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GAMING TABLES

Written Expressly For The Armory By Donald Cole



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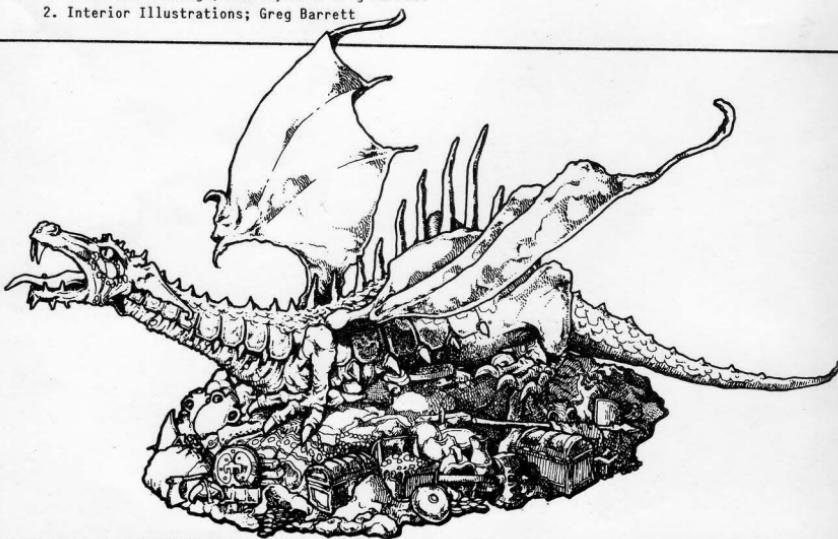
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ABOUT THE AUTHOR

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 18,100+. 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 scenarios 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
2. Interior Illustrations; Greg Barrett



* The NEW
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RANDOM
NUMBER
GENERATOR



The Armory

4145 Amos Avenue, Baltimore, Maryland 21215.

MANUFACTURERS AND
IMPORTERS OF DICE, DICE
INKERS, DICE MARKERS,
DICE POUCHES, PAINT,
BRUSHES & GAMING
ACCESSORIES

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 scenarios 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 scenarios 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.

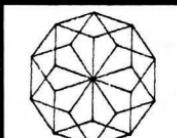
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Asgard #FM-3 Gigantic Rat



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
-10	=	10
1	=	11
2	=	12
3	=	13
4	=	14
5	=	15
6	=	16
7	=	17
8	=	18
9	=	19
10	=	20
+1	=	21
+2	=	22
+3	=	23
+4	=	24
+5	=	25
+6	=	26
+7	=	27
+8	=	28
+9	=	29
+10	=	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 tactile 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 minimum 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 pertinent information. 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 selections 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:

-8 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 Warriors



GEMSTONES AS TREASURE

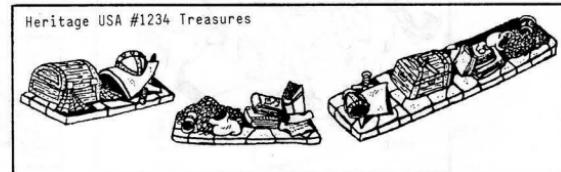
You have just defeated the giants in a fearsome battle. Their lair smells of blood and hewn flesh. Several of your party have fallen but you hardly notice who. Your sword arm aches from the blows but now all is forgotten as your eyes come to rest on the large rusted iron chest. Your feet shuffle forward 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-spikes 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 occurrence 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:



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.

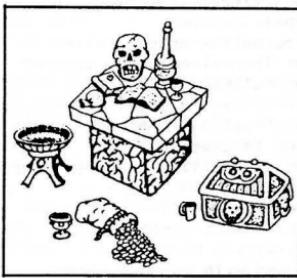
Grenadier Models #2004 Hirelings



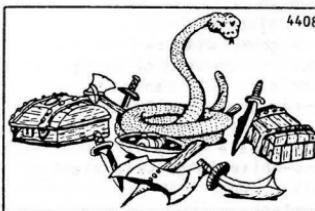
SEMI-PRECIOUS GEMSTONE VALUE TABLE

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.

38	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



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 are 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 actually 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-brilliant blue
- 10 Chrysoprase-light green
- 9 Fire Opal-yellow to brownish red
- 8 Red Opal-deep red
- 7 Yellow Opal-light yellow
- 6 Green Opal-medium green
- 5 Blue Opal-dark deep blue
- 4 Black Opal-polished black
- 3 White Opal-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.

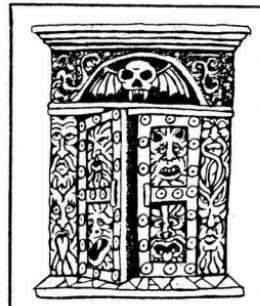
Broadsword Miniatures #F-01 Treasures



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 variance 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 significantly. 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

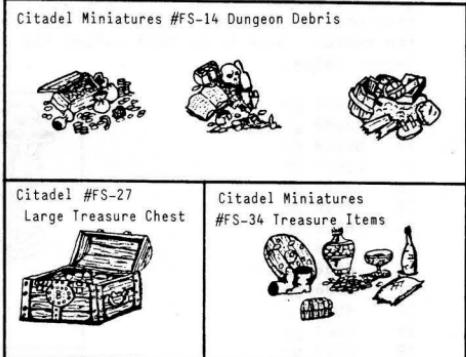
#4403 King, Queen
& Guards

One of the aspects of being a game master I enjoy most is watching players divide a treasure. This is particularly 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 category. 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

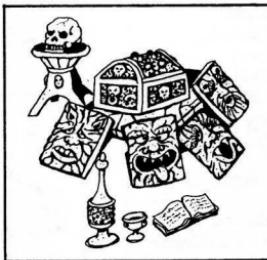


The Parure is a rare find indeed. It consists of a matched set of jewelry including necklace, earrings, brooch, and bracelet. Owning the complete set adds considerable value. When you have completed your selection of jewelry go to the Jewelry Value Table.

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 of 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 attached. 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 wield 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".

38	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.

38	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"



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



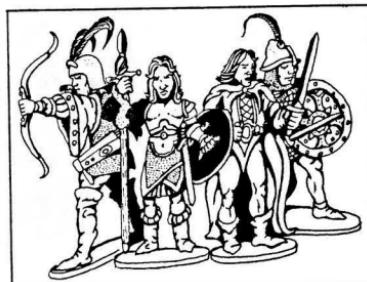
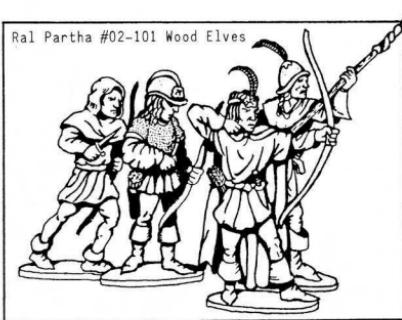
Heritage USA #1462 Elven Heroic Infantry

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

When using the table for females subtract 15 lbs making their range from 76 lbs to 105 lbs.



DWARF HEIGHT TABLE

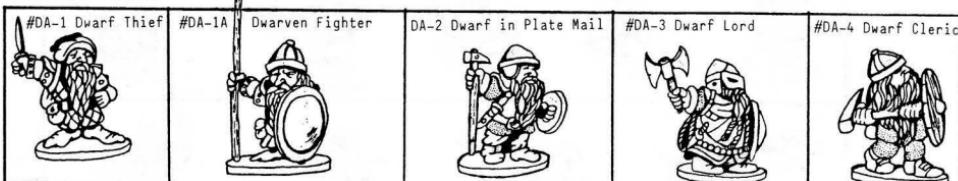
I believe that most of us picture dwarves as short, stocky and rather gruff. I'll leave their personality to you but my dwarves do fit that physical description. My average dwarf stands at 4' 2" and ranges from 3' 7" to 4' 9 1/2".

38 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"



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

Asgard Miniatures



DWARF WEIGHT TABLE

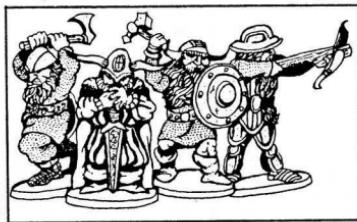
My average dwarf is a well muscled, full bodied individual weighing in at 155 lbs. The range will be from 127 lbs to 185 lbs.

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

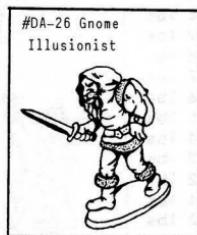


GNOME HEIGHT TABLE

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



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



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



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



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



Miniature Figurines



Halfling Adventurer



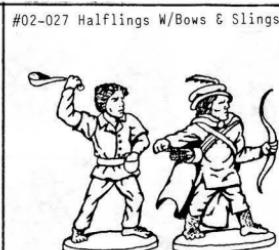
Halfling W/Sword

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



Ral Partha

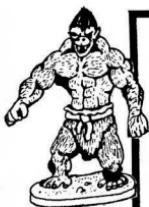


Ral Partha



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 particular creature uses.



Asgard
#FM-59 Ape

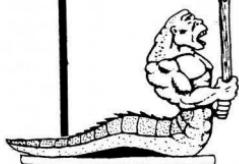


Asgard
#FM-9 Harpie

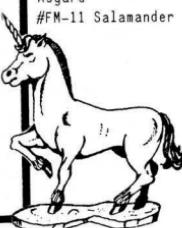
1-2	Ant	107-109 Giant, cloud	207-208 Nightmare
3-4	Ape	110-112 Giant, fire	209-210 Nixie
5-6	Baboon	113-115 Giant, frost	211-212 Nymph
7-8	Badger	116-118 Giant, hill	213-214 Ogre
9-10	Basilisk	119-121 Giant, stone	215-216 Ogre Mage
11-12	Bear	122-124 Giant, storm	217-218 Orc
13-14	Beaver	125-126 Ghoul	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	138-139 Halfling	231-232 Pixie
27-28	Bull	140-141 Harpy	233-234 Pseudodragon
29-30	Camel	142-144 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	Chimaera	149-150 Hobgoblin	241-242 Rhinoceros
37-38	Cold-ice	151-152 Horse	243-244 Roc
39-40	Coastal	153-154 Hydra	245-246 Sahagin
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	Doppelganger	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 Stinge
66-68	Dragon, gold	175-176 Lizard	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 Troglydote
81-82	Dragonne	185-186 Mantidore	277-278 Troll
83-84	Dragon Turtle	187-188 Mastodon	279-280 Umber Hulk
85-86	Dwarf	189-190 Medusa	281-282 Unicorn
87-89	Dwarf	191-192 Herman	283-284 Weasel
90-91	Eagle	193-194 Hind 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 Wealth
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



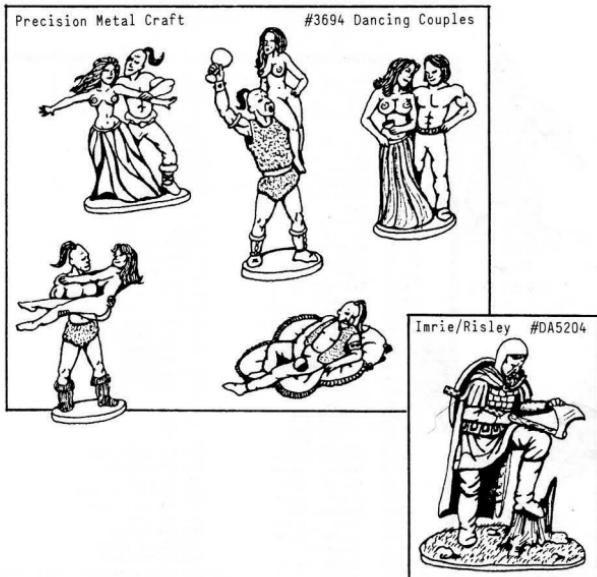
Asgard
#FM-16 Unicorn

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



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 categories are self explanatory. You will find other tables within which will add to your character information.

Imrie/Risley

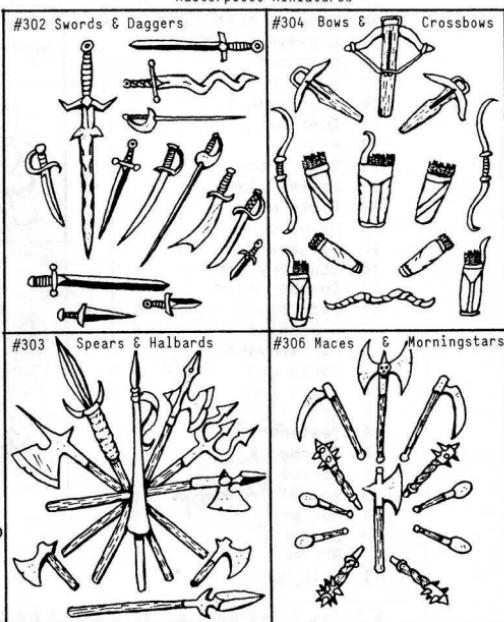


FIGHTER'S WEAPONS TABLE

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.

- 38 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 Halberd
- 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 Vouge

Masterpiece Miniatures



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 background 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.

- 38 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



* 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
- 28 Jackel
- 19 Boar
- 18 Rabbit
- 17 Raccoon
- 16 Skunk
- 15 Squirrel
- 14 Polar bear
- 13 Buffalo
- 12 Badger
- 11 Kodiak bear
- 18 Weasel
- 9 Gopher
- 8 Woodchuck
- 7 Black bear
- 6 Wolf
- 5 Porcupine
- 4 Brown bear
- 3 Antelope
- 2 Coyote
- 1 Elk



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

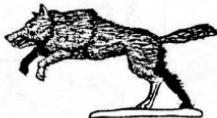
There are many factors which go into the value of a skin. The condition of the pelt is of prime importance. The subtraction of value due to hunting damage is realistic. It is assumed that a trained trapper using proper traps does little damage and the pelt is not devalued. The color and how true the animal was to its species is important. A pelt of an unusual color or pattern is far more valuable than 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!

38	100 gp
29	75 gp
28	68 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



Rai Partha #02-090 Great Wolf

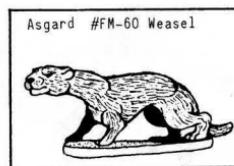


If devaluation is required you will find it easier to use silver pieces at a rate of 20 to 1.

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.

- 38 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



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.

38	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	1800	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

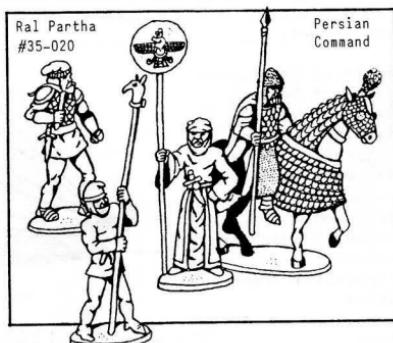


There is a wide variance of values as you can see. Some trips may be profitable while others may barely cover expenses. I have used the value of furs and skins as experience points and I have also on occasion given an enhanced percentage of encounters with experience. My current campaign uses a 1% increase 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 possess a considerable number of 25mm miniatures including 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

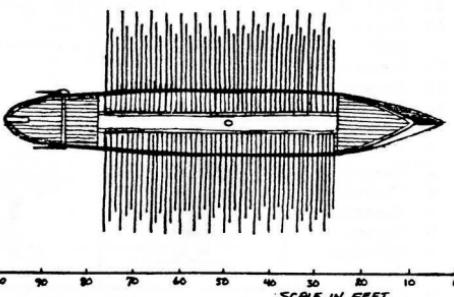
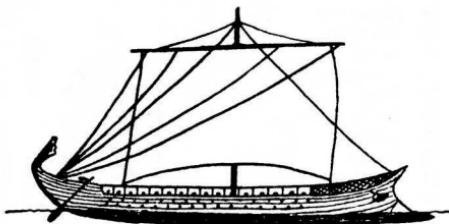


There are many more which you could substitute but these represent those I use in my own campaign.

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 Cataphract Octares
- 26 Cataphract Hepteres
- 25 Cataphract Sexteres
- 24 Cataphract Quinqremee
- 23 Quinquereme
- 22 Cataphract Quadremee
- 21 Quadremee
- 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

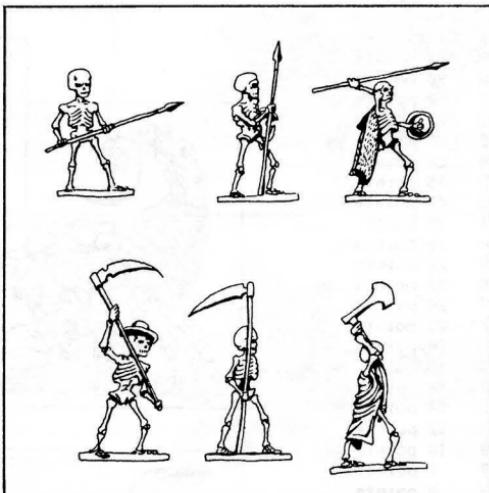


Encounters with 1-10 are normally with a single ship. The game master can then populate the ship or ships as they desire. Warships can be in fleets of varying size and type. Normally ship encounters should be sized according to how many of them a character has in his group.

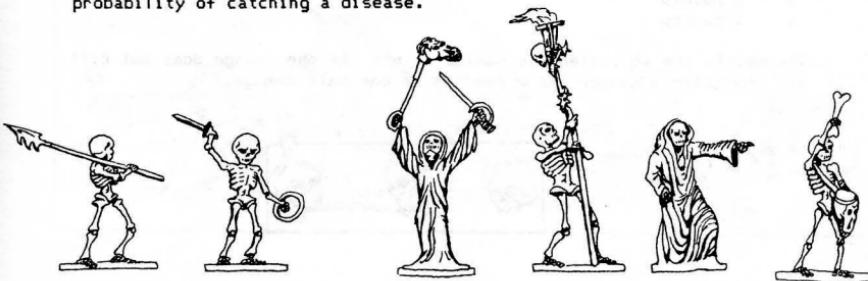
DISEASE SEVERITY TABLE

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.

38	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



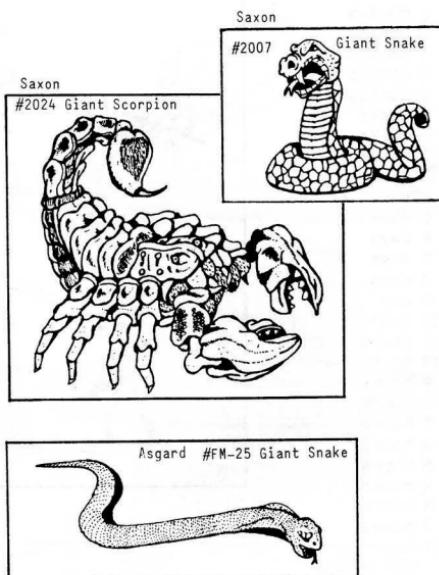
You should utilize whatever game system you are playing suggests for the probability of catching a disease.



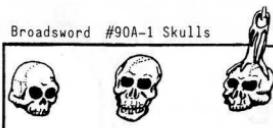
POISON SEVERITY TABLE

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 particular 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



The points are equivalent to damage points. If the damage does not kill the character a saving throw results in one half damage.



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 scenarios I create for my playing group.

- 38 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

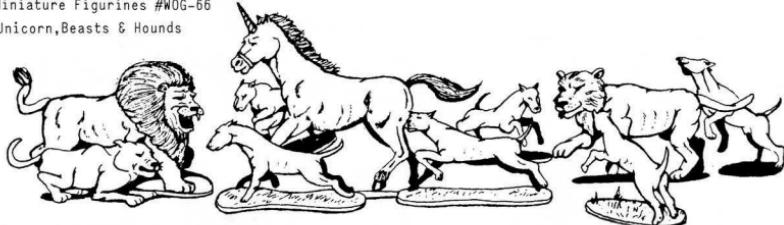


Castle Creations #BP-10 Hawkeye on Condor



You may also use this as the encounter table for a hunt you organize to find creatures to train.

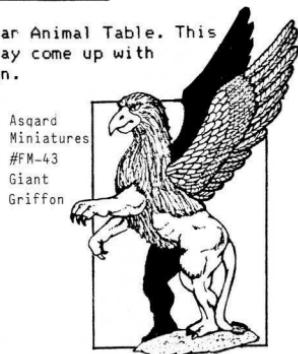
Miniature Figurines #WOG-66
Unicorn,Beasts & Hounds



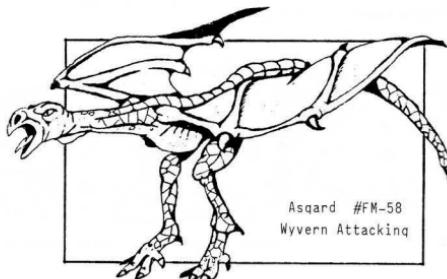
EXOTIC ANIMAL TRAINER TABLE

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.

- 38 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



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.



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.

- 38 Sleep
- 29 Shield
- 28 Light
- 27 Charm Person
- 26 Scare
- 25 Web
- 24 Haste
- 23 Charm Monster
- 22 Slow
- 21 Fear
- 28 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

Asgard Miniatures #DA-32 Anti-Cleric	Imrie/Risley C-69 Merlin the Magician
	

Minifigs #FF-03 Magic User with Fireball	Asgard Miniatures DA-47 Illusionist
	

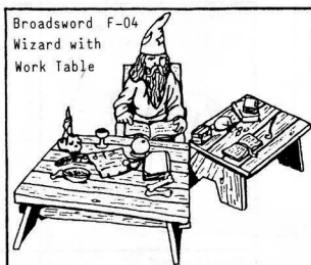
I tried to use some spell effects which I don't see the players select very often. This also puts more variables at the disposal of the characters. They learn to handle situations in a different manner besides hack, chop, and fireball!



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.

- 38 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



Precision Metal Craft



The game master should determine the exact manner of use for a particular item. An example, do you rub an item, blow on it, wear it, command it, etc.

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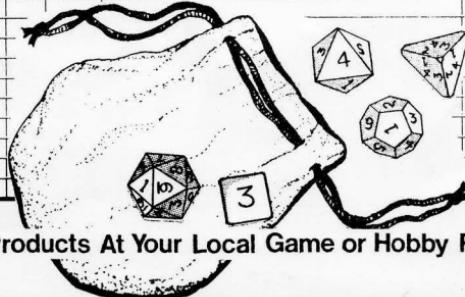
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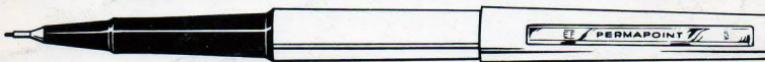
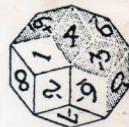
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