. Crusader | 66. Flesheater | 96. Invincible |
| 7. Barbarian | 37. Cursed | 67. Fleshripper | 97. Ironfist |
| 8. Big Fang | 38. Darkeyes | 68. Fleshtearer | 98. Ironjaw |
| 9. Bigger | 39. Deadly | 69. Formidable | 99. Ironteeth |
| 10. Biggest | 40. Deadyeye | 70. Fortold | 100. Irontooth |
| 11. Bizarre | 41. Deathaxe | 71. Great | 101. Killcraft |
| 12. Bloodblade | 42. Deathbringer | 72. Greater | 102. Killer |
| 13. Bloodbottler | 43. Deathdealer | 73. Grimmjaw | 103. Lethal |
| 14. Blooddrinker | 44. Defender | 74. Grimskull | 104. Liberator |
| 15. Bloodletter | 45. Defiant | 75. Grimtooth | 105. Mad |
| 16. Bloodthirsty | 46. Defiler | 76. Guardian | 106. Madkiller |
| 17. Bloodyeye | 47. Demolisher | 77. Gutripper | 107. Madwar |
| 18. Bloodyfang | 48. Destitute | 78. Harbringer | 108. Magnificent |
| 19. Bloodyhanded | 49. Destroyer | 79. Harsh | 109. Manbane |
| 20. Bold | 50. Disgusting | 80. Headbasher | 110. Mancatcher |
| 21. Bonebreaker | 51. Doomfist | 81. Hearteater | 111. Manhunter |
| 22. Bonecruncher | 52. Doomhammer | 82. Hearripper | 112. Manslayer |
| 23. Bonsnapper | 53. Doomsword | 83. Hellscream | 113. Marauder |
| 24. Brainrot | 54. Drifter | 84. Hellspawn | 114. Mercenary |
| 25. Brainsmasher | 55. Earrripper | 85. Herald | 115. Merciless |
| 26. Brave | 56. Evil | 86. Hero | 116. Mighty |
| 27. Brawny | 57. Eyeeater | 87. Honorable | 117. Mindwarp |
| 28. Brutal | 58. Eyegore | 88. Hookfang | 118. Monsterheart |
| 29. Buccaneer | 59. Eyegouger | 89. Hookfist | 119. Murder |
| 30. Burner | 60. Fanatic | 90. Huge | 120. Neckbreaker |

121. Neckcracker	141. Ripneck	161. Spineripper	181. Toothpuller
122. Neckslicer	142. Ripper	162. Stomper	182. Toothrot
123. Nemesis	143. Rogue	163. Stonebreaker	183. Tricker
124. Noble	144. Ruthless	164. Stormtooth	184. Triumphant
125. Nomad	145. Savage	165. Strange	185. Twisted
126. Nosebreaker	146. Scalpel	166. Strangler	186. Ugly
127. Noseripper	147. Scalper	167. Strong	187. Unconquered
128. Notorious	148. Scarmaker	168. Surgeon	188. Undertaker
129. Odd	149. Scorcher	169. Survivor	189. Untamed
130. Outcast	150. Seeker	170. Swordbreaker	190. Untrusted
131. Poisner	151. Shadow	171. Swordsman	191. Usurper
132. Poisonfang	152. Sick	172. Tearnose	192. Vandal
133. Punisher	153. Skullbasher	173. Tearskin	193. Victorious
134. Raider	154. Skullsmasher	174. Terrifying	194. Wanderer
135. Rareguts	155. Slayer	175. Terrorist	195. Warlord
136. Rebel	156. Souleater	176. Thoughtripper	196. Warped
137. Relentless	157. Souless	177. Throatcutter	197. Weird
138. Renegade	158. Soulstealer	178. Throathitter	198. Widowmaker
139. Ripeye	159. Spinebreaker	179. Thunderhammer	199. Wild
140. Ripface	160. Spineeater	180. Thunderspear	200. Zealot

Orc Magic (DI0)

These are the spells that orc shaman use to strengthen their war tribe during a battle.

Bane Fire (I)

A deadly green fires engulf an elf shaman's body.

Blade of Anger (2)

An orc's sword is surround by a aura of hate and rage allowing it to destroy anything that it touches.

Blazing Hatred (3)

This spell causes an entire orc horde to scream in hatred as they receive a rush of hatred that pushes them into a berserk rage.

Blistering Armor (4)

A magic flame covers an orc protecting it from any harm.

Blood Lust (5)

This spell causes an entire orc army to go into a berserk rage forcing them to kill and destroy.

Boiling Rain (6)

A black cloud rains down boiling rain on an orc shaman's enemies.

Eternal Bloodlust (7)

Orcs are too dumb to be afraid so this spell makes them completely fearless.

Raging Spirit (8)

A giant spirit burst from an orc shaman's body and knocks down everything or anyone in its way.

Rolling Thunder (9)

The spell pushes an entire orc army forward on a wave of magic.

Warping Chaos (IO)

This spell creates a swirling vortex that causes anything trapped inside to mutate and change.

Orc Names (D200)

These are the possible names for an orc.

- | | | | |
|-------------|--------------|---------------|--------------|
| 1. Agrob | 33. Chim | 65. Glush | 97. Lud |
| 2. Agroek | 34. Clang | 66. Golfimbul | 98. Luf |
| 3. Ak | 35. Crack | 67. Gonk | 99. Lug |
| 4. Aok | 36. Crank | 68. Gonnob | 100. Lugdush |
| 5. Arnak | 37. Crunk | 69. Gor | 101. Marf |
| 6. Arob | 38. Dagra | 70. Gorbad | 102. Matuk |
| 7. Atub | 39. Dek | 71. Gorbag | 103. Mauhur |
| 8. Azog | 40. Dorf | 72. Gorgol | 104. Mekfug |
| 9. Badbog | 41. Dragnat | 73. Gork | 105. Mekgrim |
| 10. Badguts | 42. Dranosh | 74. Grat | 106. Mog |
| 11. Bagik | 43. Dregsnik | 75. Grazgul | 107. Mognak |
| 12. Bahuk | 44. Dubok | 76. Grazob | 108. Mok |
| 13. Bakh | 45. Duffuz | 77. Grom | 109. Mook |
| 14. Balmeg | 46. Dunk | 78. Gronk | 110. Mork |
| 15. Bat | 47. Dur | 79. Grumshak | 111. Mug |
| 16. Batul | 48. Dura | 80. Gul | 112. Nag |
| 17. Bazur | 49. Durfang | 81. Guldau | 113. Nargob |
| 18. Bolar | 50. Durgal | 82. Gumrunt | 114. Nargol |
| 19. Bolg | 51. Durz | 83. Gutthug | 115. Nazgore |
| 20. Bor | 52. Durzub | 84. Hag | 116. Nerxhul |
| 21. Borba | 53. Fekk | 85. Hagub | 117. Nimrod |
| 22. Borga | 54. Forg | 86. Horn | 118. Noblug |
| 23. Bork | 55. Fut | 87. Huk | 119. Ob |
| 24. Brak | 56. Gank | 88. Igor | 120. Oghash |
| 25. Brong | 57. Gargo | 89. Ik | 121. Ogsog |
| 26. Brox | 58. Garos | 90. Khor | 122. Orag |
| 27. Brug | 59. Garrosh | 91. Krink | 123. Orbul |
| 28. Bula | 60. Garshun | 92. Kronak | 124. Orcobal |
| 29. Bum | 61. Garzuk | 93. Krug | 125. Orf |
| 30. Burub | 62. Geld | 94. Lagduf | 126. Orok |
| 31. Carf | 63. Ghob | 95. Lambug | 127. Orok |
| 32. Chaka | 64. Gizmot | 96. Lash | 128. Othrod |

129. Pakgu	147. Skabgore	165. Tuska	183. Vrun
130. Radbug	148. Skarslag	166. Ufthak	184. Wagnort
131. Rekk	149. Skaslag	167. Ugak	185. Wart
132. Rip	150. Smaghed	168. Ugliz	186. Wartrunt
133. Rolfish	151. Smok	169. Ugluk	187. Wasnak
134. Ruf	152. Smur	170. Ugor	188. Wazsog
135. Ruflim	153. Snaga	171. Umog	189. Wazuz
136. Ruk	154. Snat	172. Urag	190. Xugor
137. Scarfang	155. Snik	173. Urdan	191. Yak
138. Sep	156. Sniklug	174. Urgrok	192. Yamarz
139. Shadbak	157. Tak	175. Urog	193. Yatur
140. Shagat	158. Telkar	176. Urzoth	194. Yotul
141. Shagresh	159. Tharkor	177. Urzul	195. Zagnag
142. Sham	160. Thrall	178. Ush	196. Zodlug
143. Shazgob	161. Tidgug	179. Varnal	197. Zodstuf
144. Shel	162. Torn	180. Varok	198. Zoggard
145. Shelur	163. Trusk	181. Verak	199. Zorgot
146. Sikkop	164. Tusk	182. Vor	200. Zorix

Pickpocketed Contents (DI00)

These are the contents of a person's pocket when a rogue picks his pockets.

- | | | | |
|---------------------|---------------------|-----------------------|------------------------|
| 1. Amulet | 26. Dice | 51. Magic Seeds | 76. Secret Map |
| 2. Artifact | 27. Earrings | 52. Magic Stone | 77. Seeds |
| 3. Bag of Gems | 28. Emerald | 53. Magnifying Glass | 78. Severed Finger |
| 4. Bags of Coins | 29. Emerald Ring | 54. Mushrooms | 79. Severed Hand |
| 5. Bandages | 30. Enchanted Rings | 55. Music Box | 80. Sexton |
| 6. Bell | 31. Fang | 56. Necklace | 81. Shells |
| 7. Book | 32. Feathers | 57. Needles | 82. Silver Coins |
| 8. Bracelets | 33. Fishing Hooks | 58. Pearl | 83. Silver Ring |
| 9. Brush | 34. Food | 59. Pearl Necklace | 84. Silver Watch |
| 10. Buttons | 35. Fruit | 60. Pipe | 85. Slice of Ham |
| 11. Charm | 36. Gem | 61. Platinum Coins | 86. Spectacles |
| 12. Clue Scroll | 37. Glass Eye | 62. Platinum Ring | 87. Spices |
| 13. Coin Purse | 38. Gold Coins | 63. Poison | 88. Street Map |
| 14. Comb | 39. Gold Ring | 64. Poisoned Dagger | 89. Tobacco |
| 15. Compass | 40. Gold Watch | 65. Magic Potion | 90. Telescope |
| 16. Contract | 41. Handkerchief | 66. Rabbit's Foot | 91. Thread |
| 17. Cookbook | 42. Herbs | 67. Religious Charm | 92. Tinderbox |
| 18. Copper Coins | 43. Holy Book | 68. Religious Regalia | 93. Tooth |
| 19. Cursed Bracelet | 44. Idol | 69. Ruby | 94. Totems |
| 20. Cursed Coin | 45. Key | 70. Ruby Ring | 95. Vial of Holy Water |
| 21. Cursed Ring | 46. Knife | 71. Sapphire | 96. Vial of Oil |
| 22. Dagger | 47. Lockpicks | 72. Sapphire Ring | 97. Vial of Perfume |
| 23. Deck of Cards | 48. Lucky Charm | 73. Magic Scroll | 98. Vial of Poison |
| 24. Diamond | 49. Magic Beans | 74. Scroll | 99. Voodoo Doll |
| 25. Diamond Ring | 50. Magic Hat | 75. Map | 100. Weird Doll |

Pirate Ship's Names (DI00)

These are possible names for pirate ships.

- | | | | |
|-----------------------|-----------------------|---------------------------|-----------------------|
| 1. Adventure Galley | 27. Devils Storm | 53. Jolly Cutlass | 79. Posideons Death |
| 2. Bachelor's Delight | 28. Devils Treasure | 54. Killer Secret | 80. Posideons Gold |
| 3. Bad Fortune | 29. Devils Whore | 55. Killers Disgrace | 81. Posideons Saber |
| 4. Black Boat | 30. Dirty Lightning | 56. Liberty | 82. Privateers Death |
| 5. Black Diamond | 31. Dishonor | 57. Murderers Cutlass | 83. Privateers Gold |
| 6. Black Heaven | 32. Dragonfish | 58. Murderers Death | 84. Privateers Saber |
| 7. Black Joke | 33. Dragons Plunder | 59. Murderers Howl | 85. Privateers Scream |
| 8. Black Pearl | 34. Dreaming Demon | 60. Murderers Killer | 86. Revenge |
| 9. Black Plunder | 35. Fallen Angel | 61. Murderers Knave | 87. Rising Sun |
| 10. Blood Boat | 36. Final Victory | 62. Nemesis | 88. Rogue Wave |
| 11. Bloody Cutlass | 37. Flying Dragon | 63. Neptunes Cutlass | 89. Royal Fortune |
| 12. Bloody Demon | 38. Fortune | 64. Neptunes Damnation | 90. Sea Fist |
| 13. Bloody Fist | 39. Fortunes Fool | 65. Neptune's Executioner | 91. Sea King |
| 14. Bloody Revenge | 40. Freedom | 66. Neptunes Grail | 92. Seas Murderer |
| 15. Bloody Serpent | 41. Ghost Ship | 67. Neptunes Trident | 93. Seas Plague |
| 16. Buccaneers Killer | 42. Gift | 68. Neptunes Whore | 94. Seas Delight |
| 17. Captains Fear | 43. Good Fortune | 69. Night Rambler | 95. Shameful Doubloon |
| 18. Captains Killer | 44. Great Fortune | 70. Nights Plunder | 96. Steel Anchor |
| 19. Dark Vengeance | 45. Hades Doubloon | 71. Nightstalker | 97. Victory |
| 20. Delight | 46. Hades Executioner | 72. Oceans Dagger | 98. Wanderer |
| 21. Desire | 47. Hades Raider | 73. Oceans Serpent | 99. Wandering Demon |
| 22. Devils Curse | 48. Happy Delivery | 74. Pearl | 100. Windwalker |
| 23. Devils Doom | 49. Hellborn | 75. Pirates Deceit | |
| 24. Devils Doubloon | 50. Hellish Plague | 76. Pirates Grail | |
| 25. Devils Jewel | 51. Hellrider | 77. Pirates Strumpet | |
| 26. Devils Secret | 52. Hells Gate | 78. Posideons Death | |

Pirate Spells (D30)

These are various spells casts by pirate mages known as seamancers.

Black Curse (1)

A seamancer can cause the hull of an enemy vessel to rot and leak.

Blood Whirlpool (2)

A seamancer can create a powerful whirlpool that will suck in an enemy ship and pull it down to its watery grave.

Clam Water (3)

A seamancer can completely calm a storm on the open sea.

Demon Whale (4)

A seamancer can summon a demon in the shape of a whale to destroy his enemies.

Flying Dutchmen (5)

A seamancer can cause his ship to levitate and fly.

Ghost Crew (6)

An enchanted crew of phantoms mans a seamancers vessels.

Ghost Ship (7)

A seamancer can create a phantom ship that he and his crew can sail the seas with.

Giant Wave (8)

A seamancer can produce a mighty wave to capsize and destroy an enemy vessel.

Iron Hull (9)

A seamancer can cause the hull of his ship to become as hard as iron.

Kelp Prison (10)

A seamancer can cause kelp to surround an enemy ship slowing down its movement to a crawl.

Land Find (11)

A seamancer can always detect the direction to the closest shore.

Landbubbers (12)

A seamancer can revert his opponent's crew into terrible seamen.

Living Map (13)

This enchantment allows a seamancer to track anyone on a map. A magical rune moves around the map as the person moves around the world.

Mighty Wind (14)

A seamancer can create a mighty wind to speed up his travels or slow down his enemies.

Salvage Ship (15)

A seamancer can cause any damage to his ship to instantly repair and he can reconstruct sunken or wrecked ships.

Scurvy Cloud (16)

A seamancer can produce a cloud that cause scurvy in anyone that breathes it in.

Sea Legs (17)

A seamancer can make his crew into create seamen.

Sink (18)

A seamancer can cause any person or vessel to sink.

Skeleton Crew (19)

An enchanted crew of skeletons mans a seamancers vessels.

Spectral Anchor (20)

A seamancer can produce a phantom anchor that will hold an enemy vessel in place.

Stone Hull (21)

A seamancer can cause the hull of his ship to become as hard as stone.

Stormy Waters (22)

A seamancer can call on a powerful storm.

Summon Giant Squid (23)

A seamancer can call on a giant squid to attack an enemy ship.

Treasure Finder (24)

This enchantment shows a seamancer where treasure anywhere that his maps shows.

True Buoyancy (25)

A seamancer can cause anything to float without any effort.

Vicious Typhoon (26)

A seamancer can cause a powerful typhoon to form on the surface of the ocean.

Wall of Water (27)

A seamancer can create an impassible wall of water from the ocean.

Waterspout (28)

A seamancer can cause a mighty stream of water to burst forth from the ocean capsizing another ship.

Wave Strider (29)

An enchanted pirate ship cuts through the water as if it were not even there.

Woodrot (30)

All wood on an entire vessel begins to rot and fall apart.

Rare Magic Components (DI00)

These are rare and expensive components required to perform magic spells and enchantments.

- | | | | |
|-----------------------|------------------------|------------------------------|-----------------------|
| 1. Angelic Essence | 26. Dragon's Tongue | 51. Kraken's Scale | 76. Spirit Shard |
| 2. Angel's Feather | 27. Dragon's Tooth | 52. Life Lotus | 77. Star Dust |
| 3. Angel's Tear | 28. Elfroot | 53. Lifestone | 78. Star Emerald |
| 4. Bane Berry | 29. Enigma Stone | 54. Lightning Rock | 79. Star Lotus |
| 5. Bane Fruit | 30. Eye of a Basilisk | 55. Longevity Potion | 80. Star Rock |
| 6. Black Crystal | 31. Eye of a Cyclops | 56. Love Charm | 81. Tear of a Mermaid |
| 7. Black Sapphire | 32. Eye of Eternity | 57. Love Poison | 82. Tear of a Zombie |
| 8. Blood Grass | 33. Fairy Dust | 58. Love Potion | 83. Tear of Despair |
| 9. Blood Lotus | 34. Fairy Wing | 59. Medusa's Snake | 84. Troll Hair |
| 10. Blood Root | 35. Fiery Brimstone | 60. Minotaur's Horn | 85. Unicorn Blood |
| 11. Blue Diamond | 36. Fire Crystal | 61. Moon Dew | 86. Unicorn Tail Hair |
| 12. Cerebus's Whisker | 37. Fresh Lava | 62. Moonstone | 87. Vampire's Ashes |
| 13. Chimera's Whisker | 38. Frostrock | 63. Newborn Child's Laughter | 88. Vampire's Tooth |
| 14. Death Berry | 39. Ghoul's Fang | 64. Pegasus Feather | 89. Vampire's Fang |
| 15. Death Fruit | 40. Giant Octopus Ink | 65. Phase Spider's Web | 90. Vial of Mist |
| 16. Deathroot | 41. Giant Squid's Ink | 66. Phoenix Egg | 91. Void Essence |
| 17. Demon Ichor | 42. Glamour Charm | 67. Phoenix's Feather | 92. Void Salts |
| 18. Demonic Essence | 43. Hate Charm | 68. Pixie Dust | 93. Watcher's Eye |
| 19. Demon's Horn | 44. Heartstone | 69. Pixie Wing | 94. Werewolf's Claw |
| 20. Devil's Horn | 45. Horn of a Minotaur | 70. Roc's Feather | 95. Werewolf's Fang |
| 21. Dragon Blood | 46. Horn of a Unicorn | 71. Screaming Maw | 96. Wisdom Crystal |
| 22. Dragon Egg | 47. Hydra Blood | 72. Slime's Acid | 97. Wyvern's Claw |
| 23. Dragon Liver | 48. Ice Crystal | 73. Soul Crystal | 98. Yellow Diamond |
| 24. Dragon's Scale | 49. Iron Meteorite | 74. Soul Essence | 99. Zombie Brain |
| 25. Dragon's Talon | 50. Ironwood Bark | 75. Soulstone | 100. Zombie's Skin |

Reason for a Lost Civilization (D30)

These are the reason that a lost civilization has died in the ancient past.

Curse (1)

A evil wizard or witch has placed a curse on a kingdom causes everything to die or fall eternally asleep. This curse can only be broken by a very specific action.

Dark Skies (2)

The skies over a kingdom turn completely dark preventing any plant life to grow.

Dimensional Rift (3)

A dimensional portal has opened in a kingdom allowing monsters and demons from another dimensional to invade and destroy everything.

Disease (4)

A disease kills all the animals or plants in a kingdom preventing it from sustaining life.

Drought (5)

It has not rained for years or decades within a kingdom leading to death and famine.

Earthquake (6)

A powerful earthquake has destroyed all the building and killed most of its people.

Economic Collapse (7)

The entire economy of a kingdom collapsed leaving the entire populace destitute. Most of the population has been sold off as slaves or starved to death.

Environment Collapse (8)

The entire environment around a kingdom has died because of pollution or magic.

Famine (9)

Magic, disease, or drought has caused all the crops of a kingdom to die causing mass starvation.

Flood (10)

A huge flood has covered the land and killed all its people.

God's Punishment (11)

Fire has rained down from the sky to destroy an entire kingdom.

Huge Monster (12)

A massive monster attacks a kingdom destroying all its citizens and destroying their entire civilization.

Hurricane (13)

An immense hurricane has destroy every house in a costal kingdom.

Idol Building (14)

These people of this kingdom used up all their natural resources to make huge numbers of idols.

Infertility (15)

The people of this kingdom became infertile and could no longer have children.

Inhabitants Disappeared (16)

All the inhabitants of this suddenly disappeared one day without a trace.

Inhabitants Migrates (17)

All the inhabitants abandoned this kingdom long ago for a reason that is now forgotten.

Invaders (18)

Invaders from another kingdom have captured or killed everyone in the kingdom.

Magical Disaster (19)

A deadly spell has destroyed the entire population of a kingdom or made everyone disappear.

Mass Sacrifice (20)

The people of this kingdom performed mass sacrifices leading to population collapse.

Meteor Strike (21)

A meteor has hit the center of kingdom instantly killing everyone.

Monster Attacks (22)

Hordes of monsters or demons have destroyed this entire kingdom.

Pestilence (23)

A swarm of insects or rats have eaten all this kingdom's crops leading to a total collapse.

Plague (24)

A deadly disease spread and quickly killed the entire population of this kingdom.

Rising Sea Levels (25)

The sea has risen causes an entire kingdom to be submerged over time.

Sinkholes (26)

Massive sinkholes form all over a kingdom causing every structure to fall into the ground.

Time Rift (27)

A bizarre magical time distortion has appeared in a kingdom causing total destruction of their population.

Undead Plague (28)

An undead scourge turned everyone in this kingdom into the living dead.

Volcanic Eruption (29)

A sudden and violent volcanic eruption killed everyone in this kingdom.

War (30)

A deadly war killed the entire population of this kingdom.

Roman Army (D20)

These are the units available to a fantasy Roman army.

Ballista (1)

This immense crossbow fires a huge bolt to destroy enemy war machines or scatter an enemy formation.

Barbarian Berserker (2)

These are barbarian warriors that are used as mercenaries to act as a spearhead to absorb the brunt of enemy arrows.

Bear Rider (3)

These roman legionnaires ride a giant bear into battle. These riders and the bears are heavily armored.

Catapult (4)

These powerful siege weapons are designed to fire massive rock at an enemy formations and fortifications.

Legionnaire Spearmen (5)

These are legionnaire warriors armed with spears and a shield tower. They are heavily armored making difficult to defeat.

Legionnaire Skirmisher (6)

These are legionnaire warriors armed with gladius and tower shield.

Legionary Cavalry (7)

These legionnaires and their horse were heavily armored and they fought with spear and shield.

Minotaur Warrior (8)

These bull men act as a powerful shock troop for the Roman army.

Roman Arcani (9)

These are the Roman warriors that use stealth and guerilla tactics to defeat their enemy and assassin their most important leaders.

Roman Archer (10)

These Roman soldiers are armed with a long bow to destroy the bulk of an enemy army.

Roman Cavalry (11)

These Roman soldiers ride a war horse into battle but they had no armor and they fought with gladius and spear.

Roman Druid (12)

These roman druids are masters of nature magic and use the power of nature to destroy their enemies.

Roman General (13)

These are the leaders of an entire legion of Roman soldiers and all their auxiliary troops.

Roman Gladiator (14)

These slaves were fighters in the arena that were used to fight in times of great need.

Steam Gladiator (15)

These giant steam powered walker allows a single legionnaire to capture or destroy an entire battalion. These arcane walker carries an immense net and massive trident.

Steam Legionnaire (16)

These legionnaire are suited in arcane battle armor allowing them to wield an immense blade.

Steam Skirmisher (17)

These immense steam powered walker allow a single legionnaire to destroy an entire battalion of enemy soldiers. These arcane walker carries a giant blade and a huge tower shield.

Steam Testudo (18)

This Roman war machine is powered to ram at high velocity to knock down enemy forces and fortifications.

War Dogs (19)

These trained dogs were unleashed on their enemies to distract them when the main legion attacked.

Wolf Rider (20)

These roman legionnaires ride a giant wolf into battle and fight with a spear.

Roman Female Names (DI00)

These are possible first names for a Roman female character and their meanings.

1. Abelia (Honeysuckle)
2. Adela (Noble)
3. Adolpha (Noble Wolf)
4. Adorabella (Adored Beauty)
5. Adrastea (Inescapable)
6. Adrianna (From Hadria)
7. Aegle (Splendor)
8. Aello (Whirlwind)
9. Aemilia (Rival)
10. Aggie (Chaste)
11. Aglea (Beauty)
12. Alcippe (Mighty Mare)
13. Alexa (Defender)
14. Alexandra (Defender of Mankind)
15. Alexia (Defender)
16. Aloisia (Famous Warrior)
17. Althea (Healing)
18. Amara (Unfading)
19. Ambrosia (Immortal)
20. Anastasia (Resurrection)
21. Angela (Angel)
22. Anna (Favor)
23. Ariadne (Utterly Pure)
24. Aurora (Dawn)
25. Bella (Beautiful)
26. Benedicta (Blessed)
27. Bernice (Bringer of Victory)
28. Brigid (Exalted One)
29. Caelia (Heaven)
30. Callista (Most Beautiful)
31. Candace (Prince of Servants)
32. Carmina (Song)
33. Chloe (Green Shot)
34. Christina (Believer)
35. Clara (Clear)
36. Concordia (Harmony)
37. Corina (Maiden)
38. Cosma (Order)
39. Cybele (She of Hair)
40. Cyra (Like the Sun)
41. Daria (Wealthy)
42. Dea (Goddess)
43. Decima (Tenth)
44. Dianna (Divine)
45. Dora (Gift of God)
46. Dorcas (Gazelle)
47. Rusilla (Oak)
48. Electra (Bright)
49. Elianna (Sun)
50. Emilia (Rival)
51. Europa (Wide Faced)
52. Fabiola (Little Bean)
53. Felicia (Happy)
54. Flora (Flower)
55. Gaea (Earth)
56. Gina (Virgin)
57. Gloria (Glory)
58. Gusta (Venerable)
59. Hebe (Young)
60. Helena (Torch)
61. Hermia (Of the Earth)
62. Hester (Star)
63. Iola (Violet)
64. Isabela (God is my Oath)
65. Jacqueline (Supplanter)
66. Jana (God is Gracious)
67. Joanna (God is Gracious)
68. Julia (From Jupiter)
69. Juno (Vital Force)
70. Karina (Shell of the Nut)
71. Laura (Laurel)
72. Lelia (Lunar)
73. Lenora (Foreign)
74. Leta (Hidden One)
75. Lexus (Defender)
76. Lora (Sorrowful)
77. Lucia (Light)
78. Lupa (She Wolf)
79. Marca (Defense)
80. Marina (Sea)
81. Medea (Cunning)
82. Melitta (Honey)
83. Minerva (Intellect)
84. Modesta (Moderate)
85. Monica (Advise)
86. Ofelia (Help)
87. Osanna (Deliver Us)
88. Pax (Peace)
89. Petra (Rock)
90. Phoebe (Shining One)
91. Pomona (Fruit Tree)
92. Priscilla (Ancient)
93. Regina (Queen)
94. Roxanna (Dawn)
95. Selena (Moon)
96. Terra (Earth)
97. Titania (From Titans)
98. Ursa (She Bear)
99. Venus (Love)
100. Vesta (Altar)

Roman Male Names (DI00)

These are possible first names for a male Roman character and their meanings.

1. Aelius (Sun)
2. Agricola (Farmer)
3. Agrippa (Born Feet First)
4. Albinus (White)
5. Appius (Papa)
6. Aquila (Eagle)
7. Arvina (Fat)
8. Atellus (Dark Haired)
9. Augustus (Great)
10. Aulus (Palace)
11. Aurelius (Golden)
12. Avitus (Grandfatherly)
13. Balbus (Stammerer)
14. Barba (A Beard)
15. Bassus (Plump)
16. Brocchus (Toothy)
17. Brutus (Heavy)
18. Buteo (Buzzard)
19. Caelius (Heaven)
20. CAepio (Blind)
21. Caesar (Hairy)
22. Calidus (Hot Headed)
23. Calvus (Bald)
24. Canus (Golden Haired)
25. Cassius (Vain)
26. Cato (Shrewd)
27. Cato (Wise)
28. Celer (Quick)
29. Celsus (Tall)
30. Cicero (Chickpea)
31. Cicurinus (Mild)
32. Cilo (Large)
33. Cincinnatus (Curly Haired)
34. Cordus (Born Late)
35. Cornelius (Horn)
36. Corvus (Crow)
37. Costa (Rib)
38. Crassus (Fat)
39. Cursor (Runner)
40. Decimus (Tenth)
41. Domitius (Having Been Tamed)
42. Fabius (Bean)
43. Faustus (Lucky)
44. Felix (Happy)
45. Figulus (Potter)
46. Flavius (Golden)
47. Florus (Flower)
48. Fronto (Prominent Forehead)
49. Gaius (Lord)
50. Galeo (Helmet)
51. Gallus (Rooster)
52. Gracilis (Slender)
53. Gurgus (Greedy)
54. Hilarius (Cheerful)
55. Horatius (Hour)
56. Julius (Downey Beard)
57. Livius (Envy)
58. Lucius (Light)
59. Lupus (Wolf)
60. Manilus (Morning)
61. Marcus (Defense)
62. Maximus (Greatest)
63. Naso (Big Nosed)
64. Nero (Strong)
65. Numerius (Numbers)
66. Octavius (Eighth)
67. Paterculus (Little Father)
68. Pavo (Peacock)
69. Petronius (Yokel)
70. Pictor (Painter)
71. Pontius (Sea)
72. Publius (Public)
73. Pulcher (Attractive)
74. Quadratus (Stocky)
75. Quintus (Fifth)
76. Rabanus (Raven)
77. Regillus (Prince)
78. Regulus (Rule)
79. Rufus (Red haired)
80. Ruga (Wrinkly)
81. Rullus (Boorish)
82. Saturninus (Saturn)
83. Secundus (Second)
84. Sergius (Servant)
85. Servius (Persevere)
86. Severus (Strict)
87. Sextus (Sixth)
88. Sio (Snub Nose)
89. Sptimius (Seventh)
90. Spurius (Illegitimate Birth)
91. Strabo (Squinty)
92. Sura (Calf of the Leg)
93. Tacitus (Mute)
94. Taurus (Bull)
95. Tiberius (Of Tiber River)
96. Titus (Fire)
97. Valerus (Strong)
98. Vetus (Old)
99. Victor (Conqueror)
100. Vitalis (Life)

Roman Surnames (D200)

These are possible last names for a Roman character.

- | | | | |
|----------------|----------------|---------------|----------------|
| 1. Acilius | 26. Domitius | 51. Lucretius | 76. Salonius |
| 2. Aelius | 27. Durmius | 52. Manlius | 77. Salvius |
| 3. Aemilius | 28. Equitius | 53. Marcus | 78. Seius |
| 4. Albius | 29. Fabius | 54. Marius | 79. Sempronius |
| 5. Amatius | 30. Fabricius | 55. Menenius | 80. Sentius |
| 6. Annaeus | 31. Fannius | 56. Minucius | 81. Sergius |
| 7. Antonius | 32. Flavius | 57. Modius | 82. Sertorius |
| 8. Arrius | 33. Furius | 58. Mucius | 83. Servilius |
| 9. Artorius | 34. Galerius | 59. Naevius | 84. Sextius |
| 10. Asinius | 35. Geganius | 60. Nautius | 85. Sicinius |
| 11. Atilius | 36. Gellius | 61. Numerius | 86. Sulpicius |
| 12. Aurelius | 37. Geminius | 62. Numicius | 87. Tarpeius |
| 13. Autronius | 38. Genucius | 63. Octavius | 88. Terentius |
| 14. Caedicius | 39. Gratius | 64. Ovidius | 89. Titinius |
| 15. Caelius | 40. Herennius | 65. Papirius | 90. Titurius |
| 16. Calidius | 41. Hirtius | 66. Petronius | 91. Tullius |
| 17. Calpurnius | 42. Horatius | 67. Pinarius | 92. Ulpianus |
| 18. Cassius | 43. Hortensius | 68. Pompilius | 93. Valerius |
| 19. Claudius | 44. Hostilius | 69. Pontius | 94. Vedius |
| 20. Cominius | 45. Lunius | 70. Porcius | 95. Vergilius |
| 21. Cornelius | 46. Luventius | 71. Postumius | 96. Vibius |
| 22. Coruncanus | 47. Laelius | 72. Quinctius | 97. Villius |
| 23. Curiatius | 48. Lartius | 73. Rubellius | 98. Vipsanius |
| 24. Decius | 49. Livius | 74. Rufius | 99. Vitellius |
| 25. Didius | 50. Lucilius | 75. Rutilius | 100. Volumnius |

Samurai Techniques (D20)

These are the special attacks performed by a samurai when he fights to destroy an opponent.

Assault of Infinite Punishment (I)

This technique allows a samurai to strike an opponent hundreds of times with his sword in a single attack.

Blade of the Forge (2)

This technique allows a samurai to cut through metal with ease.

Blade of the New Moon (3)

This technique launches an opponent into the air in the first strike and cuts them in half in the air.

Blade of the Twilight Moon (4)

This technique imbues a blade with darkness energy.

Counter of the Tsunami (5)

This technique blocks an opponent's blow and chains it into a watery blade attack.

Crushing Wave (6)

In this technique a samurai's blade vibrates at high speed annihilating an opponent's flesh on contact.

Dragon Hammer (7)

This technique has the samurai leap into the air and smash an opponent into the ground with his blade.

Erupting Dragon (8)

This technique has the blade strike the ground causing an explosion of rocks to hit an opponent.

Flying Dragon (9)

In this technique a samurai swings with such force that his blade flies out of his hand and hits an opponent's vital spot.

Heavenly Blade of Justice (10)

This technique imbues a blade with light energy.

Reverse Blade Strike (11)

This technique strikes with the blunt side of the blade making it non-lethal.

Reverse of the Twisting Wind (12)

This technique allows a samurai to block a blow and deliver a deadly rending slice.

Slash of the Raging Hurricane (13)

This technique produces a ranging hurricane from the edge of a blade.

Slice of the Rising Dragon (14)

This technique is the ultimate defensive maneuver that can block any attack.

Spiraling Serpent (15)

In this technique, a samurai attacks with his entire body causing his body and blade to spiral toward his opponent. This attack is designed to get through almost any defense.

Surge of the Brave (16)

This technique allows a samurai to surge forward in order to catch an opponent off guard.

Sword of the Falling Leaf (17)

This technique imbues a blade with nature energy.

Sword of the Flowing Stream (18)

This technique imbues a blade with water energy.

Sword of the Golden Phoenix (19)

This technique imbues a blade with holy energy.

Sword of Ultimate Purity (20)

This technique imbues a blade with holy energy.

Shaman Spells (DI00)

These are the spells cast by a shaman.

Acid Rain (1)

A shaman calls down rain that melts anyone touched by it.

Ancestral Covenant (2)

A shaman becomes almost completely invulnerable to all attacks as long as his ancestral shrine survives intact.

Ancestral Guard (3)

A guardian spirit protects a shaman from attacks.

Ancestral Guidance (4)

A spirit leads a shaman to anywhere his heart desires.

Ancestral Intervention (5)

A guardian will save a shaman in times of great need or danger.

Ancestral Recall (6)

A spirit will reach back from the past allowing a shaman to relive a moment of time that has just past.

Ancient Rage (7)

A shaman is filled with the power of his ancestors giving his incredible physical strength and endurance.

Angry Spirit (8)

A shaman can summon a spirit warrior that will harass his enemies.

Antecessor's Pact (9)

A shaman gain great insight into his current problem by praying to his ancestors.

Aspect of the Wolf (10)

A shaman gains the ferocity and speed of a mighty wolf.

Binding Winds (11)

A shaman produce magical winds that hold his opponents in place.

Blessing of Nature (12)

A shaman is healed by the life force of all the nature that surrounds him.

Bull's Strength (13)

A shaman gains the strength of a raging bull.

Call of the Element (14)

A shaman can produce a powerful scream that will stun all the opponents in his path.

Call of the Spirits (15)

Spirits stream from a shaman mouth that assail any opponents in his path.

Charm Spirit (16)

A shaman is summons a guardian spirit that helps guide his attacks.

Choking Vines (17)

A shaman call forth spirit to animate vines and entangle and strangle his enemies.

Crushing Wind (18)

A shaman summons two powerful winds that crush an opponent between them.

Death Guardian (19)

A shaman is completely immortal as long as his protective spirit is with him.

Detect Spirits (20)

A shaman can sense the presence of other spirits in his environment.

Diseased Spirit (21)

A shaman summon a spirit to spread disease amongst his enemies.

Dissolving Fog (22)

A shaman summons a fog that dissolves his enemies bodies.

Earth Shock (23)

A shaman causes bolts of lightning to fire from the ground to engulf his enemies.

Earth Surge (24)

A shaman causes a mighty wave to form in the ground to knock down his enemies.

Endurance of the Boar (25)

A shaman gain incredible physical endurance and pain resistance.

Entrapping Fog (26)

A shaman summons a fog that binds his enemies in place.

Entrapping Roots (27)

A shaman summons spirits that animate the roots in the ground to grab and hold his opponents.

Exorcism (28)

A shaman can call out a demon or spirit possessing a person's body.

Eyes of the Eagle (29)

A shaman can see as far as the horizon with total clarity.

False Vision (30)

A shaman summons a spirit that cause a person to see illusions.

Feral Spirit (31)

A spirit enters a shaman's body and gives him the speed or ferocity of a wild cat.

Fire Totem (32)

A shaman's body is engulfed in magical flames that catches an opponent on fire that attempts to attack him.

Fish Totem (33)

A shaman gains the ability to swim like a fish.

Flight of the Eagle (34)

A shaman gains to ability to soar through the sky like an eagle.

Ghost Touch (35)

A shaman can causes anything that he touches to become completely ethereal.

Ghost Warrior (36)

A shaman summons a phantom warrior.

Giant Totem (37)

A shaman grows to an immense size.

Grasping Trees (38)

A shaman summons spirit that animate a tree to grab his opponents.

Grasping Wind (39)

A shaman summons a wing that picks up an opponent and throws them.

Guardian Spirit (40)

A spirit surrounds a shaman that deflects any attack aimed at him.

Healing Rain (41)

A shaman calls down rain that heals anyone touched by it.

Hidden Path (42)

A shaman produces a secret path through a forest or jungle.

Inner Fire (43)

A shaman gains immense spiritual power by calling on his fallen ancestors.

Invigorating Spirit (44)

A shaman summon a spirit that heals anyone it touches.

Ironskin Totem (45)

A shaman's skin turns as hard as steel.

Kidnap Soul (46)

A shaman actually pulls the soul out of his opponent and traps it.

Lightning Call (47)

A shaman calls a lightning bolt from the sky to strike his enemies.

Lightning Totem (48)

A shaman's body is surrounded by lightning that will strike anyone that attempts to attack him.

Maddening Mist (49)

A shaman summons a fog that drives anyone inside it insane.

Maelstrom Nexus (50)

A shaman surrounds his enemies with a storm cloud that tears them apart.

Mole Totem (51)

A shaman can dig through dirt and rock as if it were nothing.

Mystic Snake (52)

A shaman creates a phantom snakes that binds and crushes an opponent.

Natural Selection (53)

A shaman can gain the trait of any animal that he touches.

Phantom Bear (54)

A shaman summons a phantom in the shape of a bear.

Phantom Beast (55)

A shaman summons a phantom in the shape of a mighty dragon.

Phantom Behemoth (56)

A shaman summons a phantom in the shape of a giant.

Phantom Boar (57)

A shaman summons a phantom in the shape of a boar.

Phantom Eagle (58)

A shaman summons a phantom in the shape of a eagle.

Phantom Hunter (59)

A shaman summons a phantom in the shape of a mighty hunter.

Phantom Ram (60)

A shaman summons a phantom in the shape of a ram.

Phantom Tsunami (61)

A shaman summons a phantom wave that will knock down any opponent.

Phantom Viper (62)

A shaman summons a phantom in the shape of a viper.

Phantom Wings (63)

Spirit wings form on a shaman's back allowing him to fly.

Phantom Wolf (64)

A shaman can summon a phantom in the shape of a wolf.

Primal Essence (65)

A shaman steals the spirit from an animal to gain its power for a short time.

Primal Gate (66)

A shaman opens a portal that teleports to a distant location.

Primal Rage (67)

A shaman gains incredible power allowing him to tear another person apart with his bare hands.

Primal Surge (68)

A shaman's spells are greatly increased whenever he is surrounded by nature.

Progenitor's Curse (69)

A shaman can curse an opponent to that always fail at anything that he attempts.

Ravenous Earth (70)

A shaman causes the ground to engulf and swallow his enemies.

Ravenous Trees (71)

A shaman summons spirit that animate a tree to devour his opponents.

Reincarnation (72)

A shaman can call back a dead person's spirit bringing him back to life.

Seeing Totem (73)

A shaman can see through any substance or inside any container.

Snatching Wind (74)

A shaman summons a wind that disarms his opponent.

Soul Focus (75)

A shaman focus his spiritual energy to creating a super destructive strike.

Spectral Bear (76)

A shaman creates a massive phantom bear the size of a mountain.

Spectral Eagle (77)

A shaman creates a massive phantom eagle that he can ride up through the air.

Spectral Wave (78)

A shaman summons an immense spirit wave the size of a mountain to devastate his enemies.

Spectral Wolf (79)

A shaman creates an immense phantom wolf the size of a mighty redwood.

Spirit Blade (80)

A shaman forms a blade in hand from pure spirit energy.

Spirit Chains (81)

A shaman summons spirits that prevent an enemy's arms and hands

Spirit Control (82)

A shaman summons a spirit that controls a person's body.

Spirit Guide (83)

A shaman summons a spirit that leads him to safety no matter how dire the situation.

Spirit of Paralysis (84)

A shaman summons a spirit that causes paralysis in his opponent.

Spirit of the Tempest (85)

A shaman summons a hundred spirits that form a vortex that sucks up and throws his opponents around the battlefield.

Spirit Realm (86)

A shaman can enter the spirit world to gain greater understanding of the universe.

Spirit Spear (87)

A shaman forms a spear from an ancestral spirit to can smite any opponent.

Spirit Storm (88)

A shaman summons a hundred spirits that tear his enemies apart.

Spirit Ward (89)

A shaman can create a power ward that will not allow any spirits to pass.

Spiritwalker (90)

A shaman can release his spirit and allow it to walk around the world free from his body.

Stoneskin Totem (91)

A shaman's skin turns as hard as stone.

Storm Beast (92)

A shaman summons a thunderous beast formed from dark clouds that smites his enemies with lightning bolts.

Storm Totem (93)

A shaman projects powerful lightning bolts from his body that strikes anyone that attempts to attack him.

Totem of the Tranquil Mind (94)

A shaman is empowered by his ancestor to become completely fearless.

Totem Recall (95)

A shaman can see visions of what happened in the past in a given location.

Tranquility (96)

A shaman sends out spiritual energy that destroys all enchantments around him.

Watcher Spirit (97)

A shaman summons a spirit that watches over or guards a person or place.

Water Breathing (98)

A shaman can breathe underwater as long as his sea spirit is with him.

Water Walking (99)

Spirits gather under a shaman's feet allowing him to walk on water.

Wild Shape (100)

A shaman can take on the form of any animal or plant that he touches.

Sword Names (DI00)

These are names for legendary or magical swords and blades.

- | | | | |
|-------------------|--------------------|-------------------|-------------------------|
| 1. Annihilator | 26. Fleshripper | 51. Longclaw | 76. Sorrowbringer |
| 2. Black Blade | 27. Foecleaver | 52. Longfang | 77. Soulbreaker |
| 3. Black Key | 28. Foehammer | 53. Longtalon | 78. Soulcrusher |
| 4. Bloodbath | 29. Frostbrand | 54. Longtooth | 79. Soulcutter |
| 5. Blooddrinker | 30. Giantbane | 55. Magebane | 80. Souleater |
| 6. Bloodletter | 31. Goblincleaver | 56. Mindbreaker | 81. Soulforge |
| 7. Brightkiller | 32. Goblincleaver | 57. Nightbringer | 82. Soulreaver |
| 8. Butcher | 33. Godsbane | 58. Nightfall | 83. Soulsword |
| 9. Chaosbreaker | 34. Godslayer | 59. Nightsword | 84. Starkiller |
| 10. Darkblade | 35. Guardian Soul | 60. Oathkeeper | 85. Starseeker |
| 11. Dawnfang | 36. Hatehammer | 61. Oblivion | 86. Stonecleaver |
| 12. Deathbringer | 37. Heartsbane | 62. Orcbane | 87. Stonecutter |
| 13. Destinyseeker | 38. Heartseeker | 63. Orccleaver | 88. Sword of Delusions |
| 14. Doombringer | 39. Heartthorn | 64. Orcslayer | 89. Sword of Faith |
| 15. Doomgiver | 40. Heavenly Blade | 65. Pathfinder | 90. Sword of Judgement |
| 16. Doomseeker | 41. Holy Avenger | 66. Rockbreaker | 91. Sword of Justice |
| 17. Dragonbane | 42. Holy Defender | 67. Runesword | 92. Sword of Miracles |
| 18. Dragonslayer | 43. Icebrand | 68. Seeker | 93. Sword of Nightmares |
| 19. Dusksfang | 44. Icebreaker | 69. Seeker | 94. Sword of Truth |
| 20. Eclipse | 45. Justiceseeker | 70. Sentinel | 95. Thunderblade |
| 21. Eternal Sleep | 46. Lifetaker | 71. Shieldbreaker | 96. Thunderbolt |
| 22. Executioner | 47. Lightbrand | 72. Sinblade | 97. Tormentor |
| 23. Farseeker | 48. Lightbringer | 73. Sinseeker | 98. Trailblazer |
| 24. Farslayer | 49. Lightningbolt | 74. Sleepbringer | 99. Truthseeker |
| 25. Firebrand | 50. Lionheart | 75. Sleepbringer | 100. Wayfinder |

Tavern Encounters (DI00)

These are the people that that a party will find in a local tavern.

- | | | | |
|------------------|---------------------|----------------------|-------------------|
| 1. Ambassador | 26. Coin Changer | 51. Marshal | 76. Sailor |
| 2. Anarchist | 27. Constable | 52. Mercenary | 77. Scoundrel |
| 3. Apothecary | 28. Cook | 53. Merchant | 78. Scribe |
| 4. Armorer | 29. Count | 54. Messenger | 79. Sculptor |
| 5. Artist | 30. Countess | 55. Minstrel | 80. Serf |
| 6. Assassin | 31. Dark Mage | 56. Missionary | 81. Servant |
| 7. Astrologer | 32. Druid | 57. Moneylender | 82. Sheppard |
| 8. Bailiff | 33. Drunk | 58. Monk | 83. Sheriff |
| 9. Baker | 34. Duchess | 59. Noble | 84. Slave |
| 10. Barbarian | 35. Duke | 60. Old Adventurer | 85. Sorcerer |
| 11. Barber | 36. Farmer | 61. Old Drunk | 86. Swordsmith |
| 12. Bard | 37. Fisherman | 62. Page | 87. Spy |
| 13. Bartender | 38. Fletcher | 63. Paladin | 88. Squire |
| 14. Black Knight | 39. Grave Robber | 64. Pawnbroker | 89. Tax Collector |
| 15. Blacksmith | 40. Healer | 65. Peasant | 90. Thief |
| 16. Butcher | 41. Henchmen | 66. Peddler | 91. Vassal |
| 17. Candlemaker | 42. Herald | 67. Physician | 92. Viking |
| 18. Captain | 43. Hidden Princess | 68. Pirate | 93. Waitress |
| 19. Chamberlain | 44. Highwayman | 69. Priest | 94. Warden |
| 20. Chancellor | 45. Jester | 70. Ranger | 95. Warrior |
| 21. Chaplain | 46. Knight | 71. Reeve | 96. Watchmen |
| 22. Child | 47. Lord | 72. Religious Zealot | 97. Weaponsmith |
| 23. Cleric | 48. Lunatic | 73. Rogue | 98. Whore |
| 24. Clerk | 49. Mage | 74. Royal Guardsmen | 99. Witch |
| 25. Clothier | 50. Maiden | 75. Royal Messenger | 100. Wizard |

Tavern Names (D200)

These are names for a tavern in any fantasy setting.

1. Boar's Rest
2. Broken Bone Tavern
3. Crazy Monk
4. Crimson Dagger
5. Crooked Corner
6. Dancing Giant
7. Dead Elf
8. Deepwater
9. Desert's Jewel
10. Dragon's Breath
11. Dragon's Lair
12. Dreaming Dragon
13. Drunken Dog
14. Drunken Dragon
15. Drunken Dwarf
16. End of the Road
17. Eye of the Specter
18. Frostbite
19. Full Moon Inn
20. Fumbling Ogre
21. Graves Tavern
22. Greyhound
23. Hammer and Anvil
24. Hanging Man
25. Knight's Tournament
26. Mage's Tower
27. Queens Head
28. Razorback Inn
29. Robber's Inn
30. Rose and Crown
31. Sea Barrel
32. Severed Arms
33. Shattered Bone Tavern
34. The Alchemist's Brew
35. The Angel
36. The Axe
37. The Badger's Head
38. The Bard's Tavern
39. The Bawdy Boar
40. The Bear
41. The Beast's Head
42. The Beehive
43. The Belching Boar
44. The Belle
45. The Black Barrel
46. The Black Dog
47. The Black Flagon
48. The Black Pearl
49. The Black Swan
50. The Blind Basilisk
51. The Blind Eye
52. The Bloody Boar
53. The Bloody Body
54. The Bloody Fist
55. The Bloody Fist
56. The Bloody Sword
57. The Bloody Tooth
58. The Boar's Head
59. The Brazen Hare
60. The Broken Arrow
61. The Broken Bow
62. The Broken Drum
63. The Broken Prayer
64. The Broken Sword
65. The Bucket of Blood
66. The Bull
67. The Bullseye
68. The Burning Corpse
69. The Butcher
70. The Cat and Fiddle
71. The Cat and Mouse
72. The Cauldron
73. The Cauldron
74. The Cavern
75. The Centaur's Hoof
76. The Citadel
77. The Cloven Hoof
78. The Compass
79. The Cracked Hoof
80. The Crooked Inn
81. The Cross Keys
82. The Crossed Daggers
83. The Crow's Nest
84. The Dancing Wanderer
85. The Den
86. The Devil's Bridge
87. The Devil's Brigade
88. The Devious Dog
89. The Dirty Dog
90. The Dirty Goat
91. The Dirty Sack
92. The Dirty Vixen
93. The Dragon Skulls
94. The Dragon's Breath
95. The Dragon's Hoard
96. The Dragon's Slither

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|--------------------------|----------------------------|-----------------------------|
| 97. The Drunken Orc | 132. The King's Rest | 167. The Royal Oak |
| 98. The Drunken Sailor | 133. The King's Throne | 168. The Running King |
| 99. The Empty Cup | 134. The Knife in the Back | 169. The Rusty Cog Inn |
| 100. The Fireplace | 135. The Kraken | 170. The Safe Haven |
| 101. The Flame | 136. The Labyrinth | 171. The Salt Merchant Inn |
| 102. The Flaming Wand | 137. The Lantern | 172. The Salty Tusk |
| 103. The Flask and Sword | 138. The Last Stop | 173. The Scribe |
| 104. The Flying Fish | 139. The Last Wish | 174. The Sea Dog |
| 105. The Fountain | 140. The Lonely Shepherd | 175. The Serpent |
| 106. The Fox | 141. The Lost Key | 176. The Serpent's Den |
| 107. The Fox and Hound | 142. The Lost Shepherd | 177. The Silver Axe |
| 108. The Fox Hole | 143. The Lotus | 178. The Silver Dragon |
| 109. The Full Moon | 144. The Mad | 179. The Silver Lion |
| 110. The Full Tankard | 145. The Maiden Head | 180. The Silver Sword |
| 111. The Goat's Head | 146. The Majestic Lion | 181. The Singing Boar |
| 112. The Golden Dragon | 147. The Mandolin | 182. The Siren |
| 113. The Golden Gryphon | 148. The Medusa's Head | 183. The Slaver |
| 114. The Golden Lady | 149. The Old Lantern | 184. The Slit Throat |
| 115. The Golden Phoenix | 150. The Open Cauldron | 185. The Spider's Fang |
| 116. The Golden Serpent | 151. The Pearl | 186. The Spider's Nest |
| 117. The Green Dragon | 152. The Phoenix | 187. The Stag |
| 118. The Gypsy's Gaze | 153. The Queen's Arms | 188. The Steward's Hatch |
| 119. The Harp | 154. The Rain Cloud | 189. The Stowaway Inn |
| 120. The Hearth | 155. The Rampaging Rabbit | 190. The Succubus |
| 121. The Hermit | 156. The Rampant Dragon | 191. The Unicorn |
| 122. The Highwayman | 157. The Ram's Head | 192. The Wandering Minstrel |
| 123. The Horn and Hounds | 158. The Ram's Horn | 193. The Watchman's Light |
| 124. The Hound | 159. The Rats Nest | 194. The Wench |
| 125. The Hydra | 160. The Reveling Wench | 195. The White Lion |
| 126. The Immortal | 161. The Rogue Archer | 196. The Wild Duck |
| 127. The King's Stag | 162. The Rose | 197. Thirsty Vampire |
| 128. The Kings Arms | 163. The Rose and Crown | 198. Three Swords |
| 129. The King's Coin | 164. The Rotten Bolas | 199. Troll's Head Inn |
| 130. The King's Hall | 165. The Royal Eagle | 200. Wild Badger |
| 131. The King's Pride | 166. The Royal Lion | |

Town Locations (DI00)

These are the places that can be found in a fantasy city, town, or village.

- | | | | |
|--------------------|-----------------|-------------------|----------------------|
| 1. Altar | 26. Cemetery | 51. Library | 76. Religious School |
| 2. Amphitheater | 27. Cesspit | 52. Lighthouse | 77. Restaurant |
| 3. Apothecary | 28. Church | 53. Lumberyard | 78. School |
| 4. Arboretum | 29. Circus | 54. Mage Tower | 79. Sewer |
| 5. Archives | 30. Citadel | 55. Magic Stores | 80. Shrine |
| 6. Arena | 31. Coliseum | 56. Mansion | 81. Smelter |
| 7. Armorer | 32. Court | 57. Mayor's Home | 82. Stable |
| 8. Armory | 33. Crypt | 58. Meeting hall | 83. Stables |
| 9. Asylum | 34. Docks | 59. Mint | 84. Statue |
| 10. Auction house | 35. Embassy | 60. Monastery | 85. Stocks |
| 11. Bakery | 36. Estate | 61. Monument | 86. Store |
| 12. Bank | 37. Farm | 62. Museum | 87. Stronghold |
| 13. Barracks | 38. Fletcher | 63. Music Hall | 88. Tavern |
| 14. Baths | 39. Foundry | 64. Nunnery | 89. Temple |
| 15. Bazaar | 40. Fountain | 65. Observatory | 90. Theater |
| 16. Blacksmith | 41. Garden | 66. Open Space | 91. Theatre |
| 17. Boarding House | 42. Gate | 67. Orphanage | 92. Town hall |
| 18. Brewer | 43. Granary | 68. Palace | 93. Treasury |
| 19. Brewery | 44. Guard tower | 69. Park | 94. University |
| 20. Brothel | 45. Guild | 70. Pond | 95. Watch tower |
| 21. Butcher | 46. Hovel | 71. Poorhouse | 96. Well |
| 22. Casino | 47. Hut | 72. Prison | 97. Windmill |
| 23. Castle | 48. Inn | 73. Private Club | 98. Woodcutter |
| 24. Catacomb | 49. Jail | 74. Public square | 99. Workhouse |
| 25. Cathedral | 50. Kennel | 75. Race Track | 100. Zoo |

Treemen Names (DI00)

These are names for treemen or forest beings.

- | | | | |
|-----------------|------------------|------------------|-----------------|
| 1. Ashbeard | 26. Gnarlbranch | 51. Mossbeard | 76. Summerbeard |
| 2. Autumnleaf | 27. Gnarlroot | 52. Mosshand | 77. Summerleaf |
| 3. Autumntrunk | 28. Goldenleaf | 53. Mosshead | 78. Summerseed |
| 4. Berrybeard | 29. Goldenroot | 54. Newwood | 79. Thornbeard |
| 5. Birchheart | 30. Goldenwillow | 55. Oakenheart | 80. Treebeard |
| 6. Blackbirch | 31. Happyseed | 56. Oakheart | 81. Trunkskin |
| 7. Blackwillow | 32. Hedegbeard | 57. Oaksoul | 82. Trunksmile |
| 8. Calmleaf | 33. Hedgehand | 58. Oldmaple | 83. Vinebeard |
| 9. Cedarclaw | 34. Herbbeard | 59. Promisewood | 84. Vineheart |
| 10. Cedarroot | 35. Highleaf | 60. Rockleaf | 85. Weedoak |
| 11. Crownleaf | 36. Highmaple | 61. Rockroot | 86. Weedtrunk |
| 12. Crownwillow | 37. Highwillow | 62. Rocksap | 87. Willoweyes |
| 13. Deeproot | 38. Ironbranch | 63. Rocktrunk | 88. Willowfury |
| 14. Dragonwood | 39. Ironleaf | 64. Sadroot | 89. Willowmaw |
| 15. Earthbranch | 40. Ironroot | 65. Sereneleaf | 90. Willowseed |
| 16. Earthroot | 41. Ironseed | 66. Shrubroot | 91. Willowtooth |
| 17. Endlessroot | 42. Irontrunk | 67. Silverleaf | 92. Winterbirch |
| 18. Fallroot | 43. Leafbeard | 68. Silverroot | 93. Winterseed |
| 19. Forestclaw | 44. Leafsmile | 69. Silverwillow | 94. Woodheart |
| 20. Foresteyes | 45. Lowcedar | 70. Springbeard | 95. Woodmage |
| 21. Forestmaw | 46. Madleaf | 71. Stonesap | 96. Woodmight |
| 22. Fruitbeard | 47. Maplesoul | 72. Strongbranch | 97. Woodpine |
| 23. Gentleleaf | 48. Maplewood | 73. Strongleaf | 98. Woodskin |
| 24. Gentletrunk | 49. Mightbranch | 74. Strongroot | 99. Woodsoul |
| 25. Gentlewood | 50. Mighttrunk | 75. Strongseed | 100. Wyrddwood |

Undead Army (D30)

The undead armies are the armies of the living dead and they ravage the world attempting to destroy everything living. They can stand up when they are struck down demoralizing their enemies and they are completely fearless so they can never be broken.

Banshee (I)

Banshees are enraged spirits that can annihilate their enemies with their baneful scream. These tortured souls hate the living and will do anything to destroy anyone in their sight.

Bone Giant (2)

Bone giants are the animated bones of a dead giant that swings a massive iron sword that can slice any opponent in half.

Bone Knight (3)

Bone knights are the skeletal remains of a mighty knight that charge across the battlefield to engage and harass an opponent's most vulnerable areas.

Carrion Fiend (4)

These bizarre creatures are multiple zombies sewn together that move in unison like an enormous serpent. At the top of this beast is an insect like head with huge compound eyes and enormous mandibles that can slice a man in half. Each of its twenty hands carries a rotting weapon allowing a single Carrion Fiend to destroy an entire battalion of soldiers. These creatures were created for terror and a horde of them charging into the heart of an army can drive the enemy into a panic.

Corpse Wagon (5)

This huge wooden cart is filled with over a hundred zombies that give it incredible powers. The arms of these zombies hang over the edge of the huge cart between the slats of its walls that push its wooden wheels to incredible speeds. A massive iron cannon powered by necrotic energy is carried by the zombies inside the cart. A few zombies are loaded into this weapon and fired at an opponent. This undead machine is difficult to destroy because it has so few solid parts so its wheels are its weakest link.

Crypt Cart (6)

Crypt carts of war engines that spew out zombies over the battlefield and they can overwhelm an enemy with the piles of the living dead that attempt to pull enemy troops into the cart to create more zombies.

Crypt Ghoul (7)

These powerful creatures are extremely fast, agile, and ferocious zombies. They have been imbued with incredible physical power and speed so they can tear apart and disembowel any adventurer foolish enough to wander into their hunting grounds. These mindless beasts are fearless and cannot be reasoned with because they are driven by a single purpose which is to feed on the flesh of the living.

Dark Coach (8)

A dark coach is a cursed coach pulled by four winged nightmares. This engine evil can take flight and when it gets close enough to its enemies, thousands of cursed spirits pour out of it to devour the souls of anything living.

Dark Throne (9)

A black throne has a massive pedestal carried by hundreds of spirits that carries the throne of a lich king or vampire lord in battle.

Dire Bats (10)

These undead giant bats fly in massive clouds of death and crash into an enemy formation in order to devour them.

Doom Chariot (11)

A doom chariot is a powerful necromantic engine that fires the tormented spirits of the damned at its enemies.

Flesh Ripper (12)

This bizarre creature looks like a demonic centipede and it lays its eggs inside the skull of its victims turning them into an undead monster. Flesh Rippers are deadly in close combat because they can produce hundreds of attacks with the multitude of shredding claws that cover their segmented bodies.

Flesh Tearer (13)

These ghouls have had their limbs torn off and replaced with whirling saws and vicious mechanical claws. Their jaws have been replaced with an iron bear trap making these undead freaks deadly in close combat.

Ghost (14)

Ghosts are disembodied spirits that can tear the spirit out of the living. These disembodied souls are almost impossible to destroy making them one of the greatest threats on the battlefield.

Grave Zombie (15)

These animated corpses are mindless zombies range from complete bodies to animated limbs and torsos. Their bodies have decomposed so badly that their bones are showing and their internal organs hang from their torso and drag on the ground. They shamble and pull themselves slowly along searching for living flesh to feast on.

Lich (16)

Liches are powerful necromancers that can cast spells to create more undead and improve the power of their undead hordes.

Lich Dragon (17)

This undead monster is the remains of a mighty ancient dragon that has become immortal through necrotic magic. It breathes out deadly plumes of noxious chemicals that can change the living into the undead if they ever breathe in these corrupting vapors.

Lich King (18)

A lich king is a master of necromancy that can create armies of the undead and it is almost impossible to kill. They are the most powerful magic casters in the world and they almost never fail when they cast a spell.

Nightmare Scarecrow (19)

A nightmare scarecrow is an animated puppet composed of pieces of fabric and leather sewn together to resemble a human. These creatures are stuffed with straw or sand and the soul of the damned is trapped inside giving it life. Their eyes are burning embers of hatred and their freakish black smile can grow twice as wide as their patchwork face. While they fight, they howl with laughter that will drive a normal person insane. They carry a rusting scythe to kill their enemies.

Reaper (20)

Reapers are the bringers of death that can suck the soul from anything that they touch.

Skeleton Dragon (21)

Skeleton dragon are the undead skeleton of an ancient dragon that still retains if original breathe weapon even though its fleshed has already decayed.

Skeleton Warrior (22)

Skeleton warriors are animated skeletons armed with various weapons and shields. These piles of bones are difficult to kill because they will rise up and keep fighting after they have been knocked down.

Slaughter Giant (23)

This massive beast is stitched together from the remains of hundreds of corpses making a monster that towers above a normal man. This undead monster carries a gigantic scythe over twenty feet long known as an Undertaker.

Specter (24)

This eternal creature is the tortured soul of a victim of death and torture. They have an incredible hatred for life and they will do anything to destroy anything living. These twisted creatures search for anyone foolish enough to cross through their haunting grounds.

Spectral Warrior (25)

Spectral warriors are the evil spirits of dead warriors that only desire to kill the living.

Vampire Knight (26)

Vampire knights are vampire warriors riding on a winged nightmare allowing them to destroy the most important or dangerous opponents on the battlefield.

Vampire Lord (27)

A vampire lord is a powerful vampire count that controls an entire clan of vampires and an army of the undead. These mighty undead warriors thirst for blood so they are always at the center of every battle.

Vampire Warrior (28)

Vampire warriors are fast and powerful undead warriors that feast on the blood of their enemies giving them a rush of power.

Zombie (29)

Zombies are hordes of mindless living dead that shamble along the battlefield. They are almost impossible to kill because they keep coming unless they are completely destroyed.

Zombie Dragon (30)

Zombie dragons are undead dragons that risen from the dead and now walk the earth as living decaying corpses. They now spew infectious vomit as a breathe weapon that will turn anyone touched by it into the living dead.

Village Names (D200)

These are names for a fantasy town, city, hamlet, or village.

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|-------------------|-----------------------|---------------------|--------------------|
| 1. Amber City | 33. City of Darkness | 65. Diamond Cross | 97. Fallport |
| 2. Apple Valley | 34. City of Doors | 66. Diamond Harbor | 98. Fallville |
| 3. Applechester | 35. City of Embers | 67. Dragon's Harbor | 99. Farcastle |
| 4. Appleville | 36. City of Fire | 68. Dragonfall | 100. Farwater |
| 5. Avalon | 37. City of Flames | 69. Dragonspire | 101. Featherstone |
| 6. Axmoon | 38. City of Fountains | 70. Dreamcastle | 102. Fiarfield |
| 7. Bakersfield | 39. City of Gates | 71. Dreamville | 103. Fieldbarrow |
| 8. Bay Village | 40. City of Gears | 72. Eagle Ridge | 104. Firebend |
| 9. Begger's Hole | 41. City of Steel | 73. Eagle's Landing | 105. Fountainfall |
| 10. Bellflower | 42. Clearlake | 74. Eagle's Peak | 106. Freegate |
| 11. Black Forge | 43. Cliffdale | 75. Earthdale | 107. Freetown |
| 12. Black Hallow | 44. Clifffield | 76. Eastbend | 108. Frostford |
| 13. Black Hawk | 45. Coldhaven | 77. Easthaven | 109. Fullhaven |
| 14. Blackrock | 46. Courtsdown | 78. Eastpass | 110. Garden City |
| 15. Blackstone | 47. Crescent City | 79. Eastwood | 111. Glass City |
| 16. Eaglerock | 48. Crystal City | 80. Edgehill | 112. Glasscliff |
| 17. Bloomingdale | 49. Darkbrook | 81. Edgeport | 113. Glassfog |
| 18. Bloomingham | 50. Darkforge | 82. Emerald Harbor | 114. Glory's Reach |
| 19. Bloomingtown | 51. Darkshire | 83. Eternal City | 115. Goldcrest |
| 20. Blue Ash | 52. Darkwell | 84. Evercrest | 116. Goldenleaf |
| 21. Boatwright | 53. Darkwood | 85. Everville | 117. Goodbarrow |
| 22. Bridgeville | 54. Death Rock | 86. Fairfield | 118. Grassport |
| 23. Bridgeworth | 55. Deathfall | 87. Fairmill | 119. Greefield |
| 24. Brightdale | 56. Deepcrest | 88. Fairwinter | 120. Green Hawk |
| 25. Brighthaven | 57. Deepmoor | 89. Falcon's Peak | 121. Greenhill |
| 26. Brightheart | 58. Deepsnow | 90. Falconcrest | 122. Greenville |
| 27. Broken Bow | 59. Deepsoul | 91. Falcondown | 123. Hailforge |
| 28. Broken Shield | 60. Deepwater | 92. Falconworth | 124. Hailstone |
| 29. Brookmoor | 61. Dellgate | 93. Fallcastle | 125. Happydale |
| 30. Builderstown | 62. Demonsbane | 94. Fallhedge | 126. Happyhearth |
| 31. Bull Town | 63. Dewford | 95. Fallmage | 127. Hawksheart |
| 32. City of Brass | 64. Diamond City | 96. Fallmead | 128. Hearthdale |

129. Heartshaven	164. Lakeshore	199. Newhope	234. Ruby City
130. Heaven's Path	165. Landbarrow	200. Newmage	235. Safe Harbor
131. Heaven's Reach	166. Landsend	201. Newshire	236. Safe Haven
132. Hedgebank	167. Leafville	202. Newville	237. Sapphire City
133. Hiddenrock	168. Lightwind	203. Nexus	238. Sapphire Harbor
134. Highttower	169. Lion's Heart	204. Nightfall	239. Seacliff
135. Highcourt	170. Losthaven	205. Nightswell	240. Seafort
136. Highdale	171. Mapleford	206. Northhallow	241. Seaside
137. Highpeak	172. Maplehill	207. Northbend	242. Seaview
138. Highrock	173. Mapleport	208. Northhaven	243. Serra Mesa
139. Hightower	174. Marbledragon	209. Northpark	244. Shadowmoor
140. Highville	175. Marblemoor	210. Northpass	245. Sharpstown
141. Hillcliff	176. Marbleport	211. Northwood	246. Silverberry
142. Hillcrest	177. Meadowlake	212. Oakheart	247. Silverdale
143. Hillfar	178. Merrifield	213. Oakmarsh	248. Silverkeep
144. Hollowcliff	179. Mill's Spring	214. Oakvale	249. Silvertown
145. Hollowdell	180. Millstone	215. Oakville	250. Smallcourt
146. Hollowvale	181. Missionvale	216. Oceansdeep	251. Smallstone
147. Huntersville	182. Misty Falls	217. Oceanside	252. Snowcrest
148. Icebarrow	183. Mistyville	218. Oldmeadow	253. Snowdell
149. Iceforge	184. Moorcliff	219. Oldshade	254. Snowdown
150. Icemarsh	185. Moorhollow	220. Opengate	255. Snowsage
151. Iceport	186. Mountainveiw	221. Openheart	256. Snowvale
152. Ironbarrow	187. Mountbend	222. Openhearth	257. Snowydown
153. Ironcrest	188. Narrowgate	223. Peaksend	258. Southbend
154. Irondell	189. Narrowtown	224. Pearl City	259. Southhallow
155. Ironforge	190. New Forge	225. Pleasantvale	260. Southhaven
156. Ironleaf	191. New Garden	226. Pleasantville	261. Southpass
157. Ironspike	192. New Harbor	227. Queenstown	262. Southwood
158. Ironville	193. New Haven	228. Rainbowville	263. Sparrowdown
159. Ironwood	194. New Heaven	229. Riverbend	264. Sparrowgrove
160. Knavesmire	195. New Spring	230. Riverlake	265. Springdale
161. Kraven Hook	196. Newcrest	231. Riverpond	266. Starfall
162. Lakecoast	197. Newdawn	232. Rivertown	267. Stargate
163. Lakeforest	198. Newhaven	233. Rosebridge	268. Stonebrook

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|------------------|-----------------|----------------|-----------------|
| 269. Stonegate | 277. Swordbreak | 285. Waterdown | 293. Willowdale |
| 270. Stonepeak | 278. Swordsdale | 286. Waterhill | 294. Windbridge |
| 271. Strangeway | 279. Tinkertown | 287. Westbend | 295. Winterdale |
| 272. Summerdale | 280. Townsville | 288. Westhaven | 296. Winterland |
| 273. Summergrass | 281. Trueforge | 289. Westpass | 297. Wintermead |
| 274. Summerville | 282. Viewpoint | 290. Westwood | 298. Woodbush |
| 275. Summitville | 283. Vilewoods | 291. Wheatland | 299. Woodlake |
| 276. Sungate | 284. Waterdeep | 292. Wheatmead | 300. Woodland |

Werewolf Names (DI00)

These are the names of a werewolf.

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|------------------|--------------------|-------------------|-------------------|
| 1. Blackclaw | 26. Gnarledfur | 51. Nobleclaw | 76. Softpaw |
| 2. Blackfoot | 27. Grasswalker | 52. Noblefur | 77. Spiraldancer |
| 3. Blackfur | 28. Greyclaw | 53. Noblefury | 78. Spiritdancer |
| 4. Blackfury | 29. Headsplitter | 54. Nobleheart | 79. Spiritmoon |
| 5. Bloodclaw | 30. Ighthowler | 55. Pathrunner | 80. Springclaw |
| 6. Blooddancer | 31. Ivoryclaw | 56. Pathstalker | 81. Starkiller |
| 7. Bloodfang | 32. Midnightrunner | 57. Proudful | 82. Stonedancer |
| 8. Bloodfur | 33. Midnightseeker | 58. Raindancer | 83. Stormcaller |
| 9. Bloodfury | 34. Mistrunner | 59. Redclaw | 84. Stormseeker |
| 10. Bolddawn | 35. Miststalker | 60. Restlessheart | 85. Summerclaw |
| 11. Bonegnawler | 36. Misttalon | 61. Sadowhawk | 86. Summerdawn |
| 12. Couragefang | 37. Moonfang | 62. Savageclaw | 87. Summerwalker |
| 13. Crazyclaw | 38. Moonhowl | 63. Savagefang | 88. Sunfang |
| 14. Crazyfang | 39. Moonhunter | 64. Savagefur | 89. Sunfur |
| 15. Crimsonfang | 40. Moonproowler | 65. Savagepaw | 90. Thundercaller |
| 16. Darkstalker | 41. Moonshadow | 66. Shadowhowl | 91. Thunderclaw |
| 17. Dreamhowl | 42. Newmoon | 67. Shatteredfang | 92. Thunderfang |
| 18. Dreammane | 43. Nightbane | 68. Shiningfang | 93. Thunderfur |
| 19. Ebonyclaw | 44. Nightdancer | 69. Shinningtail | 94. Thunderhowler |
| 20. Endlessky | 45. Nightfur | 70. Silentstrider | 95. Trailblazer |
| 21. Fearlesshowl | 46. Nighthunter | 71. Silverfang | 96. Vortexdancer |
| 22. Feralfury | 47. Nightproowler | 72. Silverfur | 97. Whiteclaw |
| 23. Fiercetalon | 48. Nightrunner | 73. Silverhowl | 98. Windfang |
| 24. Fleetclaw | 49. Nightseeker | 74. Silverrain | 99. Windfang |
| 25. Frostmane | 50. Nightstalker | 75. Smokeclaw | 100. Windwalker |

Wilderness Encounters (DI00)

These are the people, places, and events a party might encounter in the wilderness or traveling down a open road.

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|-------------------------|--------------------------------|----------------------------|
| 1. Abandoned Child | 33. Campsite | 65. Fairies |
| 2. Abandoned Cottage | 34. Carnival | 66. Falling Tree |
| 3. Abandoned Village | 35. Castle | 67. Farm |
| 4. Acid Rain | 36. Catmen | 68. Feeding Frenzy |
| 5. Active Volcano | 37. Cave | 69. Feral Cats |
| 6. Actor's Troupe | 38. Centaurs | 70. Field of Dead Soldiers |
| 7. Animal Carcass | 39. Chameleon Basilisk | 71. Field of Flowers |
| 8. Animal Feces | 40. Chanting in the Distance | 72. Fishermen |
| 9. Animal Herds | 41. Church | 73. Fishing Village |
| 10. Animal Skeleton | 42. Circling Birds of Prey | 74. Flash Flood |
| 11. Animal Tracks | 43. Circling Vultures | 75. Floating Castle |
| 12. Archery Competition | 44. Corpse | 76. Floating City |
| 13. Aurora | 45. Covered Pit | 77. Floating Rocks |
| 14. Avalanche | 46. Crusaders | 78. Flood |
| 15. Bandits | 47. Crying Maiden | 79. Flying Airship |
| 16. Beach | 48. Cultivated Fields | 80. Flying Reptiles |
| 17. Bear Trap | 49. Deadly Mosquitoes | 81. Fog |
| 18. Bears | 50. Deadly Mushrooms | 82. Force of Nature |
| 19. Beastmen | 51. Death Vines | 83. Forest |
| 20. Beaver Dam | 52. Deranged Hermit | 84. Forest of Tree Stumps |
| 21. Beggar | 53. Dragonrider | 85. Fork in the Road |
| 22. Berry Bush | 54. Druids | 86. Fountain of Youth |
| 23. Blood Rain | 55. Duel | 87. Fresh Grave |
| 24. Bog | 56. Earth Elemental | 88. Fruit Trees |
| 25. Bones | 57. Earthquake | 89. Faun |
| 26. Bounty Hunters | 58. Elf Village | 90. Funeral |
| 27. Broken Sword | 59. Enchanted Cottage | 91. Funeral Pyre |
| 28. Burned Ground | 60. Enchanted Field of Flowers | 92. Geyser |
| 29. Burning Forest | 61. Enchanted Forest | 93. Ghost |
| 30. Burnt Forest | 62. Enchanted Well | 94. Giant Ant Swarm |
| 31. Camouflaged Animal | 63. Endless Chasm | 95. Giant Badgers |
| 32. Campsite | 64. Extreme Winds | 96. Giant Beetles |

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| 97. Giant Eagles | 132. Hunting Party | 167. Mineshaft |
| 98. Giant Feathers | 133. Injured Creature | 168. Misty Forest |
| 99. Giant Frogs | 134. Insect Swarm | 169. Monster Hunter |
| 100. Giant Hawks | 135. Jaguar-men | 170. Mossmen |
| 101. Giant Rats | 136. Juggling Troupe | 171. Mountain |
| 102. Giant Rats | 137. Kite in The Distance | 172. Mountain Pass |
| 103. Giant Reptiles | 138. Lake | 173. Mud Elemental |
| 104. Giant Scorpions | 139. Lake Town | 174. Mudslide |
| 105. Giant Skull | 140. Land Shark | 175. Net Trap |
| 106. Giant Slugs | 141. Land Whale | 176. Nymphs |
| 107. Giant Snails | 142. Landed Airship | 177. Oasis |
| 108. Giant Snakes | 143. Landslide | 178. Odd Crystal Growth |
| 109. Giant Spiders | 144. Leprechauns | 179. Orchards |
| 110. Giant Toads | 145. Leyline | 180. Partial Eclipse |
| 111. Giant Turtles | 146. Lighting Elemental | 181. Patrol |
| 112. Giant Worms | 147. Lighting Strike | 182. Phantom Tiger |
| 113. Grasping Grass | 148. Lion Pack | 183. Phantom Worm |
| 114. Great Stag | 149. Lionmen | 184. Pile of Rocks |
| 115. Guardpost | 150. Living Scarecrow | 185. Pilgrims |
| 116. Gypsy Caravan | 151. Lost Child | 186. Pixie |
| 117. Hail | 152. Magic Barrier | 187. Plague Village |
| 118. Hailstorm | 153. Magic Portal | 188. Poison Frog |
| 119. Hallucinogenic Mushrooms | 154. Magic Rift | 189. Poisonous Snake |
| 120. Hamlet | 155. Magic Stream | 190. Pool of Blood |
| 121. Harpies | 156. Magic Trap | 191. Pool of Slime |
| 122. Haunted House | 157. Man Eating Plant | 192. Preacher |
| 123. Head on a Post | 158. Marsh | 193. Primordial Titan |
| 124. Hermits | 159. Mass Grave | 194. Quarry |
| 125. Hidden Altar | 160. Massive Battle | 195. Quicksand |
| 126. Hidden Crocodile | 161. Massive Spider Web | 196. Raging River |
| 127. Hidden Tower | 162. Maypole Dance | 197. Rain |
| 128. Hidden Village | 163. Mercenaries | 198. Rainbow |
| 129. Hot Spring | 164. Merchant Train | 199. Rangers |
| 130. Hung Person | 165. Messenger | 200. Ransacked Village |
| 131. Hunters | 166. Miners | 201. Rare Plants |

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| 202. Razor Vines | 236. Spriggan | 270. Unconscious Man |
| 203. River Town | 237. Sprites | 271. Vineslasher |
| 204. Road Sign | 238. Stampede | 272. Volcanic Eruption |
| 205. Rocky Outcropping | 239. Steam Geyser | 273. Wandering Monk |
| 206. Rope Bridge | 240. Stone Statue | 274. Wandering Warrior |
| 207. Ruins | 241. Storm Clouds | 275. Warning Sign |
| 208. Rust Elemental | 242. Strange Rock Formation | 276. Water Elemental |
| 209. Rusty Armor | 243. Stream | 277. Waterfall |
| 210. Rusty Ring | 244. Stream of Life | 278. Watering Hole |
| 211. Rusty Weapon | 245. Swamp | 279. Wedding |
| 212. Sacrificial Altar | 246. Swarm of Bats | 280. Werewolves |
| 213. Sandstorm | 247. Swarm of Bees | 281. Wide Ravine |
| 214. Satyrs | 248. Swarm of Giant Bats | 282. Wild Boars |
| 215. Scouts | 249. Swarm of Locust | 283. Wild Dogs |
| 216. Sentry Animal | 250. Swarm of Rats | 284. Wild Horses |
| 217. Shallow Grave | 251. Tailed by Animal | 285. Wild Stags |
| 218. Sheppard | 252. Talking Rock | 286. Wild Titan |
| 219. Shrine | 253. Talking Trees | 287. Witch's Hut |
| 220. Singing Rock | 254. Tar Pit | 288. Witch's Hut |
| 221. Singing Tree | 255. Temple | 289. Wizard's Tower |
| 222. Sinkhole | 256. Tent | 290. Wolf Pack |
| 223. Skunks | 257. Tigermen | 291. Wood Elemental |
| 224. Slaughtered Merchants | 258. Tornado | 292. Wood Statue |
| 225. Slave Camp | 259. Total Eclipse | 293. Woodsman |
| 226. Slavers | 260. Traveling Circus | 294. Writing Carved in Rock |
| 227. Smoke in the Distance | 261. Traveling Merchant | 295. Writing Carved in Tree |
| 228. Smokehouse | 262. Traveling Minstrels | 296. Zombies |
| 229. Snake Pit | 263. Traveling Pilgrims | 297. Marauders |
| 230. Snow | 264. Tree of Immortality | 298. Royal Hunt |
| 231. Sound of Chanting | 265. Tree of Life | 299. Walking Hut |
| 232. Sound of Howling | 266. Tree of Power | 300. Tree of Wisdom |
| 233. Sound of Screaming | 267. Tree of Redemption | |
| 234. Sound of Talking | 268. Treefolk | |
| 235. Spiked Pit | 269. Treemen | |