

WIZARDS AND WARLORDS

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This table is an unedited part of an upcoming SG product for generic use.

This is a generation table, much in the vein of our Demon construction table, and our Endless Vampire table. This table creates uncanny and even terrifying warlords that you may drop into many fantasy and science fiction campaigns. Some results will be more fitting, or more usable than others; however, it is certain to get creative juices flowing.

The table requires you to have 2d6. Simply roll on each table below and record the results sequentially. When you are finished you will have an original Warlord that will add thrilling and perhaps horrifying results to your campaign.

Appearance-Body

2. Inhuman I:

- 1) Encased brain in a humanoid android body
- 2) Humanoid alien with frills, crest, and claws
- 3) Humanoid alien with bony plates around head
- 4) Body is composed of self-contained mystic or cosmic energy (may still wear other clothes)
- 5) Elemental
- 6) Body has several octopus-like tentacles

3. Inhuman II:

- 1) Large, powerful goblinoid
- 2) Body made up of other body parts patch worked together
- 3) Brutish, broad, over-muscled form
- 4) Demonic with horns, tail and horns
- 5) Skull for a head (not necessarily undead)
- 6) Humanoid monster

4. Animal:

- 1) Rat humanoid with claws and tail
- 2) Lizard man with claws and tail
- 3) Wolfish
- 4) Winged hawk-like humanoid
- 5) Ape man

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- 6) Fish –like humanoid
5. A humanoid, alien super soldier
6. Old Scarred up warrior
7. Armored human
8. Old but powerful human
9. A lithe aristocrat
10. Faceless humanoid :
 - 1) No visible eyes
 - 2) No mouth
 - 3) No nose
 - 4) No mouth or nose
 - 5) Only one eye (cyclopean)
 - 6) No face at all
11. Robotic:
 - 1) Hovering robotic body, encasing a living brain
 - 2) Powerful, armored humanoid body
 - 3) Cyborg body in full encasement armor
 - 4) Robot with animal design
 - 5) Humanoid android
 - 6) No body—computer A.I. only. Further descriptions will refer only to its projected avatar.
12. Unnatural:
 - 1) Wraith
 - 2) Skeletal (lich-like)
 - 3) No body—apparel are held in place by an invisible telekinetic or mystic force
 - 4) Ancient but powerful body, wrapped in bandages
 - 5) Ancient, but powerful body, veined with muscles, brandishing claws
 - 6) Vampire with talons teeth and pale skin

Appearance-Unusual Features

2. Skin:
 - 2) Green skin
 - 3) Blue skin
 - 4) Grey (shark-like)
 - 5) Shadow black
 - 6) ivory white

- 7) Scaled
 - 8) Reptilian (mesh-like)
 - 9) Synthetic (rubbery or spongy)
 - 10) Dry and leathery
 - 11) Chitin
 - 12) Moist and rubbery
3. Strange, inhuman eyes:
- 1) Glowing red eyes
 - 2) Glowing yellow eyes
 - 3) Glowing green eyes
 - 4) Glowing white eyes
 - 5) Eyes recessed in shadow and not visible
 - 6) Dead eyes
 - 7) Insect eyes
 - 8) Cat-like eyes
 - 9) Completely black eyes
 - 10) Completely white eyes
 - 11) Multi-eyed
4. Frilled, fin ears:
5. Pointed ears :
6. Beard and Eyebrows (depending on the body type, then Beard and Eyebrows may be a reference to, feelers, ridges, whiskers, feelers, etc):
- 1) High, arching
 - 2) Bushy
 - 3) Strangely trimmed beard
 - 4) Fu Manchu
 - 5) Long, bushy beard
 - 6) Long, straight beard
7. Voice:
- 1) Telepathic voice only
 - 2) Hypnotic
 - 3) Loud reverberating
 - 4) Growling and rumbling
 - 5) Raspy
 - 6) Musical, hypnotic
8. Mouth:
- 1) Sharpened teeth

- 2) Exceptionally wide mouth with sharp, irregular teeth
 - 3) Gash-like mouth with no visible lips
 - 4) Vampire fangs
 - 5) Underslung jaw with irregular, upward protruding tusks
 - 6) Rows of needle teeth
9. Horns:
- 1) Antlers
 - 2) Small curved devil horns
 - 3) Large, curved horns
 - 4) Ram horns
 - 5) Spikes
 - 6) Tall imperial horns
10. Extra Limbs and Misplaced Features:
- 1) Tail: mammal
 - 2) Tail: Scorpion
 - 3) Pair of arms
 - 4) Tentacles (1d6 x2 total)
 - 5) Extra Eyes on palms of hands
 - 6) Face on chest
11. Wings:
- 1) Feathered Bird
 - 2) Insect
 - 3) Bat wings (wings are incorporated with arms)
 - 4) Technological, anti-gravity
 - 5) Demon wings (wings protrude from back of shoulders)
 - 6) Wings are composed of aethereal energy (manifesting as wings of light)
12. Being is an intelligence only; the body is just one of many that has been possessed

Attitude and Strange Behaviors

roll 1d3 times on this table

1. Attitude and Strange Behaviors I
 - 1) Cowardly
 - 2) Domineering
 - 3) Bully
 - 4) Merciless taskmaster
 - 5) Overconfident and short-sighted

- 6) Arrogant and grandiose
2. Attitude and Strange Behaviors II
 - 1) Self-adoration
 - 2) Greedy and Proud
 - 3) Defiant to the last
 - 4) Intolerant of failure
 - 5) Punishes failure with death
 - 6) Ruthless
3. Attitude and Strange Behaviors III
 - 1) Calculating
 - 2) Relentless—never stops coming
 - 3) Destroys anything in his way
 - 4) Lives only to hunt and murder
 - 5) Causing misfortune in others
 - 6) Overly competitive
4. Attitude and Strange Behaviors IV
 - 1) Fearmonger
 - 2) Warmonger
 - 3) Hatemonger
 - 4) Cheat (honors nothing)
 - 5) Soliloque—this character like long drawn out, self-adoring speeches
 - 6) Gloats
5. Attitude and Strange Behaviors V
 - 1) Braggart
 - 2) Belittling
 - 3) Uncomfortable silences
 - 4) Villainous laughter
 - 5) Melodramatic hand gestures
 - 6) Stares
6. Attitude and Strange Behaviors VI
 - 1) Talks to self
 - 2) Hisses when speaks
 - 3) Reclusive
 - 4) Must occupy center stage
 - 5) Non-proportionate reactions to situations
 - 6) Jealous

Appearance-Head:

2. No head covering
3. Padded cowl with communications gear
4. Armored cowl with face and chin guards and horns
5. Armored cowl with glowing ocular covering (one eye)
6. Helmet (Stahlhelm) with a sheer, featureless face plate
7. Tall, pointed wizard hat with decorative horns
8. Barbuta Helm
9. Barbarian helm with gems studs and demon wings
10. Conical helmet with large gem and large horns
11. Domed Helmet with featureless visor plate
12. Simple:
 - 2) Leather strap with amulet or buckle
 - 3) Gemstone implanted in forehead
 - 4) Shroud
 - 5) Simple Cowl
 - 6) Gleaming skullcap
 - 7) Crown
 - 8) Hood
 - 9) Wide-brimmed hat
 - 10) Horned cowl
 - 11) Armored cowl with face and chin guards
 - 12) Full encasement mask

Appearance-General Attire

1. Unusual
 - 1) Tattered clothes with wrapped bandages around feet
 - 2) Power armor
 - 3) Exoskeleton with obvious power supplies and servos
 - 4) Partial power armor (roll hi-lo to determine upper body or lower body)
 - 5) All clothing is illusion projected on body suit
 - 6) Segmented carapace armor, covering entire body
2. Clothes I:
 - 1) Heavy, tattered coat
 - 2) Military uniform

- 3) Aristocratic attire
 - 4) Sleeveless tunic
 - 5) Single colored body suit
 - 6) Stitched skins
3. Unusual Primitive:
 - 1) Barbarian belt and loin furs
 - 2) Armored one-piece bodysuit (sleeveless and legless)
 - 3) Heavy furs, primarily built up around shoulders, forearms, waist, legs and boots
 - 4) Robe
 - 5) Tattered, hooded robe
 - 6) Hooded robe
 4. Armor:
 - 1) Plate armor
 - 2) Banded Armor
 - 3) Chain
 - 4) Armored sections, covered in spikes
 - 5) Silks and ceramic plates, similar to Samurai armor
 - 6) Kevlar armor with additional hard ballistic plates
 5. Clothes II:
 - 1) Sarong with bare chest
 - 2) Toga
 - 3) Veils
 - 4) Slave or prison ware with remnants of bracelets and chains
 - 5) Tattered remnants and scraps of cloth, only barely recognizable as garkints at all
 - 6) Long, trailing imperial coat
 6. Flight suit

Appearance-Dressings

Roll 1d2+1 times on this table (reroll duplicates)

2. Head and neck
 - 1) Metal ear cusps
 - 2) Sinister Skull mask
 - 3) Eyepatch
 - 4) Oversized mantle (Gorget)
 - 5) Demon mask
 - 6) Goggles

3. Shoulders
 - 1) Plain shoulder armor
 - 2) Spiked shoulder armor
 - 3) One oversized shoulder guard
 - 4) Oversized shoulder armor
 - 5) Cybernetic or symbiotic tubes running between mantle collar and head (generally obscuring the neck)
 - 6) Shoulder armor in the likeness of demonic skulls
4. Chest
 - 1) Crisscrossing straps
 - 2) Straps moving across torso towards a ring or mantle
 - 3) Bare
 - 4) Atmospheric gauges and controls
 - 5) Standard or flag
 - 6) Breast plate that resembles a demonic face
5. Back
 - 1) Cloak
 - 2) Cape
 - 3) Hooded cape
 - 4) Fur cloak
 - 5) Imperial cape, fixed at one shoulder with amulet
 - 6) Power pack
6. Arms
 - 1) Bracers
 - 2) Spiked bracers
 - 3) Circlets
 - 4) Bare
 - 5) Oversized and complex bracers that encompass the entire fore arms
 - 6) Armored sleeve, held in place with leather straps
7. Hands
 - 1) Clawed gloves
 - 2) Gauntlets
 - 3) Wide swashbuckler gloves
 - 4) Oversized gauntlets
 - 5) Fingerless gloves
 - 6) Studded gloves
8. Armored girdle

9. Waist

- 1) Thick black belt
- 2) Wide-buckled black belt
- 3) Armored skirt
- 4) Thick brown leather belt
- 5) Thick, complex belt with straps and metal plates
- 6) Thick belt with numerous pouches

10. Legs and feet I

- 1) Greaves
- 2) Bare
- 3) Pants
- 4) Tabi boots
- 5) Roman sandals
- 6) Slippers

11. Legs and feet II

- 1) Barbarian boots
- 2) Low boots
- 3) Bare
- 4) Knee high boots
- 5) Curled shoes
- 6) Thigh high boots

12. Accessories

- 1) Amulet
- 2) Ring
- 3) Bracelet
- 4) Headband
- 5) Antennae located near shoulders and back
- 6) Lens on back of gloves or hands

Warlord Name

Name 1: Roll once and "Name 1," and again on "Name 2," and then combine the results for an original name.

2. Roll 1d6 below and combine with results from Name 2

- 1) Thor
- 2) Ty

- 3) Skab
 - 4) Occ
 - 5) Stra
 - 6) Grim
3. Roll 1d6 below and combine with results from Name 2
 - 1) Ka
 - 2) Kel
 - 3) Kor
 - 4) Krom
 - 5) Ku
 - 6) Ko
 4. Roll 1d6 below and combine with results from Name 2
 - 1) Vash
 - 2) Ve
 - 3) Yan
 - 4) Zo
 - 5) Zu
 - 6) Va
 5. Roll 1d6 below and combine with results from Name 2
 - 1) Mar
 - 2) Mem
 - 3) Mo
 - 4) Mum
 - 5) Thul
 - 6) Man
 6. Roll 1d6 below and combine with results from Name 2
 - 1) Skor
 - 2) Sa
 - 3) Skul
 - 4) Sim
 - 5) Stry
 - 6) Ser
 7. Roll 1d6 below and combine with results from Name 2
 - 1) Infer
 - 2) Invic
 - 3) Kal
 - 4) Ur

- 5) Sau
 - 6) Zeph
8. Roll 1d6 below and combine with results from Name 2
- 1) Jan
 - 2) Ju
 - 3) Ja
 - 4) Gan
 - 5) Ani
 - 6) Me
9. Roll 1d6 below and combine with results from Name 2
- 1) Ar
 - 2) Scor
 - 3) Za
 - 4) Kai
 - 5) Blas
 - 6) Kin
10. Roll 1d6 below and combine with results from Name 2
- 1) Gem
 - 2) Dec
 - 3) Nec
 - 4) Eh
 - 5) Ca
 - 6) Naz
11. Roll 1d6 below and combine with results from Name 2
- 1) Hor
 - 2) Ha
 - 3) Sau
 - 4) Klin
 - 5) Min
 - 6) Hit
12. Roll 1d6 below and combine with results from Name 2
- 1) Sen
 - 2) Cor
 - 3) Cob
 - 4) Chang
 - 5) A
 - 6) Ni

Name 2:

2. Roll 1d6 below and combine with results from Name 1

- 1) rah
- 2) ron
- 3) rox
- 4) ra
- 5) darin
- 6) sus

3. Roll 1d6 below and combine with results from Name 1

- 1) lo
- 2) ron
- 3) roth
- 4) mus
- 5) gas
- 6) pious

4. Roll 1d6 below and combine with results from Name 1

- 1) nok
- 2) nus
- 3) nelius
- 4) gor
- 5) ta
- 6) ia

5. Roll 1d6 below and combine with results from Name 1

- 1) dag
- 2) dak
- 3) do
- 4) dor
- 5) der
- 6) don

6. Roll 1d6 below and combine with results from Name 1

- 1) rag
- 2) rot
- 3) rous
- 4) taar
- 5) taro
- 6) non

7. Roll 1d6 below and combine with results from Name 1

- 1) vok
 - 2) lek
 - 3) tax
 - 4) listo
 - 5) el
 - 6) gul
8. Roll 1d6 below and combine with results from Name 1
- 1) ac
 - 2) ia
 - 3) ius
 - 4) us
 - 5) raka
 - 6) imus
9. Roll 1d6 below and combine with results from Name 1
- 1) pos
 - 2) daar
 - 3) dus
 - 4) kai
 - 5) ulus
 - 6) sa
10. Roll 1d6 below and combine with results from Name 1
- 1) gar
 - 2) ger
 - 3) goth
 - 4) goku
 - 5) ga
 - 6) grel
11. Roll 1d6 below and combine with results from Name 1
- 1) tarr
 - 2) tor
 - 3) tus
 - 4) gon
 - 5) g
 - 6) ler
12. Roll 1d6 below and combine with results from Name 1
- 1) blai
 - 2) pentis

- 3) bos
- 4) los
- 5) res
- 6) zam
- 7)

Title—Prefix: Roll 1d6, on a result of 6 then roll to see what title may come before the warlord's name. Example: Blastus becomes Count Blastus

2. Royalty (listed here from low to high)
 - 1) Dark Lord/Lady
 - 2) Baron/Baroness
 - 3) Count/Countess
 - 4) Prince/Princess
 - 5) Evil King/Queen
 - 6) Emperor/Empress
3. Pretentious
 - 1) Master/Mistress
 - 2) Grand
 - 3) Overseer
 - 4) Director
 - 5) Leader
 - 6) High Lord/Lady
4. Military Rank (listed here from low to high)
 - 1) Major
 - 2) Colonal
 - 3) Commander
 - 4) General
 - 5) Field Marshal
 - 6) Supreme Commander
5. Warrior-King/ Warrior-Queen
6. Witch-King/Witch-Queen
7. Dark Apprentice
8. Dark
9. Dread
10. Foul
11. The Abysmal
12. Chieftain

Title--Suffix: Roll 1d6, on a result of 6 then roll to see what title may come after the warlord's title. For example: Count Blastus now becomes Count Blastus, Lord of Destruction.

1. Suffix Title I:
 - 1) Lady/Lord of Pain
 - 2) Master/Mistress of Anguish
 - 3) Master/Mistress of Chaos
 - 4) Master/Mistress of Darkness
 - 5) Lady/Lord of Lies
 - 6) Lady/Lord of Sin
2. Suffix Title II:
 - 1) Lady/Lord of Hatred
 - 2) Lady/Lord of Destruction
 - 3) Lady/Lord of Terror
 - 4) Lord/Lady of Darkness
 - 5) Lord/Lady of Illusions
 - 6) Lord/Lady of Deception
3. Suffix Title III:
 - 1) Lord/Lady of Carnage
 - 2) Harbinger of Death
 - 3) ... the Destroyer
 - 4) ... the Terrible
 - 5) ... the Dragon
 - 6) ... the Mad
4. Suffix Title IV:
 - 1) ... the Cruel
 - 2) ... the Dark Wanderer
 - 3) ... the Despoiler
 - 4) ... the Merciless
 - 5) ... the Conqueror
 - 6) ... the Great
5. Suffix Title V:
 - 1) ... the Terminator
 - 2) ... the Predator
 - 3) ... the Accursed
 - 4) ... the Devastator

- 5) ... the Interloper
- 6) ... the Invader
- 6. Suffix Title VI:
 - 1) ... the Wrath-child
 - 2) ... the Demon
 - 3) ... the Dark Rider
 - 4) ... the Plunderer
 - 5) ... the Taker
 - 6) ... the Bloody

Power Base

Roll twice below and combine the results

- 2. Weapons provided by a more powerful master
- 3. Sorcery
 - 1) Necromancy
 - 2) Elemental magic
 - 3) Demonology
 - 4) Curses
 - 5) Illusions
 - 6) Divination
- 4. Mad Scientist
 - 2) Vast scientific knowledge of genetics
 - 3) Vast scientific knowledge of computer intelligences and robotics
 - 4) Vast scientific knowledge of temporal physics
 - 5) Vast knowledge of eugenics
 - 6) Vast knowledge of evolutionary sciences
 - 7) Vast knowledge of mind-control through electronic stimulation
 - 8) Vast knowledge of experimental surgeries, targeting the revival and transplant of body parts
 - 9) Vast knowledge of genetic architecture—the construction and design of living organisms
 - 10) Vast knowledge of Pagan retro-sciences
 - 11) Vast knowledge of gene splicing
 - 12) Vast knowledge of thermodynamics and weapons engineering
- 5. War-tech
 - 1) Powerful war Machines

- 2) Laser tanks
- 3) Armadas of Ships
- 4) Combat cycles
- 5) Floating assault platforms
- 6) Devastating drop ships
6. Humans are batteries for insidious plans
7. Powerful missiles
8. Beasts and Monsters
 - 1) Commands flying Beasts
 - 2) Commands gladiatorial monsters
 - 3) Commands massive alien battle-beasts
 - 4) Commands swarms of insects
 - 5) Commands wolves, bats, rats, and ravens
 - 6) Commands aquatic beasts
9. Access to a vault of lost artifacts and forgotten magic
10. Terrorist and espionage rings hidden worldwide
11. Powers I
 - 1) Genius level intellect
 - 2) Shape shifting
 - 3) Telekinesis
 - 4) The persona may mutate itself into another much more physically powerful and equally monstrous form
 - 5) Incredible
 - 6) Immortality—cannot be killed
12. Powers II
 - 1) Teleportation
 - 2) Psychic
 - 3) Deity-like powers
 - 4) Tremendous strength
 - 5) Impervious to physical damage
 - 6) Flight

Drive: Roll 1d3, to determine the sub-table then 1d6 to determine the drive

1. Drive I
 - 1) Seeks a powerful magical artifact
 - 2) Power-hungry

- 3) Power-mad
 - 4) Rule the world—forever!
 - 5) Remain strong and young forever
 - 6) Glory
2. Drive II
 - 1) Seeks to command the land and sea
 - 2) To become invincible through forced conscription
 - 3) Personal power and revenge
 - 4) To become a deity
 - 5) To control populations by controlling their governments
 - 6) Restore glory to an ancient evil
3. Drive III
 - 1) Amass wealth
 - 2) Revenge!
 - 3) Jealous and arrogant
 - 4) Satisfaction derived from corrupting others
 - 5) Testing his strength and that of his enemies in exotic tournaments
 - 6) Making deals: Deals and contracts are the only thing this persona honors

Weapons

2. Items of power (not routinely weapons)
 - 1) Rings
 - 2) Amulet
 - 3) Gauntlet
 - 4) Crystal ball
 - 5) Book
 - 6) Ancient scroll
3. Energy Blasts
 - 1) ... From eyes
 - 2) ... from palms
 - 3) ... from fist
 - 4) ... from fingers
 - 5) ... from weapon
 - 6) ... from chest
4. Chemical weapons
 - 1) Poisons and venom

- 2) Mind control gas
 - 3) Gas grenades
 - 4) Gas Gun
 - 5) Flame thrower
 - 6) Gas canisters
5. Guns
- 1) Blaster rifle
 - 2) needler
 - 3) Shoulder fired blaster (fired like a bazooka)
 - 4) Blaster pistol
 - 5) Heavy beam weapon
 - 6) Mounted automatic weapons
6. Extreme martial arts
7. Sword
- 1) Broadsword
 - 2) Cutlass
 - 3) Two-handed sword
 - 4) Katana
 - 5) Laser Sword
 - 6) Flamberge
8. Unusual
- 1) Scythe
 - 2) Battle axe
 - 3) Great hammer
 - 4) Rope
 - 5) Whip
 - 6) Power club
9. Ranged and Thrown
- 1) Lightning from the sky
 - 2) Hurl fireballs
 - 3) Net
 - 4) Power trident
 - 5) Spear
 - 6) Long chain with a grapple or barb at end
10. Pole and staff weapon
- 1) Skull staff with horns
 - 2) Power staff: Paralysis

- 3) Pole axe
 - 4) Power staff: fires destructive blaster bolts
 - 5) Trident
 - 6) Power fork
11. Attached weapons
- 1) Long, straight barbs
 - 2) Retractable, metal claws
 - 3) Retractable fingertip razors
 - 4) Manifest bones and spikes from skeletal structure, through skin
12. Vehicle
- 1) Decrepit, but otherwise indestructible vehicle, like a car, truck, or motorcycle
 - 2) Hover throne
 - 3) Hover platform
 - 4) Advanced jet fighter
 - 5) Armored command carrier
 - 6) Advanced helicopter

Mount

Roll 1d6, on a result of 6 the warlord has a specialized mount; then roll 2d6 below to determine details.

2. Dragon horse (more dragon than horse)
3. Dragon
4. Demon horse
5. Great black cat
6. Many legged horse
7. Giant wasp
8. Giant dragonfly
9. Hover platform
10. Jet sled
11. dragon
12. Demon bat

Minion Type

2. Undead warriors
 - 1) Vampire cult

- 2) Zombi
 - 3) Skeletal warriors
 - 4) Captured spirits of fallen enemies
 - 5) Shadow reapers: Undead minions, generally with hidden features and scythes (they are drawn to and abhor life)
 - 6) Slime fiend: these are beings summoned up from swamp ooze or mud. They are composed of physical much, possessed by an undead spirit
3. Special/Paranormal
 - 1) This persona has been cast out from whatever domain uded to be held. The character's only minions are all former cast out compatriots (do not roll under dominion for this persona)
 - 2) Lesser wizards and warlords (each will have their own minions)
 - 3) Fallen angels
 - 4) Demons
 - 5) Gargoyles
 - 6) May summon giant monsters to carry out desires and orders
4. Strange and inhuman
 - 1) Rat kin in tattered rags
 - 2) Werewolves
 - 3) Hawk kin
 - 4) Lizardkin
 - 5) Disincarnate intelligences
 - 6) Evil elementals
5. Robots
 - 1) Robot drones
 - 2) Robot Knights
 - 3) Hunter/killer drones driven by a computer intellect
 - 4) Eradicator style cyborgs (indistinguishable from normal people)
 - 5) Samurai robot (that is a robot that is styled to resemble a historical warrior type)
 - 6) General Infantry Robot (robot is designed to form commando operations, on par with any standard GI)
6. Human warriors
 - 1) Specialized soldiers (military specialists)
 - 2) Terrorists
 - 3) Armored soldiers
 - 4) Thugs
 - 5) Barbarians

- 6) Martial artists
7. Human Rogues
 - 1) Spies
 - 2) League of Assassins
 - 3) Guild of thieves
 - 4) Ninja warriors
 - 5) Marauders/brigands
 - 6) Fallen and broken humans
8. Amazonian warriors
9. Proud, humanoid warrior race
10. Dark fairies
11. Special: scientifically engineered humanoids
 - 1) Grunts: these are bio-engineered soldiers that know just enough to use their skills and follow the orders they are given. They are stronger than most people but generally not as smart
 - 2) Brute: simian humanoid engineered to carry out orders
 - 3) Alpha brute: This is an accelerated biological life form that has simian strength but human level intelligence
 - 4) Dinosoids: Genetically engineered humanoid dinosaurs
 - 5) Zoo Crew: genetically engineered humanoid animals
 - 6) Insectoids: genetically engineered humanoid insects (mantoids, beetoids, waspoids, etc)
12. Loner

Domain

2. Earthworks
 - 1) Underground labyrinth
 - 2) Deep water sea cave
 - 3) Mountain fortress
 - 4) Volcano base
 - 5) Island fortress with sea caves
3. Conventional structures
 - 1) Fortress
 - 2) Pyramid
 - 3) Tower
 - 4) Remote sanctum

- 5) Bunker
- 6) Missile silo
4. Giant Trawler
5. Imperial flagship
6. Complex
 - 1) Armored, elevated platform city
 - 2) Ship graveyard
 - 3) Refinery
 - 4) Military compound
 - 5) Space station
 - 6) Underwater dome
7. Extradimensional: The persona has a stronghold in another dimension. Both the warlord and the minions should be provided a way to and from the dimension to the Earth Realm.
 - 2) Hades (Greek mythology)
 - 3) Hell: Any one of the numerous dimensions where demons dwell
 - 4) Limbo
 - 5) The Beyond: a paranormal dimension beyond the ends of this one where spirits of demons unhuman things dwell
 - 6) Nine Worlds (from Norse mythology): Roll 1d6 + 1d3 generating a result between 2 and 9. Manheim is not numbered as it is our dimension. Manheim or Midgard (Land of man) is not a numbered item on this list because it is this dimension.
 2. Godheim (Land of the deities and location of Asgard)
 3. Helheim (location of Hel)
 4. Jötunheim or Utgard (Land of the giants)
 5. Ljósalfheimr (Land of the light elves)
 6. Muspelheim (Land of Fire)
 7. Niflheim (land of fog, mist, dark, and cold)
 8. Svartalfheim (Land of the elves)
 9. Vanaheim (Land of the old Vanir deities and their magic)
 - 7) Olympus (Greek mythology)
 - 8) Thule (Greek mythology): Said to be the furthest point that any explorer can reach
 - 9) Neverfar: A dimension adjacent to our own. It is a place where faeries and similar creatures dwell.
 - 10) Mid-World (Manx mythology): a domain of fairies.
 - 11) Another World

- 12) Pocket Dimension: Something like a phantom zone or mirror realm
8. A subterranean temple complex
 9. The remains of a crashed starship
 10. Carnival
 11. Abandoned prison
 12. Forgotten tomb in a graveyard