

TWO BIT TABLES



Villainous Lairs and Location Names

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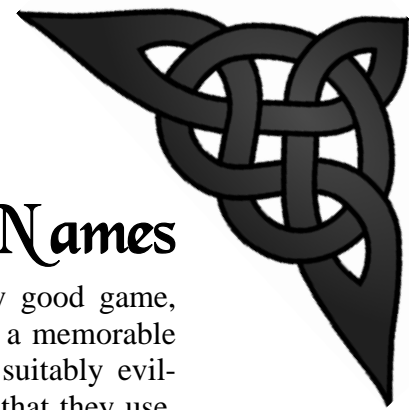
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Villainous Lairs and Location Names



A truly memorable over the top master villain is the centerpiece of any good game, whether in a fantasy setting, action pulp game or a superhero world. But a memorable villain needs to come from somewhere suitably evil, or at least have a suitably evil-named impenetrable fortress. Not to mention all those great evil vehicles that they use. Well never fear, the answer to all your villainous lair and location questions are here. The set of tables below will allow you to quickly and easily generate names for a villain's lair or hideout. As an added bonus, the product also contains a table for generating villainous vehicle names.

Table I: Villainous location Names

D20	Descriptor	D20	Name	D20	Location
1	Bent	1	Anvil	1	Archipelago
2	Crooked	2	Cloud	2	Atoll
3	Dark	3	Crescent	3	Barrow
4	Deadly	4	Flame	4	Canyon
5	Demon	5	Fortress	5	Caverns
6	Doom	6	Hammer	6	Crater
7	Foul	7	Heart	7	Crevasse
8	Howling	8	Hero	8	Fjord
9	Impenetrable	9	Hold	9	Gorge
10	Lonely	10	Horn	10	Hollow
11	Lost	11	Mist	11	Island
12	Poisonous	12	Moon	12	Mountain
13	Wretched	13	Night	13	Peak
14	Savage	14	Skull	14	Plateau
15	Screaming	15	Sky	15	Precipice
16	Shadow	16	Spear	16	Ravine
17	Steaming	17	Spider	17	Ridge
18	Twilight	18	Spire	18	Vale
19	Vicious	19	Stone	19	Valley
20	Wild	20	Wolf	20	Volcano

How to use the tables

This product contains a set of three tables. The first table allows for the generation of villainous or evil-sounding locations, the second, dastardly lairs and fortresses and the last short table, the names of evil vehicles and devices. But regardless of which table you use, generating names works in the same manner. Each table consists of three columns. To generate a name roll once on each column. This will generate three results that you can shuffle around to make a name. The last column on each table is designed to generate a specific type of place, lair or vehicle.

If you already have one of these in mind, don't roll on this last column.

Optional ways to generate names

With all the tables in this product you can generate even more names by simply rolling on column one and three only or column two and three only. Other ways to generate more names include rolling twice on column one to get a second descriptor. A second roll on column two could also be used to generate more options, though this usually works best for vehicle names.

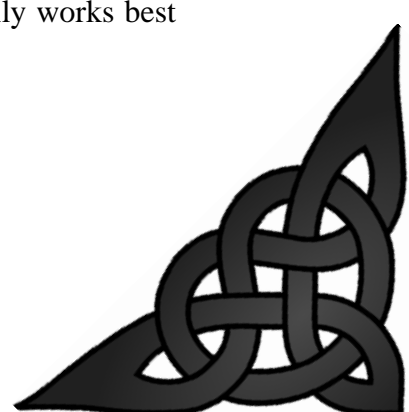
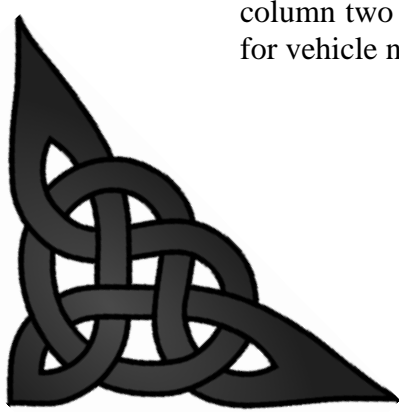


Table II: Villain Lair Names

D20	Descriptor	D20	Name	D20	Structure
1	Ancient	1	Anvil	1	Base
2	Buried	2	Coil	2	Bunker
3	Black	3	Forest	3	Castle
4	Crimson/Red	4	Hammer	4	Church
5	Dark	5	Heart	5	Citadel
6	Decaying	6	Iron	6	Coliseum
7	Demonic	7	Oak	7	Dome
8	Fallen	8	Onyx	8	Fortress
9	Floating	9	Ripper	9	Hold
10	Foul	10	Skull	10	Keep
11	Grisly	11	Sorrow	11	Lab
12	Haunted	12	Spider	12	Manor
13	Hidden	13	Spiked	13	Mansion
14	Horrifying	14	Spire	14	Palace
15	Impenetrable	15	Steel	15	Pyramid
16	Lost	16	Stone	16	Sanctuary
17	Mobile	17	Trophy	17	Station
18	Shadowy	18	Viper	18	Stronghold
19	Stalwart	19	Wolf	19	Temple
20	Terrifying	20	Warrior	20	Villa



Table III: Vehicle Names

D20	Descriptor 1	D20	Descriptor 2	D20	Vehicle
1-2	Gory	1-2	Brimstone	1-2	Balloon
3-4	Grisly	3-4	Crushing/Slashing	3-4	Copter
5-6	Horrifying	5-6	Death	5-6	Drill
7-8	Morbid	7-8	Doom	7-8	Jet
9-10	Nuclear	9-10	Invader	9-10	Satellite
11-12	Powerful	11-12	Laser	11-12	Ship
13-14	Solid	13-14	Night	13-14	Submarine
15-16	Stalwart	15-16	Ram	15-16	Tank
17-18	Terrifying	17-18	Ripper	17-18	Train
19-20	Ultimate	19-20	Slaughterer	19-20	Zeppelin

