$3.95

The Armory's

4145 Amos Ave • Baltimore, MD 21215

30 SIDED DICE

Patent Pending
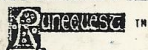
GAMING TABLES

## Written Expressly For The Armory By Donald Cole

ABOUT THE AUTHOR

The author is first and foremost an inveterate wargamer. He started at the age of 15 with Avalon Hill's Gettysburg and has been hard at it ever since. Now at 37 he has a varied background which includes boardgaming, miniatures, and gaming on an Apple computer. His collection of boardgames numbers well over 200. The miniature figures within his armies number 10,100+. He playtests for Strategic Simulations Inc. the acknowledged leader in the computer wargame field. Total programs are now over 100. He entered the fantasy gaming field some 7 years ago and regularly is the game master for a world of several players. During his years of fantasy gaming he has created many scenerios which his players feel are of superior quality and content. He is now preparing this material for printing and we hope you will take advantage of this effort.

*** CREDITS ***
1. Cover Art & Design; Jim Taylor & Greg Barrett
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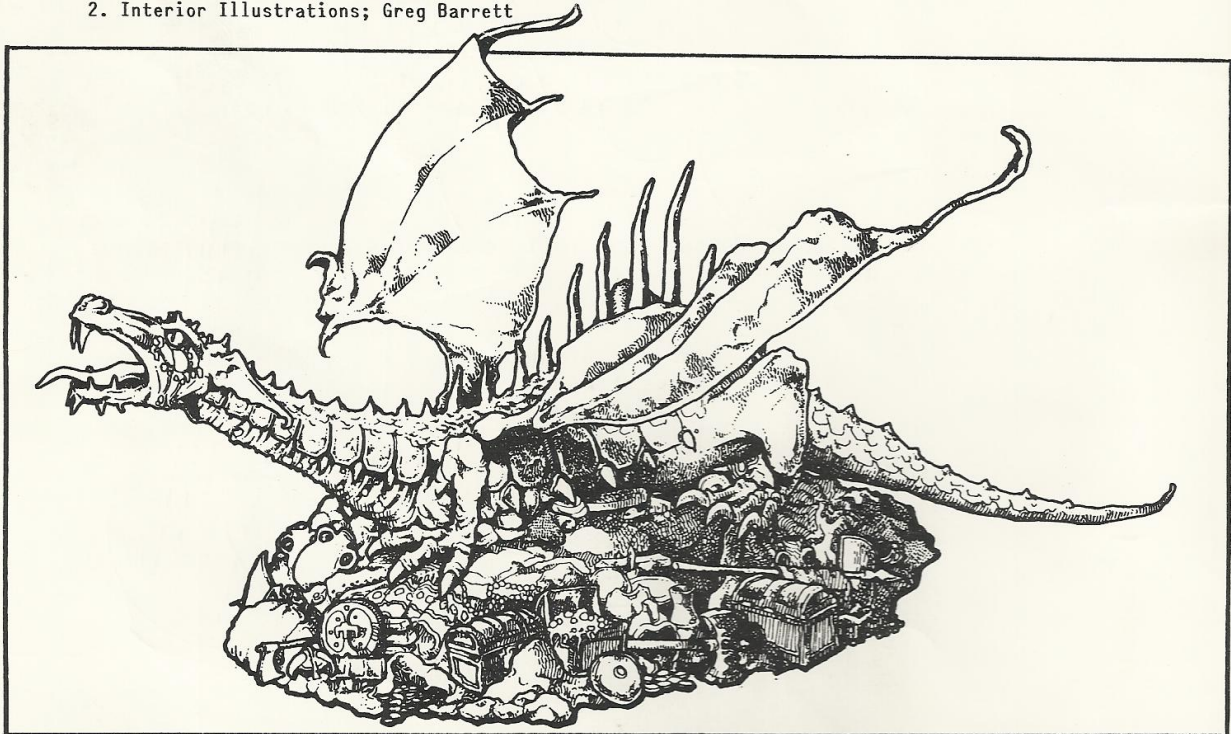
The NEW SUPER RANDOM NUMBER GENERATOR

The Armory

INTRODUCTION

The advent of the fantasy role-playing era not only opened new horizons for gamers but introduced us to the fascinating world of polyhedral dice. The need to generate random numbers in every possible combination has produced a myriad of the little plastic polygons. The market has been somewhat stable as to the type(4,6,8,10,12,&20 sided) of dice available. The variety of sizes and colors, whether they be opaque, translucent, or crystal seems never ending.

The games of today are far more sophisticated and complicated than those of bygone years. We as players are constantly striving to meet the new challenges presented us. You may be using some of the many prepared scenerios available or if you are fortunate to have an imaginative game master he creates for you that "universe" of fantasy. I personally use many of the excellent commercial products in combination with my own world.

I have found with the expansion of lists and tables as my world grew the need for a larger randomizer. The charts I had used based on the 20-sided die grew to more and more selections as I added variety to my games. The use of a pair of 20's as percentile dice gave us 100 selections, but that was to much for smaller tables. Those 100 selection tables were also growing, what now??

Enter the 30-sided Random Generator, the die of tomorrow, today. The purpose of this booklet is to give you a few of the many anticipated uses of this product. I am sure that your fertile mind is already suggesting many methods of use. These presented are just to get you started. The Armory, manufacturer of the new die will be marketing their own line of fantasy scenerios and playing aids in the near future. These will include the use of the new, versatile randomizer. We hope to present a quality, player tested product written by gamers like yourself. We hope you enjoy and use this volume as well as those to come.

CONTENTS

Asgard #FM-3 Gigantic Rat

Ral Partha #01-096 Hippogriff

Asgard #FM-57 Giant Wolf

READING THE 30-SIDED DIE

The new die as it is currently configured has 30 facets. The sides are numbered 1 to 10 three times. Each set of ten numbers is differentiated by a + sign, a - sign, or a plain numeral without a sign. Using this system the die is read as follows:

-1	=	1
-2	=	2
-3	=	3
-4	=	4
-5	=	5
-6	=	6
-7	=	7
-8	=	8
-9	=	9
-0	=	10
1	=	11
2	=	12
3	=	13
4	=	14
5	=	15
6	=	16
7	=	17
8	=	18
9	=	19
0	=	20
+1	=	21
+2	=	22
+3	=	23
+4	=	24
+5	=	25
+6	=	26
+7	=	27
+8	=	28
+9	=	29
+0	=	30

The new die reads similarly to the 20-sided die numbered 1-10 twice. You may also wish to mark the die with three colors for easy identification. You may also use the 30-sided die as a 10-sided or a pair as 100 percentile dice. I have found that the new shape and extra sides seems to give a more random result. The Armory will be producing in the near future a pure 30-sided die numbered 1-30 consecutively. The new die also has a certain tacile appeal, it "feels" good to hold them. Pick one up and try it, I think you'll agree. There is also another advantage to the 1-10 three times configuration. You can create or utilize a 300 selection table. We will be covering how to read that next.

READING THE 300 PERCENTILE PAIR

The possibilities that a pair of these exceptional dice open up is enormous. The standard percentile dice offer us one hundred increments. They have typically been used to generate items like encounter tables. These tables use percentile dice to weight the probability of the encounter to the more commonly found creatures. The author had as his minimium chance 1% for any creature or being found on the table. There may have been other more fearsome creatures or beings that you would want to include but felt that even 1% was to much of a possibility for them. One example of this might be the Devil or his minions. They certainly could be anywhere at anytime performing their evil deeds. If you were to give them a 1 out of 300 possibility it would not occur very often but when it did, watch out!

I have also developed a 300 table of people-type encounters. The world that you game in has the opportunity for encountering people in many situations. The innkeeper, the barmaid, the guy at the next table, the mercenary you are trying to hire are only a few examples of possible interactions. I find as game master that for every hour of playing time, I have to put in at least that much time in preparation for the game. One of the most time consuming areas when playing is to stop and roll up a non-player character. I have prepared in advance a 300 character table with all the vital statistics and other pertinant infomation. This takes care of the hundreds of ordinary people that form the majority of inhabitants of your local. If I need one or more people in a hurry it only takes a roll or two and I am ready to continue.

The players in my world and I am sure in yours do not like to sit around for any period of time. Also in using 300 selctions I do not have to many repeats but I do occasionally which is fine. Why should a person who presumably lives somewhere in the area disappear forever never to be seen again?

All this of course is leading up to the reading of the 300 percentile dice. That just happens to be a very simple task. You will recall we have three 1-10 groups to work with, the (-), the unsigned, and the (+). You are only concerned with the sign of the first die you read. The negative sign represents the first 100 numbers. The unsigned numerals are the second 100 or the 200's as it were. The positive sign is the third 100 or the 300's. Remember the sign of the second die is of no consequence. Another way of looking at it is that the dice are read as regular percentiles except if the first number is not signed you add 100, if the first number has a (+) you add 200, and if the first number has a (-) you read it directly. Here are a few examples:

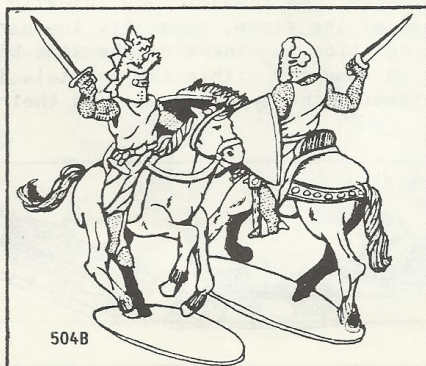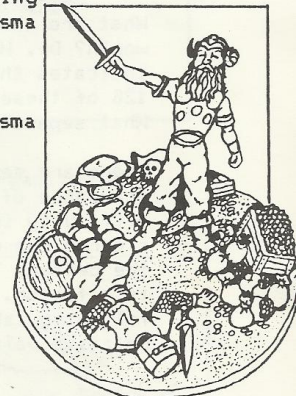|		
-0 and 1 = 1	0 and 1 = 101	
-5 and 7 = 57	5 and 7 = 157	
-0 and 0 = 100	0 and 0 = 200	
+1 and 1 = 201	+0 and 0 = 300	
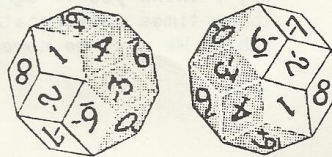
HIT RESULT TABLE

Most fantasy role-playing systems utilize a combat result which takes the form of "x" amount of damage points per blow. This table should be used after you have determined a critical hit has been scored. I would suggest that the table be consulted on a roll of "20", all other hits would be treated normally. The table will personalize the damage done and produce some interesting character deficiencies.

30 Instant death, skull has been crushed
29 Spinal cord severed, crippled for life
28 Leg severed, game master will determine which one
27 Arm severed, game master will determine which
26 Eye penetrated, game master will determine which eye has lost sight
25 Hand severed, game master will determine which one
24 Groin damage, no longer capable of sexual activity
23 Throat damaged, loss of speaking ability
22 Lung punctured, loss of constitution determined by game master
21 Shoulder bone crushed, loss of strength determined by game master
20
19
18
17
16 Result is as normal, critical hit avoided by character
15
14
13
12
11
10 Fingers chopped off, loss of dexterity determined by game master
 9 Ear lopped off, loss of hearing in that ear due to scarring
 8 Glancing blow on scalp, most of hair gone, loss of charisma
 7 Brain damage, loss of memory
 6 Arm damaged, may not use for randomized period of time
 5 Leg damaged, walk with a limp
 4 Crushing blow to mouth, teeth knocked out, loss of charisma
 3 Nose crushed, lose sense of smell, loss of charisma
 2 Facial wounds, scars on face reduce charisma
 1 Buttocks slashed, you can't sit down for a week

Broadsword Miniatures #BP-20 Hero With Defeated Warrio

Citadel #FS-28 Slain Adventurers

504B

Masterpiece Miniatures #504B Mounted Knights-Great Helm
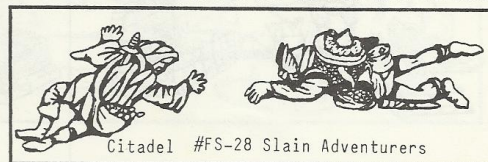
GEMSTONES AS TREASURE

You have just defeated the giants in a fearsome battle. Their lair smells
of blood and hewn flesh. Several of your party have fallen but you hardly
notice who. Your sword arm aches from the blows but now all is forgotten
as your eyes come to rest on the large rusted iron chest. Your feet
shuffle forward as if they had a mind of their own, as you approach you
notice the others moving towards the massive box. What secret lies within
the decaying metal. All are drawn to it like a magnet. The giant
chieftain's body bars your way as you step around him, ever closer to that
which you are seeking. Finally you goal is within arms reach as your
trembling hand stretches toward the latch.

There is hardly a sound. The labored breathing of those around you fills
the air. The latch-spike hits the dusty floor with a thud as your muscles
strain to push up the ponderous lid. Other hands join yours as the hinges
squeal in protest. The chest top falls away from you and crashes against
the wall, the echo reverberates throughout the cavernous chamber. The
light from the flame of the smokey torch above you flashes back into your
eyes. You strain to gaze through the reflecting colors. Gems, thousands of
gems, large ones, small ones, red, blue, green, yellow, the colors are
dazzling. You gaze up from the chest into the eyes of your game master.

The allure of great treasure is certainly one of the main themes of
fantasy gaming. What is that old saying, the pot of gold at the end of the
rainbow? Gold and other coins are acceptable but gems and jewels, now
there is real treasure. Over the many years I have participated in fantasy
games great hoardes like that I have described are very rare indeed. I
thank the Gods for that because I would hate to roll up that many gems,
which is, of course, the subject of this table.

What are those much sought after pieces of colored rock? How much are they
worth? Dr. Herbert Zim has written several volumes on the subject. He
indicates that there are about 2000 known minerals, give or take a few.
120 of these are considered common, the rest, 1880 are rare or very rare.
What separates the common from the rare?

There are several factors which contribute to the value of a gem. The
occurance of the mineral in nature. How much of it is there to find. The
difficulty in finding it is also considered. The transparancy, usually the
clearer the more valuable. The hardness of the stone, generally the harder
the better. The color of the stone in relation to others of the same kind
is a factor. Actually the coloring is an impurity within the crystal. The
following tables will allow you to determine the type of gems and their
relative value.

Heritage USA #1234 Treasures
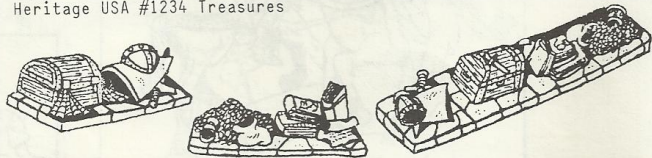
SEMI-PRECIOUS GEMSTONES

This group of gems contain stones from several mineral families. Most of these are far more common than their expensive cousins. This table lists the name of the stone and the general color patterns. Depending on the number the game master has determined are present they can be rolled up as individual gems or as small groups of about half a dozen.

```
30  Topaz-white to straw yellow
29  Yellow Quartz-dull yellow
28  Citrine-pale yellow
27  Yellow Tourmaline-opaque yellow
26  Lt. Brown Tourmaline-sandy colored
25  Black Tourmaline-dull.black
24  Zircon-colorless to blue
23  Chrysoberyl-yellow to green
22  Spinal-red to green
21  Malachite-alternating greenish streaks
20  Rhodonite-pink
19  Turquoise-blue/green
18  Lapis Lazuli-blue/purple
17  Moonstone-tinted blue
16  Agate-banded with various colors
15  Carnelian-clear red
14  Sard-brownish
13  Jet-opaque black
12  Bloodstone-green with red specks
11  Jasper-dull yellow,red or brown
10  Onyx-black and white bands
 9  Sardonyx-red and white bands
 8  Rock Crystal-colorless
 7  Smoky Quartz-pale smoky yellow to jet black
 6  Chalcedony-white to gray to black
 5  Prase-dull green
 4  Obsidian-black
 3  Spodumene-green
 2  Rhodochrosite-pink
 1  Hematite-smoky black
```

When you have completed this table go to the Semi-precious Gemstone Value Table to continue the valuation process.

Grenadier Models #2004 Hirelings

SEMI-PRECIOUS GEMSTONE VALUE TABLE

We will continue to use the gold piece standard for valuation. These
minerals do not represent those in the metallic ore group, only those in
the crystal group. Certainly the metallics have value but not in so
compact a form as most gemstones. The value of the metals will be shown on
the Jewelry Value Table.

30	1000 gp
29	950 gp
28	900 gp
27	850 gp
26	800 gp
25	750 gp
24	700 gp
23	650 gp
22	600 gp
21	550 gp
20	500 gp
19	450 gp
18	400 gp
17	350 gp
16	300 gp
15	250 gp
14	200 gp
13	150 gp
12	135 gp
11	120 gp
10	100 gp
9	90 gp
8	80 gp
7	70 gp
6	60 gp
5	50 gp
4	40 gp
3	30 gp
2	20 gp
1	10 gp
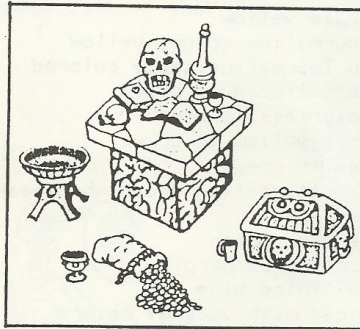
Masterpiece Miniatures #300 Dungeon Decor Set
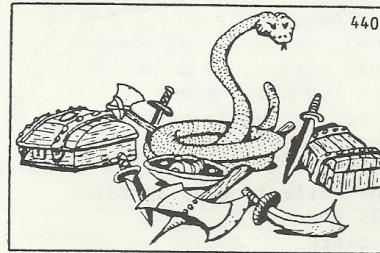
4408

Precision Metal Craft #4408 Treasure & Weapons

Most game masters use a weight ratio of one gemstone equals one coin. This
makes even a lower value stone have extra worth. When exchanging gems for
coins you might be able to "cash in" on this bonus.

PRECIOUS GEMSTONES

The mineral crystals represented by this group have been sought after and fought over throughout recorded history. You will find some similar stones on the semi-precious table. Those on this table a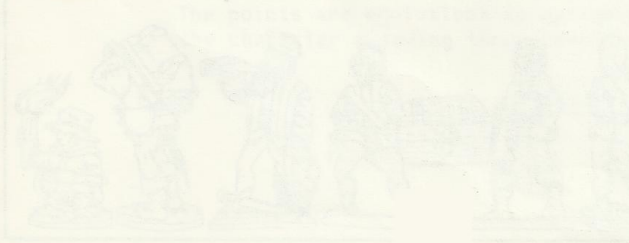re the rarer colored varieties of the common stones. These stones occur much less often in nature. The others are the true "precious" gemstones. You may notice what seems to be much the same thing such as "Oriental" Emerald and Emerald. The former is actully of the corundum family and far more valuable than the latter which is of the beryl group.

```
30   Diamond-colorless crystal
29   Sapphire-transparent blue
28   Ruby-transparent red
27   Oriental Topaz-transparent yellow
26   Oriental Amethyst-transparent violet
25   Oriental Emerald-transparent green
24   Star Sapphire-opaque blue
23   Emerald-clear green
22   Golden Beryl-clear straw yellow
21   Aquamarine-clear blue/green
20   Green Tormaline-clear green
19   Red Tormaline-clear red
18   Pyrope Garnet-deep clear red
17   White Jade-opaque white
16   Green Jade-opaque green
15   Green Beryl-cloudy green
14   Pearl-translucent white
13   Rose Quartz-clear pink
12   Amethyst-purple to violet
11   Siderite-brillient blue
10   Chrysoprase-light green
 9   Fire Opel-yellow to brownish red
 8   Red Opel-deep red
 7   Yellow Opel-light yellow
 6   Green Opel-medium green
 5   Blue Opel-dark deep blue
 4   Black Opel-polished black
 3   White Opel-shimmering white
 2   Garnet-medium red
 1   Spinel-medium blue
```

When you have completed your selection of type of gem go to the Precious Gemstone Value Table.

PRECIOUS GEMSTONE VALUE TABLE

The coin of the realm in most fantasy games is the gold piece (GP). I will use this as the base value of measurement. There can be a wide varience in the value of the same type gemstone. The diamond is a good example. A perfect diamond is one of the most valuable gems found. There are imperfections which may devalue the stone signifigantly. The "yellow diamond" is one example of a flawed stone. The color being a mineral impurity. The value of the gemstone is relative to these factors. You may roll up a "cheap" diamond worth less than more common stones. This is perfectly acceptable

30	50000	gp
29	25000	gp
28	10000	gp
27	5000	gp
26	4500	gp
25	4000	gp
24	3500	gp
23	3000	gp
22	2500	gp
21	2000	gp
20	1500	gp
19	1400	gp
18	1300	gp
17	1200	gp
16	1100	gp
15	1000	gp
14	900	gp
13	800	gp
12	700	gp
11	600	gp
10	500	gp
9	450	gp
8	400	gp
7	350	gp
6	300	gp
5	250	gp
4	200	gp
3	150	gp
2	100	gp
1	50	gp

Masterpiece Miniatures #301 Dungeon Door

Precision Metal Craft
#4403 King, Queen
& Guards

One of the aspects of being a game master I enjoy most is watching players divide a treasure. This is perticularly true when gemstones are involved. Most select the clear crystal one suspecting a valuable diamond. Think of their chagrin when they discover the cloudy red one is worth far more.

JEWELRY TABLE

The adornment of the human body with pretty "trinkets" began long before recorded history. Perhaps our cavemen ancestors hung some shells on himself tied by a leather thong. The jewelry of modern man is normally made of a precious metal and adorned with a design and perhaps even some gemstones. The real value of the piece is most often determined by the amount of intricate carvings and designs. A classic piece may have taken hundreds of hours to create. My dictionary describes jewelry as "a thing of rare excellence or value". The items I have listed are only a sample of many things that can fall into this catagory. When your adventurers discover an item like this they have truly made the find of a lifetime.

30 Pendant
29 Bracelet
28 Hat Badge
27 Medallion
26 Necklace
25 Ring
24 Trophy Plaque
23 Breast Ornament
22 Hair Ornament
21 Circlet (small crown)
20 Cloak Clasp
19 Tiara
18 Crown
17 Brooch
16 Ear Clip (earring)
15 Cape Pin
14 Dagger Scabbard
13 Decorative Hip Girdle
12 Jeweled Mask
11 Armlet
10 Button
 9 Arm Spiral
 8 Aiglet (decorative item sewn to clothing)
 7 Braided Chain
 6 Stick Pin
 5 Cosmetic Jar
 4 Belt Ornament
 3 Vase
 2 Amulet
 1 Parure

Citadel Miniatures #FS-14 Dungeon Debris

Citadel #FS-27
Large Treasure Chest

Citadel Miniatures
#FS-34 Treasure Items

The Parure is a rare find indeed. It consists of a matched set of jewelry including necklace, errings, brooch, and bracelet. Owning the complete set adds considerable value. When you have completed your selection of jewelry go to the Jewelry Value Table.

JEWELRY VALUE TABLE

When I have determined that a piece of jewelry is part of a treasure I
first find out what the type of item is (ring,brooch,etc.) from the
previous table. This helps me to decide if the value rolled may be out of
line for the item. Perhaps you have rolled earrings encrusted with ten
gems each. These might be a bit on the heavy side and not realistic.
Remember that all tables are only guides, when in doubt use your common
sense. I use one die roll to determine of what metal the item is made,
1-10=silver, 11-20=gold, and 21-30=platinum. The next roll is for the
value of the metal and workmanship of the item. Then roll for gems,
1-27=no gems, 28-30=gems. A roll 0f 28=1-4 gems, 29=1-8 gems, and 30=1-12
gems. You then can roll for class of gems, semi-precious 1-20, or precious
21-30. You then go to the appropriate gem table and determine what type of
gems are present. I normally use but one type per item even though more
than one is attatched. If I roll a value of 10000 gp or above I only allow
the center stone to be that value. The other stones will normally be of
lesser value.

30	100000 gp
29	75000 gp
28	50000 gp
27	25000 gp
26	10000 gp
25	9000 gp
24	8000 gp
23	7000 gp
22	6000 gp
21	5000 gp
20	4500 gp
19	4000 gp
18	3500 gp
17	3000 gp
16	2500 gp
15	2000 gp
14	1900 gp
13	1800 gp
12	1700 gp
11	1500 gp
10	1400 gp
9	1300 gp
8	1200 gp
7	1100 gp
6	1200 gp
5	1000 gp
4	800 gp
3	600 gp
2	400 gp
1	200 gp
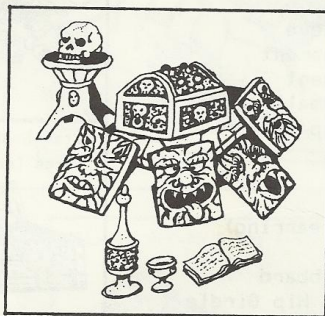
Masterpiece Miniatures #300 Dungeon Decor Set

Obviously a king's ransom could await you, good luck!

HUMAN HEIGHT TABLE

The table indicates that the average human male is 6' or 72" tall. This will certainly come into play when you try to put on someone else's armor or weild an extremely large weapon.

30	7' 3"
29	7' 2"
28	7' 1"
27	7' 0"
26	6' 11"
25	6' 10"
24	6' 9"
23	6' 8"
22	6' 7"
21	6' 6"
20	6' 5"
19	6' 4"
18	6' 3"
17	6' 2"
16	6' 1"
15	6' 0"
14	5' 11"
13	5' 10"
12	5' 9"
11	5' 8"
10	5' 7"
9	5' 6"
8	5' 5"
7	5' 4"
6	5' 3"
5	5' 2"
4	5' 1"
3	5' 0"
2	4' 11"
1	4' 10"

When you use the table for females subtract 6" which would bring their range to 4' 4" to 6' 9".

Citadel Miniatures

#FS-62 Villager's Children	#60 Villager	#61 Villager's Wife	#63 Store Keeper	#55 Little Old Man

HUMAN WEIGHT TABLE

The average human male is about 170 lbs at 6' tall. The table will show a
deviation of from 142 lbs to 200 lbs. This table in conjunction with the
height table should produce some interesting results without giving you a
grotesque "monster".

30	200 lbs
29	198 lbs
28	196 lbs
27	194 lbs
26	192 lbs
25	190 lbs
24	188 lbs
23	186 lbs
22	184 lbs
21	182 lbs
20	180 lbs
19	178 lbs
18	176 lbs
17	174 lbs
16	172 lbs
15	170 lbs
14	168 lbs
13	166 lbs
12	164 lbs
11	162 lbs
10	160 lbs
9	158 lbs
8	156 lbs
7	154 lbs
6	152 lbs
5	150 lbs
4	148 lbs
3	146 lbs
2	144 lbs
1	142 lbs

Asgard Miniatures
#DAS-1 Barbarian Adventurer

#DAS-2 Barbarian in Chain Mail

When you use the table for females subtract 40 lbs which would make their
range from 102 lbs to 160 lbs.

ELF HEIGHT TABLE

I use 5' 2" as the median size for a male elf. This will provide a range
from 4' 7" to 5' 7 1/2". Elves tend to be shorter and more slender than
their human counterparts.

```
30   5' 9 1/2"
29   5' 9"
28   5' 8 1/2"
27   5' 8"
26   5' 7 1/2"
25   5' 7"
24   5' 6 1/2"
23   5' 6"
22   5' 5 1/2"
21   5' 5"
20   5' 4 1/2"
19   5' 4"
18   5' 3 1/2"
17   5' 3"
16   5' 2 1/2"
15   5' 2"
14   5' 1 1/2"
13   5' 1"
12   5' 0 1/2"
11   5' 0"
10   4' 11 1/2"
 9   4' 11"
 8   4' 10 1/2"
 7   4' 10"
 6   4' 9 1/2"
 5   4' 9"
 4   4' 8 1/2"
 3   4' 8"
 2   4' 7 1/2"
 1   4' 7"
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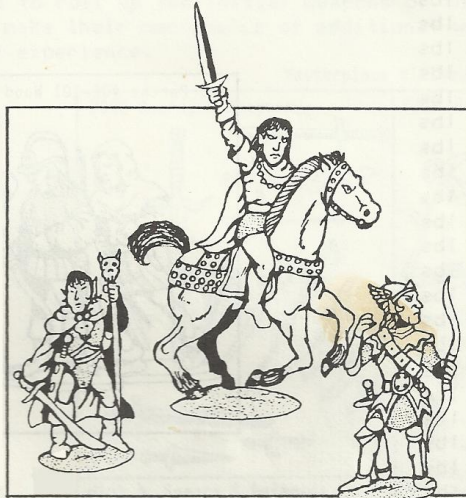
Heritage USA #1460 High Elven Lord

When using the table for female elves subtract 6" which would bring their
range from 4' 1" to 5' 3 1/2".

Heritage USA #1461 High Elven Cavalry

Heritage USA #1462 Elven Heroic Infantry

ELF WEIGHT TABLE

I previously mentioned that elves tend to have a slighter build than
humans. My average elf is 105 lbs at 5' 2". The deviation is from 91 lbs
to 120 lbs.

30	120 lbs
29	119 lbs
28	118 lbs
27	117 lbs
26	116 lbs
25	115 lbs
24	114 lbs
23	113 lbs
22	112 lbs
21	111 lbs
20	110 lbs
19	109 lbs
18	108 lbs
17	107 lbs
16	106 lbs
15	105 lbs
14	104 lbs
13	103 lbs
12	102 lbs
11	101 lbs
10	100 lbs
9	99 lbs
8	98 lbs
7	97 lbs
6	96 lbs
5	95 lbs
4	94 lbs
3	93 lbs
2	92 lbs
1	91 lbs

Ral Partha #02-101 Wood Elves
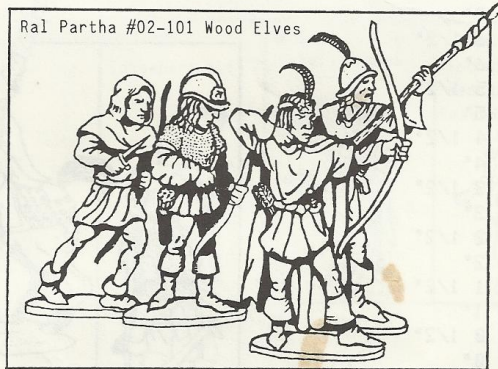
When using the table for females subtract 15 lbs making their range from
76 lbs to 105 lbs.

Ral Partha
#02-102 Sea Elves
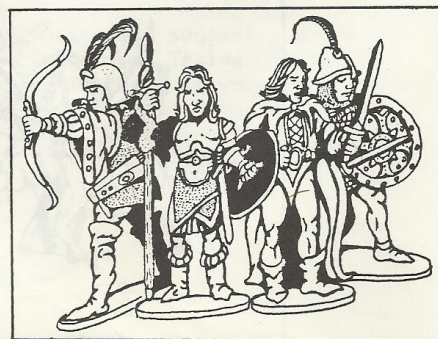
Ral Partha #02-103 High Elves
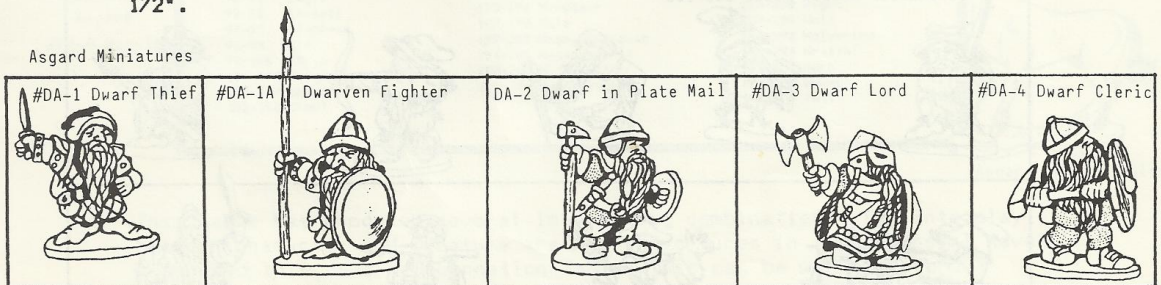
DWARF HEIGHT TABLE

I believe that most of us picture dwarves as short, stocky and rather gruff. I'll leave their personality to you but my dwarves do fit that physical description. My average dwarf stands at 4' 2" and ranges from 3' 7" to 4' 9 1/2".

30	4' 9 1/2"
29	4' 9"
28	4' 8 1/2"
27	4' 8"
26	4' 7 1/2"
25	4' 7"
24	4' 6 1/2"
23	4' 6"
22	4' 5 1/2"
21	4' 5"
20	4' 4 1/2"
19	4' 4"
18	4' 3 1/2"
17	4' 3"
16	4' 2 1/2"
15	4' 2"
14	4' 1 1/2"
13	4' 1"
12	4' 0 1/2"
11	4' 0"
10	3' 11 1/2"
9	3' 11"
8	3' 10 1/2"
7	3' 10
6	3' 9 1/2"
5	3' 9"
4	3' 8 1/2"
3	3' 8"
2	3' 7 1/2"
1	3' 7"

Heritage USA
#1466 Dwarven Heroes

Heritage USA
#1467 Dwarven Crossbowmen

I would subtract for a female 4" making their range from 3' 3" to 4' 5 1/2".

Asgard Miniatures

| #DA-1 Dwarf Thief | #DA-1A Dwarven Fighter | DA-2 Dwarf in Plate Mail | #DA-3 Dwarf Lord | #DA-4 Dwarf Cleric |

DWARF WEIGHT TABLE

My average dwarf if a well muscled, full bodied individual weighing in at 155 lbs. The range will be from 127 lbs to 185 lbs.

30	185 lbs
29	183 lbs
28	181 lbs
27	179 lbs
26	177 lbs
25	175 lbs
24	173 lbs
23	171 lbs
22	169 lbs
21	167 lbs
20	165 lbs
19	163 lbs
18	161 lbs
17	159 lbs
16	157 lbs
15	155 lbs
14	153 lbs
13	151 lbs
12	149 lbs
11	147 lbs
10	145 lbs
9	143 lbs
8	141 lbs
7	139 lbs
6	137 lbs
5	135 lbs
4	133 lbs
3	131 lbs
2	129 lbs
1	127 lbs

Ral Partha #02-106 Dwarf War Party

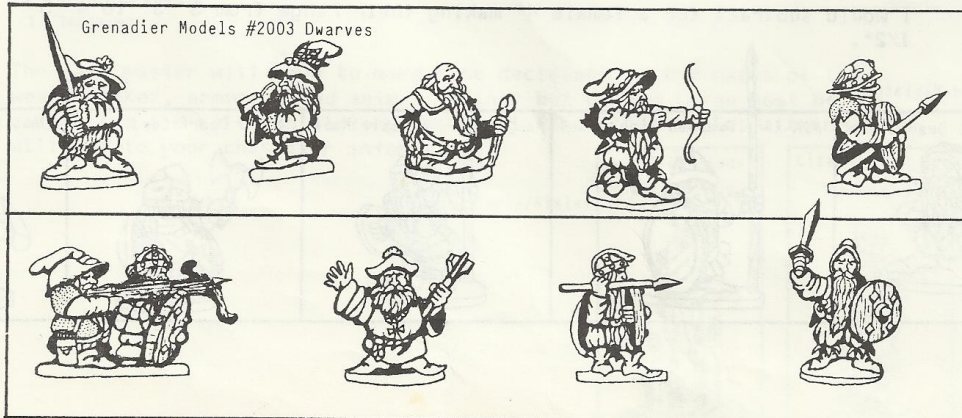Ral Partha #02-107 Dwarf War Band
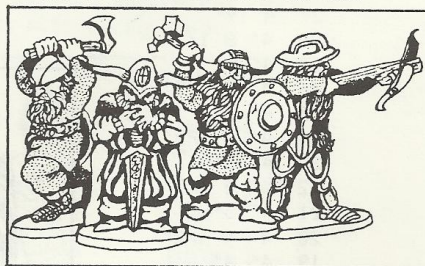
Heritage USA   #1465 Dwarf King

I use a subtraction of 30 lbs for a female bringing their range from 97 lbs to 155 lbs with the average being 125 lbs.

Grenadier Models #2003 Dwarves

GNOME HEIGHT TABLE

My gnome of median proportions goes at 3' 8". I confess I have always
looked upon them as a "dwarf" of the dwarf. The total range is from 3' 1"
to 4' 3 1/2".

```
30   4' 3 1/2"
29   4' 3"
28   4' 2 1/2"
27   4' 2"
26   4' 1 1/2"
25   4' 1"
24   4' 0 1/2"
23   4' 0"
22   3' 11 1/2"
21   3' 11"
20   3' 10 1/2"
19   3' 10"
18   3' 9 1/2"
17   3' 9"
16   3' 8 1/2"
15   3' 8"
14   3' 7 1/2"
13   3' 7"
12   3' 6 1/2"
11   3' 6"
10   3' 5 1/2"
 9   3' 5"
 8   3' 4 1/2"
 7   3' 4"
 6   3' 3 1/2"
 5   3' 3"
 4   3' 2 1/2"
 3   3' 2"
 2   3' 1 1/2"
 1   3' 1"
```

Asgard Miniatures

#DA-25 Gnome

#DA-26 Gnome
Illusionist
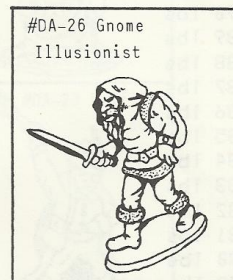
I would suggest a subtraction of 4" for the female of the species. This
would be a range of 2' 9" to 3' 11 1/2".

GNOME WEIGHT TABLE

The average male gnome is about 85 lbs. The range is from 71 lbs to 100 lbs. They run about the same proportion of height to weight as the dwarf.

30	100 lbs
29	99 lbs
28	98 lbs
27	97 lbs
26	96 lbs
25	95 lbs
24	94 lbs
23	93 lbs
22	92 lbs
21	91 lbs
20	90 lbs
19	89 lbs
18	88 lbs
17	87 lbs
16	86 lbs
15	85 lbs
14	84 lbs
13	83 lbs
12	82 lbs
11	81 lbs
10	80 lbs
9	79 lbs
8	78 lbs
7	77 lbs
6	76 lbs
5	75 lbs
4	74 lbs
3	73 lbs
2	72 lbs
1	71 lbs

Miniature Figurines
#FF-24 Gnomes

Heritage USA #1239 Gnomes
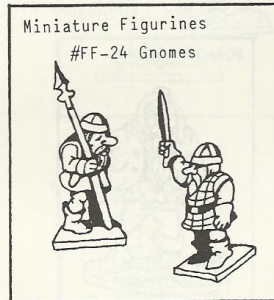
The female gnome would weigh in at about 80 lbs, a subtraction of 5 lbs. This would yeild a range of 67 lbs to 95 lbs.

HOBBIT HEIGHT TABLE

The hobbit is the most diminutive of the character group. The average runs at 3' tall. The range will be from 2' 5" to 3' 7 1/2".

30	3' 7 1/2"
29	3' 7"
28	3' 6 1/2"
27	3' 6"
26	3' 5 1/2"
25	3' 5"
24	3' 4 1/2"
23	3' 4"
22	3' 3 1/2"
21	3' 3"
20	3' 2 1/2"
19	3' 2"
18	3' 1 1/2"
17	3' 1"
16	3' 0 1/2"
15	3' 0"
14	2' 11 1/2"
13	2' 11"
12	2' 10 1/2"
11	2' 10 "
10	2' 9 1/2"
9	2' 9"
8	2' 8 1/2"
7	2' 8"
6	2' 7 1/2"
5	2' 7"
4	2' 6 1/2"
3	2' 6"
2	2' 5 1/2"
1	2' 5"

Asgard Miniatures

#DA-21 Halfling Thief	#DA-22 Halfling Warrior
#DA-24 Halfling Archer	#DA-23 Halfling Slinger

The subtraction for the female will be 3" bringing their range from 2' 3" to 3' 4 1/2".

Grenadier Models #2002 Halflings

HOBBIT WEIGHT TABLE

The hobbit male's average weight is 60 lbs. The range is from 46 lbs to 75 lbs. This represents the largest percentage deviation, but then hobbits tend to be real "characters" anyway.

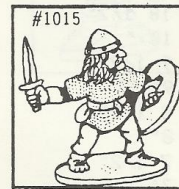|	
30	75 lbs
29	74 lbs
28	73 lbs
27	72 lbs
26	71 lbs
25	70 lbs
24	69 lbs
23	68 lbs
22	67 lbs
21	66 lbs
20	65 lbs
19	64 lbs
18	63 lbs
17	62 lbs
16	61 lbs
15	60 lbs
14	59 lbs
13	58 lbs
12	57 lbs
11	56 lbs
10	55 lbs
9	54 lbs
8	53 lbs
7	52 lbs
6	51 lbs
5	50 lbs
4	49 lbs
3	48 lbs
2	47 lbs
1	46 lbs

Heritage USA #1214 Halflings
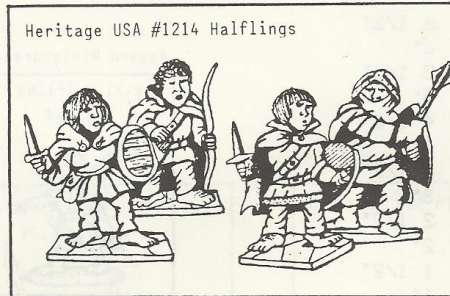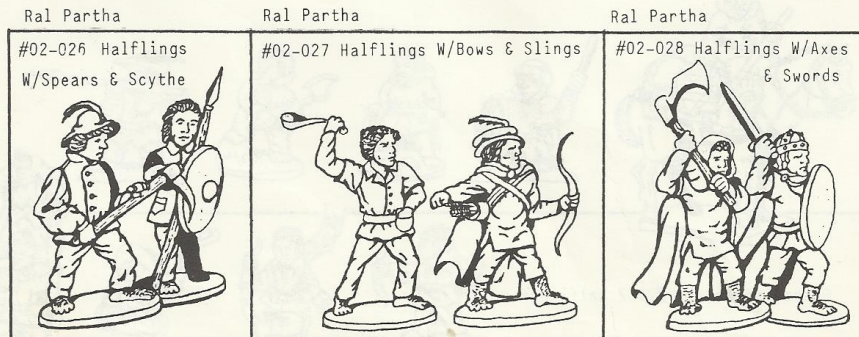
Miniature Figurines
#FF-25

Halfling Adventurer

Saxon Miniatures
#1015

Halfling W/Sword

I use 54 lbs as the average for the female hobbit. The subtraction is 6 lbs for a range from 40 lbs to 69 lbs.

Ral Partha
#02-026 Halflings W/Spears & Scythe

Ral Partha
#02-027 Halflings W/Bows & Slings

Ral Partha
#02-028 Halflings W/Axes & Swords

LANGUAGE TABLE

The issue of languages seems to be handled in a myriad of ways. Some
worlds ignore the issue, using as an excuse that it unnecessarily
complicates things. Others have so many that it seems no one can
communicate at all. I evolved a system which recognizes different levels
of communication. Each "country" has a native tongue. Alignment languages
are religious oriented or used primarily by the upper classes or the well
educated. Creature languages are indigenous or "tribal", or clannish in
nature. They also may not be a vocal communication at all. An ant uses a
series of movements and touches with its antenna to convey an idea. The
understanding of a listed language really means that you know how to
exchange information by whatever method that perticular creature uses.
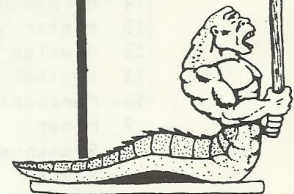
Asgard
#FM-59 Ape

Asgard
#FM-9 Harpie

1-2	Ant	107-109	Giant, cloud	207-208	Nightmare	
3-4	Ape	110-112	Giant, fire	209-210	Nixie	
5-6	Baboon	113-115	Giant, frost	211-212	Nymph	
7-8	Badger	116-118	Giant, hill	213-214	Ogre	
9-10	Basilisk	119-121	Giant, stone	215-216	Orge Mage	
11-12	Bear	122-124	Giant, storm	217-218	Orc	
13-14	Beaver	125-126	Gnoll	219-220	Otter	
15-16	Beholder	127-129	Gnome	221-222	Otyugh	
17-18	Blink Dog	130-131	Goat	223-224	Owl	
19-20	Boar	132-133	Goblin	225-226	Owlbear	
21-22	Brownie	134-135	Gorgon	227-228	Pegasus	
23-24	Bugbear	136-137	Griffon	229-230	Peryton	
25-26	Bulette	138-140	Halfling	231-232	Pixie	
27-28	Bull	141-142	Harpy	233-234	Pseudo-dragon	
29-30	Camel	143-144	Hell Hound	235-236	Rakshasa	
31-32	Cattle	145-146	Hippocampus	237-238	Ram	
33-34	Centaur	147-148	Hippogriff	239-240	Remorhaz	
35-36	Chimera	149-150	Hobgoblin	241-242	Rhinoceros	
37-38	Cockatrice	151-152	Horse	243-244	Roc	
39-40	Couatl	153-154	Hydra	245-246	Sahuagin	
41-42	Crocodile	155-156	Hyena	247-248	Salamander	
43-44	Displacer Beast	157-158	Jackal	249-250	Satyr	
45-46	Dog	159-160	Jaguar	251-252	Sea Lion	
47-48	Dolphin	161-162	Ki-rin	253-254	Shadow	
49-50	Doppleganger	163-164	Kobold	255-256	Shedu	
51-53	Dragon, black	165-166	Lamia	257-258	Snake	
54-56	Dragon, blue	167-168	Lammasu	259-260	Spider	
57-59	Dragon, brass	169-170	Leopard	261-262	Sprite	
60-62	Dragon, bronze	171-172	Leprechaun	263-264	Stag	
63-65	Dragon, copper	173-174	Leucrotta	265-266	Stirge	
66-68	Dragon, gold	175-176	Lion	267-268	Sylph	
69-71	Dragon, green	177-178	Lizard, fire	269-270	Tiger	
72-74	Dragon, red	179-180	Lizard man	271-272	Treant	
75-77	Dragon, silver	181-182	Lynx	273-274	Triton	
78-80	Dragon, white	183-184	Mammoth	275-276	Troglodyte	
81-82	Dragonne	185-186	Manticore	277-278	Troll	
83-84	Dragon Turtle	187-188	Mastodon	279-280	Umber Hulk	
85-86	Dryad	189-190	Medusa	281-282	Unicorn	
87-89	Dwarf	191-192	Merman	283-284	Weasel	
90-91	Eagle	193-194	Mind Flayer	285-286	Whale	
92-93	Efreeti	195-196	Minotaur	287-288	Wight	
94-95	Elephant	197-198	Mule	289-290	Wolf	
96-98	Elf	199-200	Naga, guardian	291-292	Wolverine	
99-100	Ettin	201-202	Naga, spirit	293-294	Wraith	
101-102	Gargoyle	203-204	Naga, water	295-296	Xorn	
103-104	Ghast	205-206	Neo-otyugh	297-298	Wyvern	
105-106	Ghoul			299-300	Yeti	

Heritage USA
#1224 Owl Bear

Asgard
#FM-11 Salamander

Asgard #FM-16 Unicorn

This table has produced several interesting combinations. The interplay
between character and creature are mini-adventures in themselves. I have
also used this as a Reincarnation Table. This can be worked into a
campaign where an East Indian mythos predominates or anywhere else the
game master deems appropriate. I have used this as a General Encounter
Table.

MUNDANE EXPERIENCE TABLE

A new character entering a world just doesn't appear under a rock. They have a past which could influence their future. I have participated in many games where this aspect was overlooked. Sooner or later a character must know what their pre-adventurer life was like. They might even have to make an ordinary living, after all those piles of gold are sometimes hard to find, and even harder to get. Some professions can be very beneficial to the adventurer, others may appear nearly worthless. Regardless, we can play our character much better if we know their full background.

30	Actor
29	Animal Trainer
28	Armorer
27	Barber
26	Baker
25	Barkeep
24	Boatman-fresh water
23	Carpenter
22	Cart Driver
21	Clerk
20	Cook
19	Dancer
18	Farmer
17	Fisherman
15	Gemologist
14	Herdsman
13	Hunter
12	Jeweler
11	Leather Worker
10	Merchant
9	Miner
8	Seaman-salt water
7	Slaver
6	Stableman
5	Tailor
4	Tanner
3	Trapper
2	Weapon Maker
1	Weaver

Precision Metal Craft   #3694 Dancing Couples

Imrie/Risley #DA5204
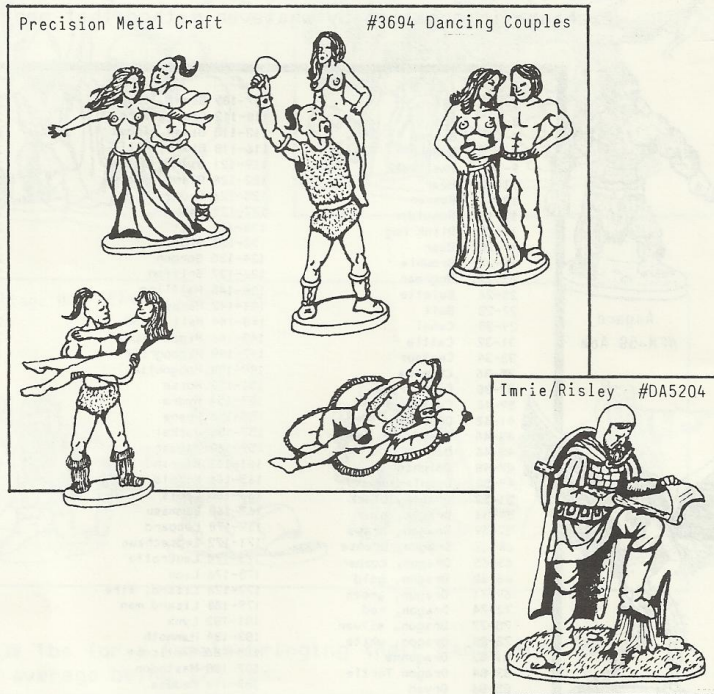
The game master will have to make some decisions in the cases of the weapon maker, armorer, and animal trainer but by and large most of the catagories are self explanatory. You will find other tables within which will add to your character information.

Imrie/Risley

#C-73 Huntsman
With Dog

Citadel #FS-57
Innkeeper

FIGHTER'S WEAPONS TABLE

The selection of weapons for a new fighter can be a very interesting
experience or it can be the same old thing. I mean by that, if you allow
the player to choose his starting weapons most will select two types of
swords, a long bow, and some other miscellaneous weapon, a throwing ax is
a popular choice or perhaps the ever handy dagger. This is normally done
for the advantage of more hits or the longest range and rate of fire. I
avoid this by using the table to roll up the initial weapons of the
fighters. I do allow them to make their own choice of additional weapons
as they increase in levels of experience.

Masterpiece Miniatures

30 Ax, one handed
29 Ax, two handed
28 Bardiche
27 Bow, composite
26 Bow, long
25 Bow, short
24 Club
23 Crossbow, heavy
22 Crossbow, light
21 Dagger
20 Dart
19 Flail, one handed
18 Flail, two handed
17 Glaive
16 Guisarme
15 Halbred
14 Hammer
13 Javelin
12 Mace, one handed
11 Mace, two handed
10 Morningstar
 9 Scimitar
 8 Sling
 7 Spear
 6 Staff
 5 Sword, hand and a half(bastard)
 4 Sword, broad
 3 Sword, long
 2 Sword, short(gladius)
 1 Voulge
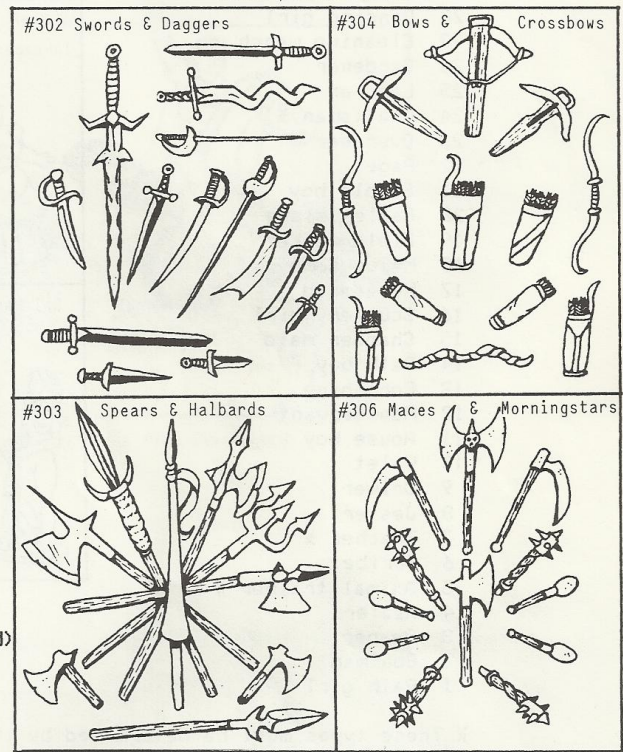
I also use this table to determine the type of weapon or weapons for the
enemy on an encounter and also for fighter retainers when they apply for
employment.

SLAVES TABLE

Most campaigns have slaves in the backround but you really don't seem to notice them. I have several players who use slavery as a source of income as well as a path to many adventures. Many times a purchaser of slaves finds out he has made a real buy. I use the following table to determine the best use of a slave based upon his or her previous experience. You of course can use a slave for whatever you wish but why not take advantage of a special skill.

30 Servant girl
29 Cook
28 Dancing girl
27 Cleaning wench
26 Gardener
25 Laborer
24 Craftsman ✗
23 Overseer
22 Page
21 Stable boy
20 Galley slave
19 Field worker
18 Major domo
17 Nursemaid
16 Scullery girl
15 Chamber maid
14 Bath boy
13 Concubine
12 Man servant
11 House boy
10 Valet
 9 Driver
 8 Jester
 7 Teacher ✗
 6 Scribe
 5 Animal trainer ✗
 4 Healer
 3 Bearer
 2 Boatman
 1 Bath girl

Citadel Miniatures

#FS-58
Inkeepers Wife

#FS-59
Serving Wench

#FS-65
Seductive
Wench
Seated
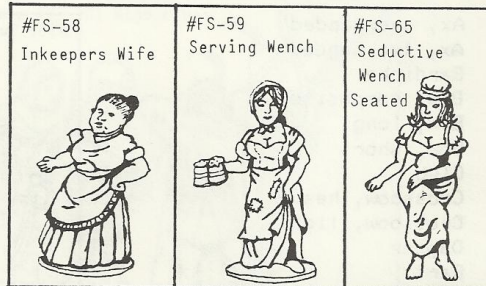
Ral Partha #01-092 Servants

✗ These types must be determined by the game master. I suggest you use the Mundane Experience Table for the craftsman. The Animal Trainer Table for his animal type and the Language Table for the teacher. If you prefer to know the type of slaves available before the purchase is made then the table can also be used in that manner.

COMMON SKINS AND FURS

The skills of trapping and hunting can provide income and are valuable if the character wants to hire out his talents. I give these skills special probabilities of encountering their prey. When a character announces he wishes to travel to a likely area to trap or hunt, the roll for encounters in that area are taken on this table. A trapper will automatically trap the rolled creature if an encounter is indicated. I give a 50% chance for a common creature or a 10% chance for a fancy fur creature. A hunter uses the same table but the pelt is devalued by 20% plus the roll of a 30 sided die (1 to 30 additional percent). This accounts for the damage done by the weapon used to kill the creature. Any character can hunt an animal but I use normal encounter tables and a "to hit" roll must be made.

30   Grizzly bear
29   Beaver
28   Deer
27   Fox
26   Possum
25   Mountain goat
24   Mole
23   Monkey
22   Muskrat
21   Otter
20   Jackel
19   Boar
18   Rabbit
17   Raccoon
16   Skunk
15   Squirrel
14   Polar bear
13   Buffalo
12   Badger
11   Kodiak bear
10   Weasel
 9   Gopher
 8   Woodchuck
 7   Black bear
 6   Wolf
 5   Porcupine
 4   Brown bear
 3   Antelope
 2   Coyote
 1   Elk

Castle Creations Boar

Castle Creations Buffalo
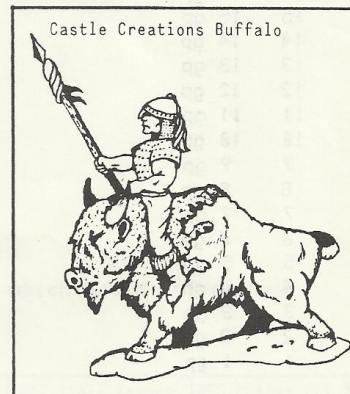
The skills table takes on more meaning when you can provide food and furs as a player character. When players look for retainers in my world they frequently ask, "what can you do" before they ask, "are you a fighter, cleric, or mage"?

COMMON SKINS VALUE TABLE

There are many factors which go into the value of a skin. The condition of the pelt is of prime importance. The subtraction of value due to hunting damage is realistic. It is assumed that a trained trapper using proper traps does little damage and the pelt is not devalued. The color and how true the animal was to its species is important. A pelt of an unusual color or pattern is far more valuable the a common skin. Skinning the animal comes into play with the skilled trapper or hunter coming out way ahead of a normal character with no special skill. Good luck on your roll!

30	100 gp
29	75 gp
28	60 gp
27	55 gp
26	50 gp
25	45 gp
24	40 gp
23	35 gp
22	30 gp
21	25 gp
20	20 gp
19	19 gp
18	18 gp
17	17 gp
16	16 gp
15	15 gp
14	14 gp
13	13 gp
12	12 gp
11	11 gp
10	10 gp
9	9 gp
8	8 gp
7	7 gp
6	6 gp
5	5 gp
4	4 gp
3	3 gp
2	2 gp
1	1 gp

Martian Developements #1620 Bear

Ral Partha #02-090 Great Wolf

If devaluation is required you will find it easier to use silver pieces at a rate of 20 to 1.

FANCY FURS TABLE

I indicated on the Common Skins and Furs Table that I gave a 10% chance for the encounter of a creature on this table. This is not in addition to the common skin roll but instead of that roll. I ask the character which type he is attempting to trap or hunt. The pelts on this table are worth far more than their common cousins but are more difficult to find. Many a hunter has gone on a journey of months and hundreds of miles to seek an exotic creature.

30 Sable
29 Water mink
28 Golden sable
27 Jaguar
26 Marmink
25 Red sable
24 Red fox
23 Polar sable
22 Ermine
21 Chinchilla
20 Leopard
19 Tiger
18 Black fox
17 Black martin
16 Black sable
15 Tartan sable
14 Southern seal
13 Polar seal
12 Lion
11 Panther
10 Lynx
 9 Artic fox
 8 Cougar
 7 Nutria
 6 Ocelot
 5 Puma
 4 Silver fox
 3 Zebra
 2 Cheetah
 1 Imperial mammoth

Asgard Miniatures
#FM-24 Silent Shambler

Citadel #FF-70
Weretiger

Asgard #FM-60 Weasel
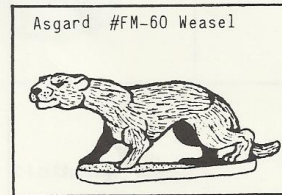
Remember that the hunter will damage the fur as indicated on the Common Skins and Furs Table.

FANCY FURS VALUE TABLE

An expedition in search of exotic furs can bring much gold to the
fortunate hunter or trapper. What I previously indicated about the
condition of common skins is valid for the more valuable furs as well.
Many of these furs in prime condition can bring as much or more than a
rare gemstone. These rare furs are in constant demand all over the world.

30	10000 gp
29	8000 gp
28	7000 gp
27	6000 gp
26	5000 gp
25	4500 gp
24	4000 gp
23	3500 gp
22	3000 gp
21	2500 gp
20	2000 gp
19	1000 gp
18	900 gp
17	800 gp
16	700 gp
15	600 gp
14	500 gp
13	400 gp
12	300 gp
11	200 gp
10	100 gp
9	90 gp
8	80 gp
7	70 gp
6	60 gp
5	50 gp
4	40 gp
3	30 gp
2	20 gp
1	10 gp

Castle Creations Lion

Citadel #FF-69 Giant Wolf

There is a wide variance of values as you can see. Some trips may be
profitable while others may barely cover expenses. I have used the value
of furs and skins as experience points and I have also on occasion given
an enhanced percentage of encounters with experience. My current campaign
uses a 1% increase per level. Your game master will I'm sure come up with
his own system.

WHERE AM I ??

The world that I use in my campaign contains many civilized areas I will call countries although I don't use that designation. I am fortunate to posess a considerable number of 25mm miniatures includung entire armies. They range from ancient to medieval to renaissance. I use as many as I can for encounters and miniature battles. The "countries" I use are modeled after their historical counterparts. You can use this table when you enter foreign lands and also to see who is manning the other ship or ships in a sea encounter.

30	Egyptian
29	Assyrian
28	Persian
27	Greek
26	Macedonian
25	Indian
24	Successor
23	Gauls
22	Roman
21	Carthaginian
20	Dacian
19	Parthian
18	Pontus
17	Huns
16	British
15	Picts
14	Goths
13	Byzantine
12	Sassanids
11	Turks
10	Germans
9	Tarters
8	Mongols
7	Chinese
6	Japanese
5	Teutonic
4	Normans
3	Saxons
2	Vikings
1	Saracens

Ral Partha #35-020 — Persian Command

Ral Partha #53-751 Ronin With Sword

Citadel #A-6 Hun

Ral Partha #54-610 Turk
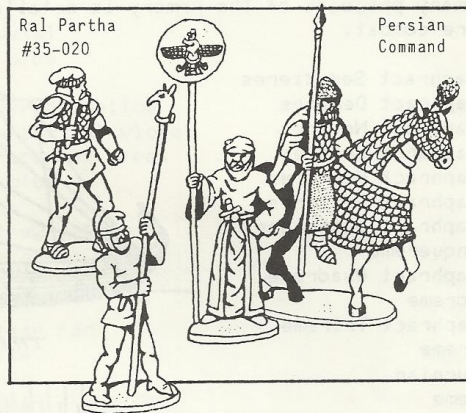
There are many more which you could substitute but these represent those I use in my own campaign.

ANCIENT SHIP TABLE

I have in my world many oceans and seas. I know for some reason a lot of campaigns shy away from water. Perhaps it has something to do with man being out of his element. Even higher level characters can drown as well as the common seaman. We not only encourage you to explore this area but many of my greatest battles have been fought aboard ship. I recommend Avalon Hill's Trireme as an excellent way of resolving large scale sea actions. I have based my encounter table on many of the ship types you find in their game and of course added others of my own design. Included in the many projects of The Armory is detailed sets of deck plans for miniature combat.

30	Cataphract Sedekieres
29	Cataphract Dekares
28	Cataphract Novares
27	Cataparct Octares
26	Cataphract Hepteres
25	Cataphract Sexteres
24	Cataphract Quinqreme
23	Quinquereme
22	Cataphract Quadreme
21	Quadreme
20	Cataphract Trireme
19	Trireme
18	Liburnian
17	Bireme
16	Pentakonter
15	Lembi
14	Saxon Long Ship
13	Triemiola
12	Hemiola
11	Pharsali
10	Veneti #6
9	Veneti #4
8	Merchant #2
7	Merchant #6
6	River Barge
5	Large Raft
4	Small Raft
3	Fishing Boat
2	Life Boat
1	Canoe

TRIREME c. 500 B.C.

SCALE IN FEET
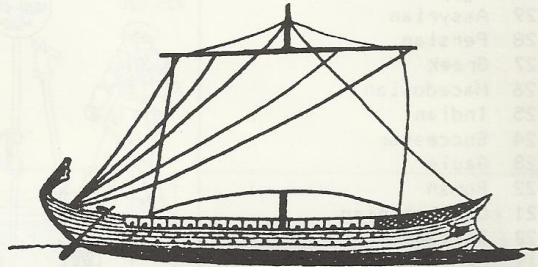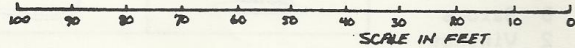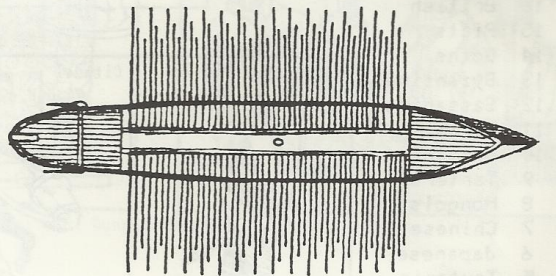
Encounters with 1-10 are normally with a single ship. The game master can then populate the ship or ships as they desire. Warships can be in fleets of varying size and type. Normally ship encounters should be sized according to how many of them a character has in his group.

DISEASE SEVERITY TABLE

Many campaigns pay little or no attention to disease. Where do you think all those rats come from, a sterile environment? What about all those swamps full of mosquitos? I use the table to indicate the result of contracting a debilitating sickness. The result is time lost in a helpless state. You will really find out who your friends are when you can't even raise a dagger in your own defense.

30	Death
29	1 year
28	9 months
27	6 months
26	5 months
25	4 months
24	3 months
23	2 months
22	4 weeks
21	3 weeks
20	2 weeks
19	7 days
18	6 days
17	5 days
16	4 days
15	3 days
14	2 days
13	1 day
12	12 hours
11	11 hours
10	10 hours
9	9 hours
8	8 hours
7	7 hours
6	6 hours
5	5 hours
4	4 hours
3	3 hours
2	2 hours
1	1 hour
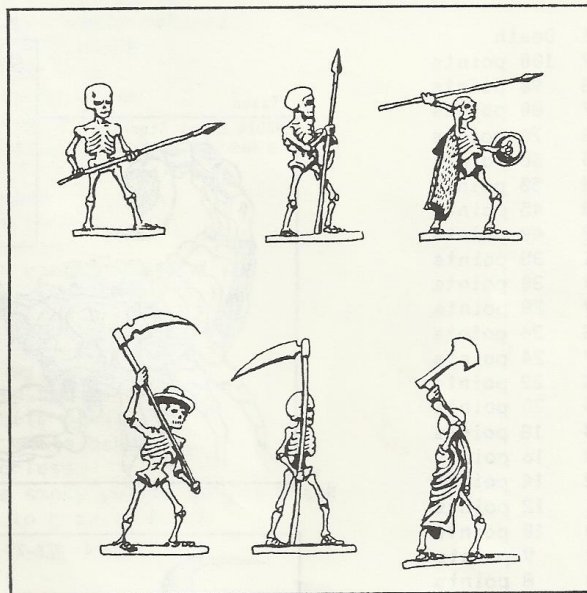
You should utilize whatever game system you are playing suggests for the probability of catching a disease.
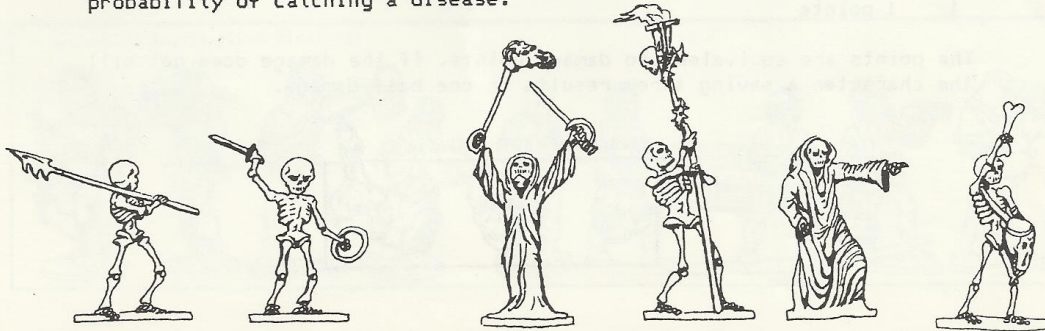
POISON SEVERITY TABLE

I've been poisoned! The thought stops many characters in their tracks.
Even the highest level player can die in seconds. I can see the sweaty
palms holding the die as the player prepares to make his saving throw. I
believe many factors enter into the final result. Did the
creature(assuming a bite) get a good grip or was it just a graze? The
poison on a weapon rarely used, could have lost some of its potency.
Whatever the reason I like to use the following table to see the effect of
a perticular poisoning. If death is the result I do allow a saving throw
and if successful and the damage is more than the character has I put him
at 1 hit point.

30	Death
29	100 points
28	90 points
27	80 points
26	70 points
25	60 points
24	50 points
23	45 points
22	40 points
21	35 points
20	30 points
19	28 points
18	26 points
17	24 points
16	22 points
15	20 points
14	18 points
13	16 points
12	14 points
11	12 points
10	10 points
9	9 points
8	8 points
7	7 points
6	6 points
5	5 points
4	4 points
3	3 points
2	2 points
1	1 points

Saxon
#2007 Giant Snake

Saxon
#2024 Giant Scorpion

Asgard #FM-25 Giant Snake
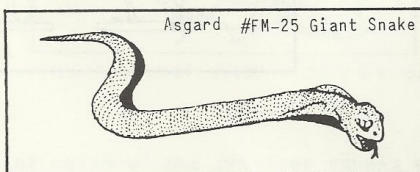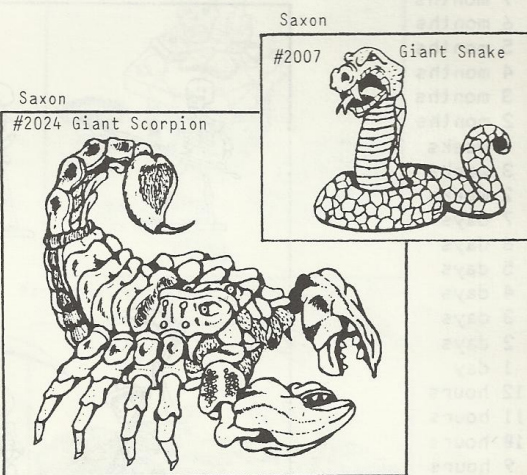
The points are equivalent to damage points. If the damage does not kill
the character a saving throw results in one half damage.

Broadsword #90A-1 Skulls
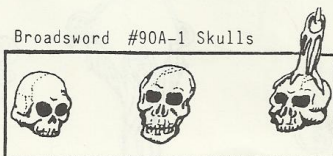
ANIMAL TRAINER TABLE

You have been fortunate indeed to find a slave or hire a person with this talent. I have seen many players attempt to make the most of this situation in different ways. That is perhaps what I enjoy most, the interaction with the scenerios I create for my playing group.

30 Bear
29 Boar
28 Camel
27 Cheetah
26 Condor
25 Cougar
24 Deer
23 Dog
22 Eagle
21 Elephant
20 Exotic Animal Trainer Table
19 Falcon
18 Fish
17 Fox
16 Hawk
15 Horse
14 Jaguar
13 Leopard
12 Lion
11 Marine Mammal
10 Ocelot
 9 Owl
 8 Panther
 7 Parrot
 6 Pigeon
 5 Puma
 4 Snake
 3 Tiger
 2 Vulture
 1 Wolf

Castle Creations #BP-12 Lancer on Hawk
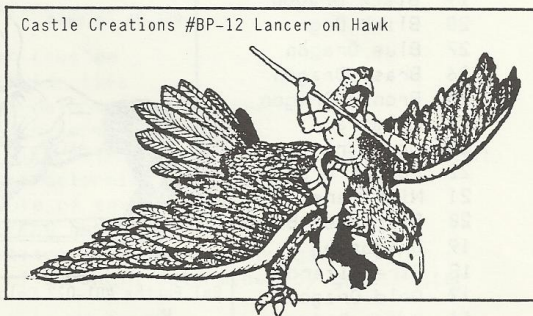
Castle Creations #BP-10 Hawkeye on Condor
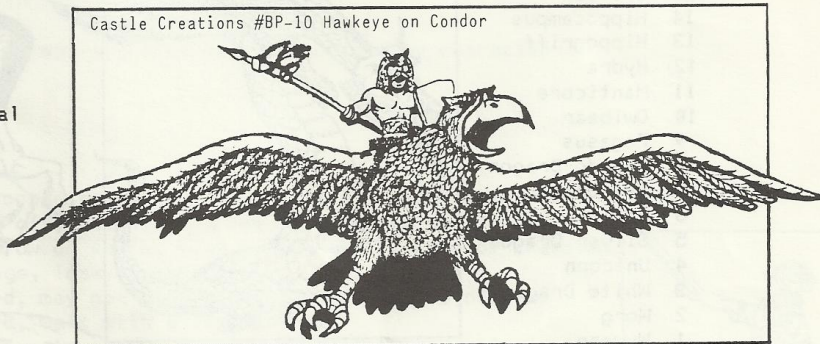
You may also use this as the encounter table for a hunt you organize to find creatures to train.

Miniature Figurines #WOG-66
Unicorn,Beasts & Hounds
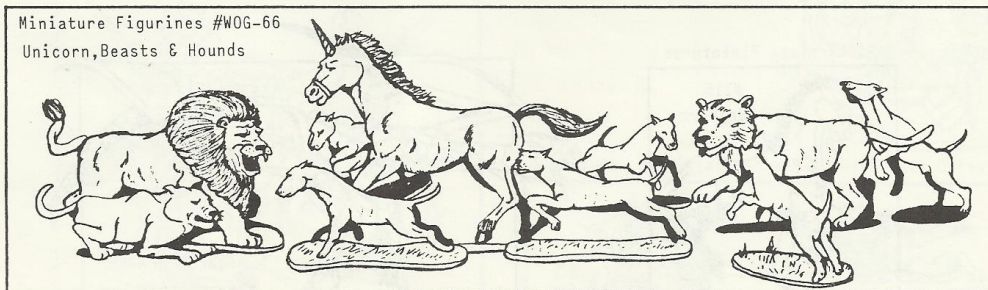
EXOTIC ANIMAL TRAINER TABLE

I use this table when it is rolled up from the regular Animal Table. This can be the progression from the Slave Table or you may come up with alternate uses for the selection in your own campaign.

30 Anhkheg
29 Black Dragon
28 Blink Dog
27 Blue Dragon
26 Brass Dragon
25 Bronze Dragon
24 Chimera
23 Cockatrice
22 Copper Dragon
21 Nightmare
20 Displacer Beast
19 Dragonne
18 Fire Lizard
17 Gold Dragon
16 Green Dragon
15 Griffon
14 Hippocampus
13 Hippogriff
12 Hydra
11 Manticore
10 Owlbear
 9 Pegasus
 8 Pseudo-Dragon
 7 Red Dragon
 6 Roc
 5 Silver Dragon
 4 Unicorn
 3 White Dragon
 2 Worg
 1 Wyvern

Citadel Miniatures
#FF-34 Chimera

Asgard
Miniatures
#FM-43
Giant
Griffon

Ral Partha #01-072 Cold Drake

Masterpiece
Miniatures
#MO-12
Pegasus
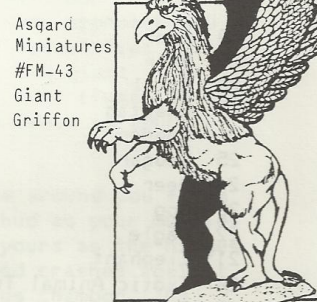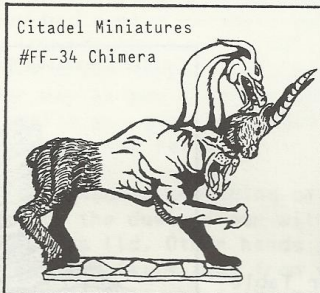
The training and possession of one of these extraordinary creatures can lead to many an adventure. Just the hunt for the wild creature to train has carried many of my characters to far off lands. They are a mixed "blessing" indeed.

Masterpiece Miniatures
#216
Unicorn

Asgard #FM-58
Wyvern Attacking
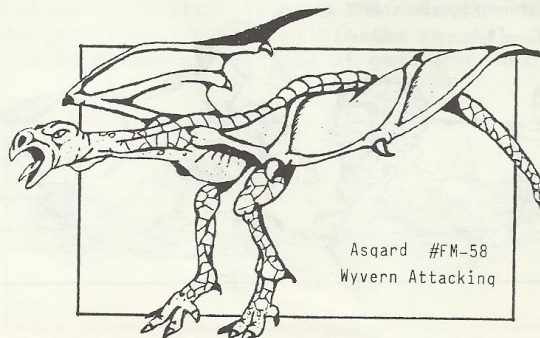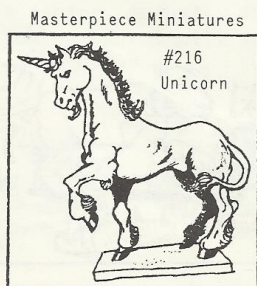
SPELL EFFECTS TABLE

Many of you I'm sure have played fantasy games for years. I play with many of the same people and a problem arises when you use the same magical items. An example might be magic boots. There are only a limited number of types and when a pair is found the players immediately know the possibilities and have a good idea of the things to try so they can find out for sure. I use this table and the Magic Item Table to spice up the game and put some uncertainty back to the fantasy environment.

30	Sleep
29	Shield
28	Light
27	Charm Person
26	Scare
25	Web
24	Haste
23	Charm Monster
22	Slow
21	Fear
20	Fire Shield
19	Wall of Fire
18	Cloudkill
17	Hold Monster
16	Passwall
15	Teleport
14	Project Image
13	Phase Door
12	Incendiary Cloud
11	Gate
10	Shape Change
9	Color Spray
8	Suggestion
7	Confusion
6	Maze
5	Vision
4	Animal Summoning
3	Entangle
2	Remove Curse
1	Blade Barrier

Imrie/Risley

Asgard Miniatures #DA-32 Anti-Cleric

C-69 Merlin the Magician

Minifigs #FF-03 Magic User with Fireball

Asgard Miniatures DA-47 Illusionist

I tried to use some spell effects which I don't see the players select very often. This also puts more variables at the disposal of the characters. They learn to handle situations in a different manner besides hack, chop, and fireball!

Ral Partha #01-066 Necromancers

MAGIC ITEM TABLE

This table was intended to be used in conjunction with the Magic Effects
Table. Most game systems allow the enchantment of any item. I certainly
encourage the players to produce their own magic items within the
guidelines of their rule system. The combination of the two tables can
produce some very unusual results. I have one character who has a snuff
box of fireballs! Well they do call it a fantasy game.

30 Amulet
29 Ax
28 Boots
27 Bracelet
26 Bracers
25 Brooch
24 Cloak
23 Dagger
22 Gauntlets
21 Gem
20 Girdle
19 Hammer
18 Helm
17 Horn
16 Javelin
15 Jewel
14 Mace
13 Medallion
12 Mirror
11 Necklace
10 Ring
9   Robe
8   Rod
7   Scarab
6   Shield
5   Spear
4   Staff
3   Sword
2   Talisman
1   Wand

Broadsword F-04
Wizard with
Work Table

Precision Metal Craft

#3706
Magician,
Alter &
Artifacts

Asgard Miniatures
#FM-44 Djinn

Citadel Miniatures
#FS-32 Magic Items
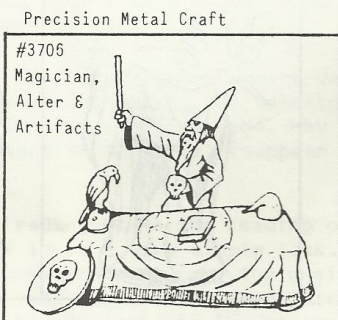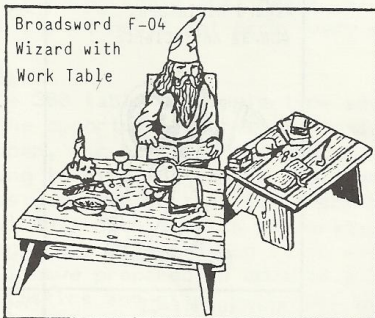
The game master should determine the exact manner of use for a perticular
item. An example, do you rub an item, blow on it, wear it, command it,
etc.

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