

# TWO BIT TABLES



## Ancient Battlefield Encounters

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# Ancient Battlefield Encounters



Welcome to *Two Bit Tables: Ancient Battlefield Encounters*. Every map has those marked locations that have been forever scarred by large-scale battles. Sometimes these areas are marked by the presence of a memorial of some type but usually they are just areas forgotten or avoided by man that bear the scars and artifacts of battle. But what do these places look like and what can be found there? Wonder no more - with the tables below you can generate a collection of random encounters and landmarks that will give these places a feel of their own.

**Table I: Creature/Monster encounters**

D20	Encounter	D20	Encounter
1	Black Bear	11	Pack of Rats
2	Deer	12	Pack of Wolves (5-6)
3	Grizzly Bear	13	Rattle Snake
4	Group of Skeletons (4)	14	Skeleton
5	Group of Zombies (4)	15	Vampire
6	Large Rat	16	Vultures
7	Large Rat Pack (6-10)	17	Wild Dogs (4-6)
8	Lone Wild Dog	18	Wild Horse
9	Lone Wolf	19	Wild Horses (4-6)
10	Murder of Crows	20	Zombie

## Creatures/Monster Encounters

This short table allows you to generate the kind of monsters and creatures that might be found wandering around one of these historic battle fields.

## Using the Landmarks Table

The below landmarks table allows a game master to generate a collection of features that define the remnants of the battle. The below table assumes that the historic battles happened a long time ago and that the land and weather has claimed many of the battles features so rolling between 6-10 times should be good for a large battlefield. Also, the species of the skeletons are not given in the below table. To determine the species, a game master could either use appropriate species for the area or roll on the below table.

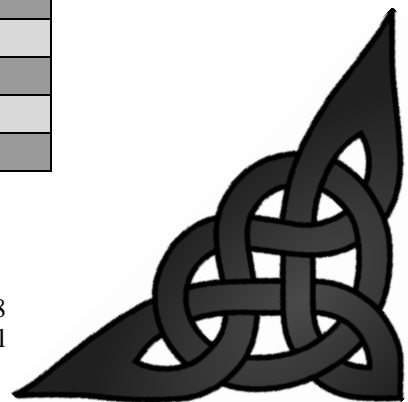
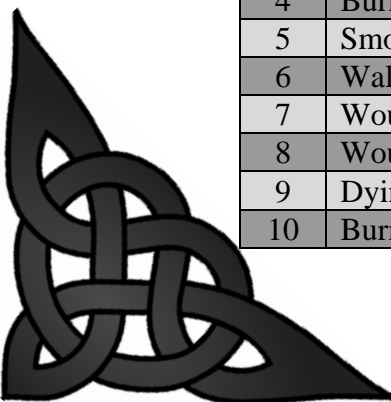
For a more recent battlefield, there are a few minor changes that need to be made to the descriptions. First, change “skeleton” to “body.” Second, remove descriptive words like “decaying” or “rusted.” Third, recent battlefields would be more crowded with features so roll between 10-20 times on the table for features. Finally, for a recent battlefield there is a 10% chance that you find one of the recent battle landmarks below.

**Table II: Recent Battle Landmarks**

d10	Recent Landmarks
1	Large Puddle of Blood
2	Severed limb
3	Several Burning Tents
4	Burning tree
5	Smoking charred bodies
6	Wall of fire
7	Wounded dying horse
8	Wounded soldier struggling to get to safety
9	Dying soldier unable to move
10	Burning stone building

**Table III: Skeleton Species**

d10	Species
1-2	Human
3	Elf
4	Dwarf
5	Gnome
6-7	Orc
8	Troll
9	Hobgoblin
10	Goblin



**Table IV: Battle Landmarks**

D100	Battle Landmarks	D100	Battle Landmarks
1	Worn and tattered command tent	51	A large patch of scorched black earth
2	A lone tattered banner on a post flapping limply in the breeze.	52	Field of bones (Many skeletons in decaying armor piled up)
3	A skeleton leaning on a tree with a hole in his breast plate.	53	Wooden spears buried at an angle to protect from a charge.
4	Moss-covered low stone wall	54	A tattered banner clinging to a tree
5	Decaying Wooden Fence	55	A pile of large stones next to a catapult
6	Bones of a horse	56	Rusted armor hanging on an armor rack
7	Skeleton impaled on a pole	57	Several tattered and decaying soldier tents
8	A rusted sword	58	The skeleton of a soldier clutching a pike
9	A shattered axe handle	59	A rusted anvil and crumbling stone forge.
10	Decaying crates of moldy food	60	Remnants of a large camp fire
11	A Broken wagon	61	An overturned heavy iron caldron
12	Skeleton pinned to a tree by a lance	62	A skeleton with an axe imbedded in its skull
13	Decaying head mounted on a pike.	63	Burnt out stone house
14	A shattered wooden shield	64	A broken weapon rack
15	A smashed well	65	A broken sword
16	A broken lance	66	A broken catapult
17	The skeleton of a horse on top of the crushed rider's skeleton.	67	A skeleton in leather armor that has been stained with blood
18	A barrel of oil	68	A small water-filled pit with several bones floating in it
19	A used torch	69	A skeleton knight in full plate mail stained red with blood
20	A charred body	70	Several charred bodies on a patch of blackened earth
21	A skeletal knight in rusted armor with an arrow through his visor	71	A makeshift cemetery with shallow graves and wooden markers
22	A tattered large tent containing several bloodstained cots	72	A bow with broken bowstring leaning against a tree
23	A rusty axe	73	A skeleton draped over a shattered soldier's tent
24	A broken wooden bench	74	A field of several skeletons impaled on pikes
25	A broken crossbow	75	A banner pole with shreds of fabric hanging from it
26	A rusting piece of armor	76	A horse's skeleton in full armor still tied to a post
27	Several arrows stuck in a tree	77	The decaying structure of a wooden farm house
28	A rusty shield leaning on a tree	78	A downed tree that has been burned to charcoal
29	A broken wagon wheel	79	Tattered tent canvas floating in a murky puddle
30	A rusted helmet	80	A vine-choked skeleton laying against a tree
31	A wheelbarrow piled with bones	81	A pit in the ground filled with brackish water
32	A decaying crate of crossbows	82	A small skeleton clutching a battered drum
33	A barrel of rusted swords	83	Rotting wagon wheels stuck in the earth.
34	A broken decaying ballista	84	The charred wooden frame of a command tent
35	A spear stuck into a tree	85	A skeleton that has had its chest crushed
36	A dagger stuck in the ground	86	A skeleton in a decaying set of chain mail
37	A shattered log fortification	87	A soldier's tent stained red with blood
38	The remains of an earthen wall	88	The remains of a charred wooden building
39	A tattered banner on a fallen pole	89	A tattered faded map pinned to a shattered table
40	Several broken rotten barrels	90	Two skeletons stuck in a death grapple
41	A broken lance embedded in a tree	91	A skeleton with a sword in its rib cage
42	A decaying makeshift log pylon wall	92	Decaying remains of a wooden tower
43	A shattered long wooden table	93	Decaying makeshift wooden buildings
44	A skeleton laying on a crossbow	94	The crumbling remains of a tower or keep
45	A rusted sword stuck in the ground	95	The crumbling remains of a large stone wall
46	Several lightly armored skeletons with arrows stuck in their armor	96	The decaying remains of an earthen and wood wall (Fort)
47	Decaying remains of a makeshift stable	97	A pit filled with sharp sticks at the bottom
48	A tree with a scorched and charred base	98	A Bundle of arrows stuck in the ground
49	A horse skeleton with a shattered leg	99	A weapon rack containing a rusted sword
50	A broken spear trampled in the earth	100	A rusted helmet with a hole in it