

WEIRD FANTASY ADVENTURE MODULE NAME GENERATOR

Instructions:

1. Roll d10 on Table 1 to get the name's basic form.
2. Each of the Elements should be rolled on Table 2.
3. Specific items from Tables 1 and 2 are rolled on Table 3.

Whenever an Element is called for, there is a 50% chance that an Adjective should be placed before it.

If multiple adjectives, beings, places, or things are called for in a title, reroll any duplicates.

FORM			
1	<i>Against the</i>	ELEMENT I	
2	ELEMENT I	<i>from the</i>	ELEMENT II
3	ELEMENT I	<i>of the</i>	ELEMENT I
4	ELEMENT III	<i>under the</i>	Place (Table 3)
5	<i>Into the</i>	ELEMENT II	
6	ELEMENT III	<i>in/on the</i>	Place (Table 3)
7	<i>In the</i>	ELEMENT II	<i>of the</i> ELEMENT I
8	ELEMENT I		
9	ELEMENT I	<i>from beyond (the)</i>	ELEMENT II
10	ELEMENT I	<i>of the</i>	Adjective (Table 3)

TABLE 1

ELEMENT I		ELEMENT II		ELEMENT III	
1-2	Being	1-3	Place	1-3	Being
3-4	Place	4-6	Thing	4-6	Thing
5-6	Thing				

TABLE 2

ADJECTIVE		BEING		PLACE		THING	
1	Blasphemous	1	Abomination	1	Castle	1	Blade
2	Color (see Table 4)	2	Beast	2	Cathedral	2	Blood
3	Corrupt	3	Child	3	Cellar	3	Color
4	Dark	4	Corpse	4	Cemetery	4	Conspiracy
5	Dead	5	Creature	5	City	5	Curse
6	Deranged	6	Horror	6	Court	6	Death
7	Diseased	7	Horseman	7	Crypt	7	Dream
8	Doomed	8	Inquisitor	8	Grave	8	Escape
9	Forbidden	9	Man	9	House	9	Experiment
10	Hidden	10	Noble	10	Island	10	Fantasy
11	Hideous	11	Nun	11	Laboratory	11	Grimoire
12	Lost	12	Priest	12	Mountain	12	Hope
13	Nameless	13	Savage	13	Planet	13	Love
14	(Number: Roll d12)	14	Slime	14	Ruins	14	Music
15	Psychic	15	Spirit	15	Ship	15	Mystery
16	Strange	16	Stalker	16	Stars	16	Research
17	Submerged	17	Thing	17	Tower	17	Secret
18	Unknown	18	Virgin	18	Valley	18	Sorcery
19	Weird	19	Watcher	19	Void	19	Time
20	Vile	20	Witch	20	Woods	20	Vengeance

TABLE 3

COLOR	
1	Alabaster
2	Cerulean
3	Crimson
4	Ebony
5	Emerald
6	Gold
7	Lilac
8	Silver

TABLE 4

Tables by James Edward Raggi IV
for

LAMENTATIONS *of the* FLAME PRINCESS WEIRD FANTASY ROLE-PLAYING