

Strange New Fields:

*A Collection of Charts,
Encounter Tables, and
Random Generators for
Fantasy RPGs*

By Edward Lockhart

Violent Media

*Written, Illustrated, And Designed
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Normal Sounding Fantasy Names

d10	Male First Names	Female First Names	Last Names
1	Willem	Elizabeth	Smythe
2	Tim	Grace	Westfall
3	Wesley	Susan	Martin
4	Howard	Gwen	Longfellow
5	Arthur	Annette	Woods
6	Bruce	Mary	Carter
7	James	Ashley	Wallace
8	Charles	Gillian	Jennings
9	Geoffrey	Heather	Reeves
10	Donald	Jennifer	Robins

Over the Top Fantasy Names

1	Thim or Thima
2	Brondium or Brondane
3	Celodonna or Celodaen
4	Xandrosk or Xandalia
5	Svelten or Svela
6	Twill or Muslin
7	Cleodon or Clayadon
8	Landren or Landra
9	Breskia or Brisk
10	Coren or Zoren
11	Gordrana or Faeldrana
12	Roll Twice and Combine

d6 This Troublesome Treasure

This knuckle-bone filigreed in gold, has an unusual curse. Though the possessor is +3 on all actions.

- 1 Those within 100 yards, friend or foe alike, are -3 on all actions. It may only be gotten rid of by giving it to an enemy. 1000 sp/gp/xp.

This unusually convex bronze shield is inlaid with spiraling silver designs ending in arrows pointing towards its rim. It as light as a feather and harder than adamant (shield +1). $\frac{1}{2}$ of all damage dealt to the wearer is instead dealt to the person he/she/it cares for the most, distance is immaterial. Those slain by the shield's effects rise from the dead to tirelessly hunt the one that loved them. 2000 sp/gp.

2

This is the legendary Ducal Scepter of of Authority (treat as a mace +4, wielder always acts first); a platinum wrapped rod that has been missing for centuries. It's magic only functions when wielded openly. The current Duchess will do anything to get it back. 5000 sp/gp/xp.

3

These 1d200 ancient gold coins were twice cursed. Once by Priests of the Market God and then later by Priests of Selflessness. Hoarding the coins causes a terrible withering. (Take 1 Point of damage to Con per month when less than 10% of the remain total has been spent.) Spending the money on material things causes terrible luck. (-1 on all saves per 10 coins thus spent.) 5 sp/gp/xp per coin.

4

This shawl causes invisibility in whomever wears it, permanent, inalterable invisibility. After being worn the rough woolen shawl fades into nothingness. All clothes and items within 4 inches of him/her are likewise rendered invisible until removed. The wearer cannot see him/herself either, making many actions more awkward than normal. (-2 penalty on most actions for the first week; -1 penalty for the remainder of that first month.) 800 sp/gp/xp.

5

These are the famous Royal Jewels of a neighboring kingdom. They have been missing for a decade. The young ruler of that place has sworn to declare war on the country of the terrible thieves that took them. 3,500 sp/gp/xp.

6

d4 Unusual Reasons to Wander

Bitter Vengeance - This Solitary Searcher looks through all places High and Low. She seeks the Means to Slay the Immortal Wizard that ruined her Once Happy Life.

1

Sacred Vow - This Perpetual Pilgrim has Sworn a Holy Oath to Never Have a Home. He wanders to know the Divine

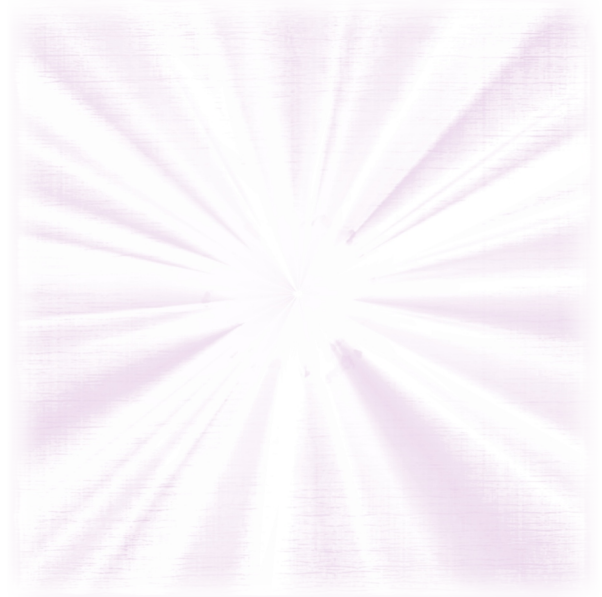
2

Fairy Magics - This Unfortunate Fool denied Hospitality to a Fairy Lord. Now he is cursed to change his face and sow distrust whenever he rests.

3

Profane Pursuit - This Sad Soul is Hunted by a Demon. Should she stop for more than an Hour, her Immortal Soul is Forfeit.

4



d6 Unique Holy Symbols & Sacred Orders

- 1 Bloody Nail - These Ascetic Monks thrust a sharp nail into their flesh each morning to truly know Physical Pain. While the nail pierces their flesh, they can alleviate the pain of others.

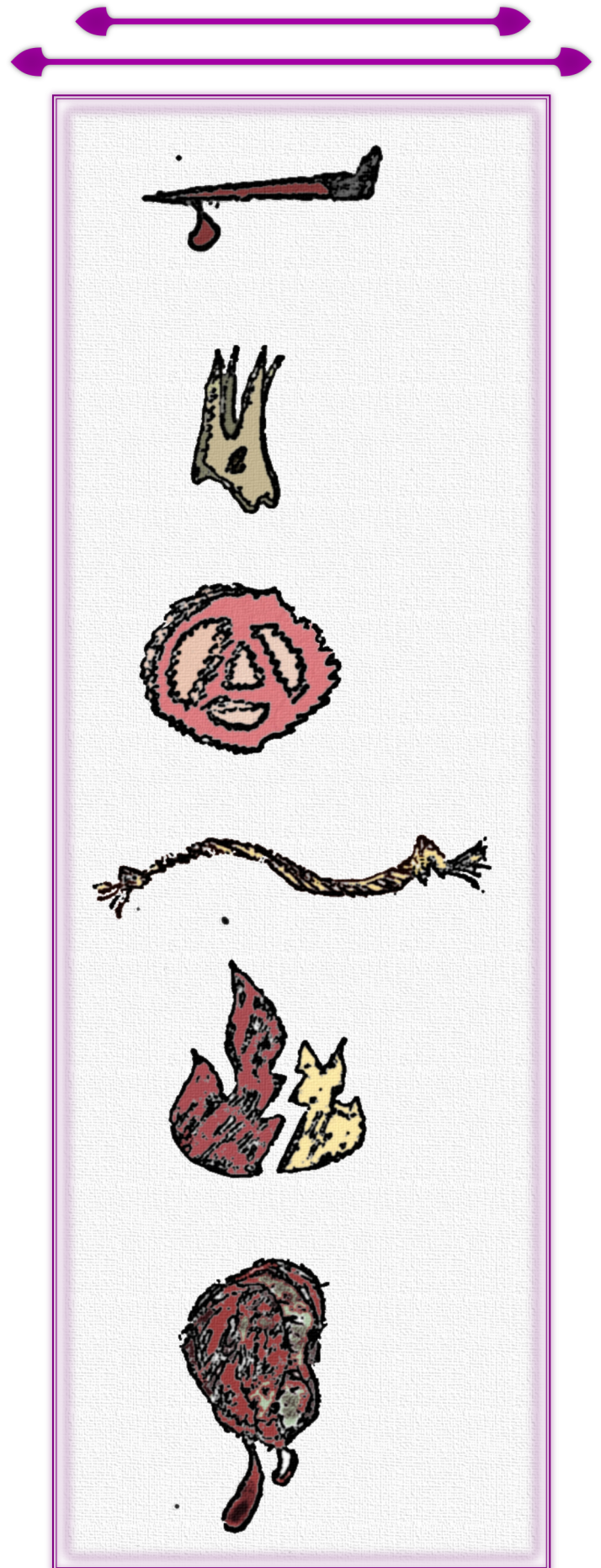
- 2 Dead Man's Tooth - The Wandering Priests of this Death God carry a Tooth, Ritually Pulled from a Dying Man. With it, they can hear the Wisdom of the Dead.

- 3 Wizard's Scars - The Wizard Initiates of this Mystery Sect carve and brand Magical Circles into their flesh. None know greater Spells and Rituals of Binding than those of this secret society.

- 4 Rope of Twisted Hair - Those few Sacred Warriors, who Walk the Hard Path, twist the Hair of their Vanquished Foes into a short length of rope. With each new strand, the Warrior's Strength grows.

- 5 Broken Flames - The Mystical Shamans of the Broken Spirits keep with them two Carven Stones. When the stones are brought together in a Shaman's hand he/she has Mastery over the Element of Fire, but the longer the Stones stay together the hotter they become.

- 6 Festering Molded Wound - The Unfortunate Madmen of this Cabal worship a Demon-God of Fungal Rot and Disease. Each has a molding, puss-filled wound on his/her chest. They use drippings from this wound to spread Blight and Illness wherever they wander.



d8 Interesting Locales

1 Temple of the First Spirit - This unusual, brick mountain of a temple has been active for centuries if not millennia. Six fires always burn within it: one in a circle of river stones, one in a circle of slate, one in a circle of sandstone, one in a mud-brick oven, one in a simple pit, and finally the central fire in a bronze brazier. Crude images of worshipers bowing before a flaming god have been stamped into the bare earth floor with colored sand. Rumor has it that the “First Spirit” is actually a demonic entity; however, these rumors seem to originate from a competing regional religion.

2 Fairies’ Anvil - A large, mostly flat, oblong stone sits by itself in the middle of a grassy meadow. It’s pinkish granite composition is completely unlike any other nearby rocks. Legend has it, that broken metal objects left on the stone overnight, along with an offering, will be mended and stronger than before. The Legend is true! Though, the fairies will only accept a “generous” offering. “Generous” is determined by the means of the individual. A poor fellow can get the same work done for far less than a rich lass. Be warned, offering too little is a deep insult, and insulting the fey is a bad idea.

3 Camp of the Goblin Apologist - Ever on the move, this odd gentleman sets up shop alongside major roadways. He keeps an inviting and comfortable camp, plying passersby with good mead and hearty stews. After a while, he’ll begin to regale the unfortunate travelers with polemics about the misunderstood nature of goblins (or whatever nasty humanoid is the bad guy in your campaign). He argues that humans are unnatural in their ways and should adopt the feral practices of goblinkind. He does not take kindly to interruptions...

4 Blood Spring - This small spring is so rich in iron, the algae within it and the nearby moss are blood red. The surrounding soil is practically saturated with very pure iron ore. Locals claim the iron laden waters have curative properties (not true). The right to drink from the spring is fiercely reserved; only those who pass tests of strength and endurance may approach the ferrous waters.

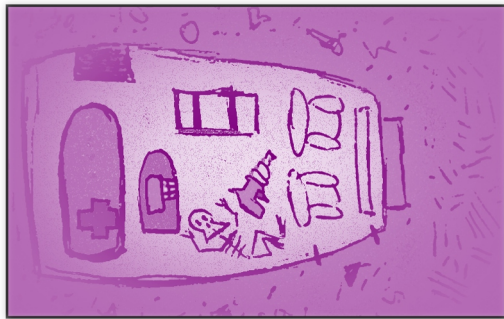
5 Holy Shrine of the Fallen Sky - Its day-glow green fin visible for miles, this crashed and half-buried escape pod is worshiped as a holy object by a nearby tribe. An anodized re-entry shield has also been repurposed as a sacred chalice. Supposedly there is a weapon of unimaginable power somewhere within the sacred object. (In fact, there are many technological surprises held within).

6 Field of the Screaming Blooms - Deep in the countryside spreads a field of vibrantly colored, night-blooming flowers. When open, they shriek like a hundred hysterical banshees and reek of rotten meat. It is said, if you can endure a full night amongst the auditory and olfactory onslaught, grave secrets will be whispered to you.

7 Tomorrow’s Door - A pitted and pockmarked metal doorway leans alone in the middle of an arid wasteland. Fraying wires hang off of its cracked eastern edge. If the button is pushed, anyone walking through the door for the next few seconds will be teleported 5d10*10 miles in a random direction, one day into the future.

8 The Apothecary-Shaman’s Mystery Wagon - This wagon peddles the usual wares of an apothecary, medicinal herbs of dubious worth. Yet this fellow also sells enlightenment: mind-altering substances, psuedo-magical fetishes, and other hippy nonsense.

d12 Strange Payments or Wizards have Strange Currency



1 A Mother's Second Milk

2 Laughter From a Dark Day

3 Tears of a Repentant Fiend

4 A Young Lover's Regret

5 A Poisoner's Left Hand

6 A Thief's Courage

7 A Miser's Last Coin

8 A Sinner's First Transgression

9 Wine from an Ancient Press

10 A Father's Heartbreak

11 Water Stolen from a Sacred Well

12 A Harlot's Love

d8 Events

- 1 Plagued with
- 2 Raided by
- 3 Besieged by
(-1 to Morale)
- 4 Visited by
- 5 Carnival with
(+1 to morale)
- 6 Burglary of
- 7 Assassination of
- 8 Big Harvest of

The Stronghold Event Generator

The PCs have managed to establish (or steal) a wilderness stronghold or solid base of operations, but what happens when they leave it to seek out adventure in foreign climes? Roll 1d8, 1d6, and 1d4 to find out.

Check the d8 first to determine the type of Event and which chart to use for the d4 and d6 Results.

Assume that the event happens towards the midpoint of the PC's time away, unless some other time happens to be more interesting.

d4 & d6 Plagues

- 1 Drought or Flood -
d6 x 10% Stores Lost
- 2 Buboes or Major Pox -
d6 x 10% of Total
Population Now Dead
- 3 Locusts or Rats -
d6% Stores Lost
- 4 Minor Pox or Fever -
d6% of Total
Population Now Dead

d6 & d4 Persons Involved in: Raids, Sieges, Visits and Carnivals

	Descriptor	Group
1	Masked	Monster(s)
2	Wild	Wizard, Shaman, or Other Magical Being
3	Savage	Cleric, Soothsayer, or Zealots
4	Traveling	Normal Folk or Mercenaries
5	Mysterious	
6	Friendly	

d4 & d6 Burglaries

- 1 Best Armaments or a
Magical Item; d6 Days
Ago
- 2 Finest Art or Jewels
Worth d6 x 100 gp/sp
- 3 Best Hooch or Wine
Worth d6 x 10 gp/sp
- 4 Some Coin
Totaling d6 x 10 gp/sp

d4 Assassinations Occured d6 days ago

- 1 Well Liked Man At
Arms or Servant
- 2 Lieutenant or Steward
- 3 Very Important
Advisor or Visitor
- 4 Close Friend or Family
Member

d4 & d6 Harvests

- 1 Seasonal Fruits -
d6% Gain in Stores
- 2 Seasonal Vegetables -
d6 x 2% Gain in Stores
- 3 Seasonal Grains -
d6 x 10% Gain in
Stores
- 4 New Settlers -
d6% Population Boost

D10 What Finds you in the Wilderness?

1 Nothing, a great, existential nothing - Landscapes quickly shift to empty, wide desolation. Even so, the stars are distant and dim. Sunsets happen quickly, when you are not looking. There is no breaking beauty only ugly open isolation.

2 Fear, ancestral and barely remembered – It stalks you. Staying in shadows it is always nearby. You know it is near; you smell its hateful musk wherever you turn. It knows you know. You can feel its toothsome smile on the back of your neck.

3 Beauty, a velvet-lined trap – It is perfect here. Brookes babble merrily. Birds sing a slow but cheery song. Soft powdery scents slide through the gentle breeze. The sun shines gently, a perpetual golden haze. Numbing joy fills your every fiber. The ways out are harsh, sharp, and uncomfortable: mazes of thorns that keep turning back to this blessed place. Why would you leave this flowered forest? No task has meaning here.

4 Lust, a strange visitor – Androgynous and achingly beautiful, an ethereal being beckons you from the path. The clinging perfume of honeysuckle and overripe fruit caresses your nose. Desire burns hot in your belly. Hunger flares within your chest. The being will never step towards you; this perfect creature was meant to be pursued.

5 Gluttony, a boisterous bacchanal – In the midst of the food-starved wilds, satyrs and fauns call you by name. Their voices are song, and they dance about great tables. Rough-hewn boards are loaded with piles of sausage and cheese, great jugs of sweet wine, flowing fountains of brown beer, heaps of ripe peaches, many legs of hot ham, great white loaves of buttered bread, cakes of exquisite shapes scaled in sugared almonds, game birds baked with honey & thyme, and here and there punctuated with candied castles. The feast never ends, and it is very rude to exit before the host gives you leave.

6 Envy, glittering prizes always in another's grasp – In this place, golden necklaces are scattered about the path, and your companions gather them with ease; all you find is painted lead. When you best shining knights and claim your winnings, their armor and swords turn to rust and dust. Your companions gloat in their new finery.

7 Greed, easy conquest and rich rewards – Here even the shepherds hold kingly jewels. The roughest smith can craft lordly arms. Jeweled dragons are kept as pets like cats. Within this bitterly cold valley, the next village always has better things: finer armor, softer beds, richer brews. And always for a shilling more than you can afford. Gold is easy to find here, but there is never quite enough of it.

8 Wrath, hellish heat and hot rage – It is far too hot here. The vistas slowly shift to reds and yellows. All beings here challenge and belittle you. A knight might ride by and call you craven; he will laugh merrily when you strike him. The very stones whisper your secret failings. Roots and shrubs mock you and titter at every failure. It is all but impossible to stop fighting until all your enemies lie bleeding before you.

9 Sloth, viscous and slow – The air is thick; it pushes back against you like water when you move. It is hard breath unless you are still. Your eyelids droop heavily. Crickets halfheartedly strike up their song. Should you sleep you might never awaken, but you will dream of lazy days and still contentment.

10 Pride, cool success awaits you – The breeze is cold but refreshing. Things come easily here. The grass sings in the wind of your greatness. Even the rudest villages know your name. They sing songs of your glory. Feasts are held in your honor. They'll beg you not leave. Nothing comes easily in the surrounding hills.

d20 Why Does the Monster Wander?

- 1 Ghost - The monsters are actually semi-corporeal ghosts or spirits. They are doomed to wander forever because of some uncompleted task.
- 2 Hunting - The monster is on the hunt for food. It has a nearby lair.
- 3 Burnt Down Lair - The monster/s lair has burnt down. The monster/s seek out a new home. The previous lair was 1d100 miles away.
- 4 Adventure - The monster/s have left their home behind to seek out the wide world and make a stunning fortune. 5% chance have a magical item. 20% have a map of a nearby locale.
- 5 Amnesia - The monster/s have been cursed to wake up in a brand new world each day. They have no idea who they are, where they've been, or where they're going.
- 6 Barter - The monster/s have goods or services for sale. This doesn't necessarily mean they will trade with the PCs.
- 7 Pilgrimage - The monster/s are on their way to some nearby locale, sacred to their ancestors. They must seek a vision in this place before an important decision is made.
- 8 Pacifist Nomads - These monster/s are non-violent wanderers. They seek to be one with nature and to love all the earth's children.
- 9 Pioneers - The monster/s seek to found a new settlement, lair, or colony.
- 10 It's a Trap - The monster/s are checking on a live-bait trap they have set up. The trap remains un sprung, unless of course, some foolish PC took the bait.
- 11 Alien Doppelganger - Though the monster/s are identical in every way, they are actually alien entities that can assume the form of another being by tasting its blood.
- 12 Mind Magics - The monster/s are under the direct control of a nearby mentalist wizard.
- 13 The Missing Mate - Long ago this creature or the group's leader lost his/her mate. He/she will do anything to find this lost love.
- 14 Exile - A nearby community has exiled the monster/s for some hideous crime.
- 15 Mating - The monster/s are on their way to an orgy and/or mating ritual.
- 16 A Thief - The monster/s are in hot pursuit of some valuable (to them) stolen object. They are especially wary and mistrustful.
- 17 Insanity - A broken mind drives the monster/s to endless, quixotic questing
- 18 Gone Fishin' - The monster/s are on their way to a fishing hole. They have a surprising array of top quality fishing gear.
- 19 Dropping Deuces - The PCs come upon the monster/s in the middle of performing their daily defecations. Monster/s will definitely be surprised.
- 20 Perfect Undeath - Unliving flesh forged into a near-perfect mimicry of life by some ancient wizard seeking to obey it's master's inscrutable commands. Necromancers would pay outrageous sums for an intact specimen.

The Entity Requires **Strange Rituals** or Has **Inscrutable Demands**

40% Chance of Ritual	50% Chance of Demands	10% Both
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First,	Yourself	the
1 - Cleanse	1 - In	1 - Blood
2 - Birth	2 - With	2 - Pure Waters
3 - Sacrifice	3 - From	3 - Flame
4 - Abstain	4 - To	4 - Flesh

Then You Must...

- 1 Seek to be as singularly driven as the Divine.
(Character may only move in a single cardinal direction for 1 week.)
- 2 Abase yourself before the Sacred Light.
(Character must remain prostrate before the sun or moon rise for 1d4 days.)
- 3 Mock the petty Cycles of Nature.
(Fast under the Full Moon and prepare an elaborate feast upon the New Moon.)
- 4 Mark yourself in Blasphemies Divine.
(Carve or Tattoo a mystical glyph somewhere upon the character's body.)
- 5 Bring the Divine within you.
(Consume some specific thing, like a sacred stone or a special herb or something.)
- 6 Seek visions in the Darkness.
(Character must bind his/her eyes for 2d12 hours.)

Or Perhaps, The Entity Demands...

- 1 The Lifeblood of a Beautiful Virgin! 1d4 weeks. (This Entity is a bit of a Traditionalist.)
- 2 A Preposterous Sum of Treasure must be returned to the dark reaches beneath the Earth from whence it came! (Material treasure only: gold, silver, gems. No Tapestries or Paintings.) You have 1d12 days.
- 3 Your Immortal Soul! Signed over IMMEDIATELY! However, the Entity is willing to sell it back to you, on credit even, with some very reasonable terms... Return bearing 1d4 Souls within a year. You DO NOT want to accrue continually compounding interest.
- 4 The Heart of the King. This can be literal or metaphorical. The King's love, a Sonnet written by the King, a Sitar Solo performed by the King, or that still-beating wad of muscle torn from the King's chest. It's all the same in the spirit world, really. 1d2 Years.
- 5 An appendage from each Person and Animal present: You have 1d20 minutes to comply. Roll 1d6 for each. 1- Finger, 2- Hand, 3- Foot, 4- Leg, 5- Ear, 6- Choose Genitals or Eyes.
- 6 A Bride: A randomly determined person present is to be his/her/its bride for all eternity. Gender/Biological-sex really doesn't matter to spiritual entities, but loneliness does. 1d4 days..

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