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PREMIERE EDITION

The Armory's

30 SIDED CHARACTER

And Other Tales



ALL ARMORY 30 SIDED DICE TABLES ARE SUITABLE FOR USE WITH ALL FANTASY ROLE PLAYING GAMES.

WRITTEN EXPRESSLY FOR THE ARMORY BY BOB LIDDIL

SORCERER'S APPRENTICE MAGAZINE

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30 SIDED CHARACTER

And Other Tales

BY BOB LIDDIL

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**USE OF COVER ART ILLUSTRATION
COURTESY OF STANDARD GAMES OF ENGLAND.**

FOR I WILL TRAVEL THROUGH THE FORESTS AND BYWAYS OF THE LAND

AND DO WHAT I HAVE TO TO SURVIVE

DEFEND MY FRIENDS AND MYSELF FROM DANGERS AT HAND

AND EMERGE ENRICHED, HEALTHY AND ALIVE

YET IS NOT LIFE A DICE ROLL AND DEATH A NUMBER EARNED?

AND IS NOT EVERY ADVENTURE JUST A LONG ODDS SHOT?

AND IS NOT SURVIVAL SIMPLY MORTAL DANGER SPURNED?

AND TREASURE LOOTED SIMPLY OTHER DICE ROLLS BOUGHT?



FROM - TRAVELING THE LONG ROAD -

- FREEROVER THE BARD -

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THE 30 SIDED CHARACTER

After your initial rolls are done in whichever game system you are using, break out your 30 sided dice. If you are a player, the unusual player character enhancements provided in this chapter will add spice to your game. Use the rollups as if they were a natural part of your character. If he walks with a limp, play him that way, if he has a goblin grandmother, lay a huge guilt trip on him whenever he kills goblins. For every disadvantage that might be a result of being psychotic, there are positive aspects, use them and your imagination. Remember, the characters are only as real as you make them.

Gamemasters, roll character enhancements to give the player some additional depth to what can often be a one dimensional character. The charts in this chapter can be used by you to help the player discover his character. He may not LIKE what he discovers, but then who likes everything. Mainly included in this chapter are bits and pieces about the individual. Used with cunning, these scraps of a character's past and present can be employed to create an awesome game.











SINGING THE P.R. BLUES

Sometimes a drink or a swim or a powder or a magic spell can have an effect on the basic PRs. Strength, Intelligence, Dexterity, Constitution, Charisma, Wisdom and (or) Luck are often influenced by seemingly insignificant events. The 30 sided dice can tell you what's happening to these most vital statistics.

WISDOM

ROLL AS NEEDED



01 - MINUS 3 ON CHARISMA
02 - PLUS 1 ON STRENGTH
03 - PLUS 7 ON CONSTITUTION
04 - PLUS 4 ON WISDOM OR LUCK OR BOTH
05 - PLUS 7 ON DEXTERITY
06 - MINUS 12 ON INTELLIGENCE
07 - MINUS 9 ON STRENGTH
08 - PLUS 2 ON CHARISMA
09 - MINUS 3 ON CONSTITUTION
10 - PLUS 1 ON INTELLIGENCE
11 - PLUS 3 ON STRENGTH
12 - MINUS 12 ON INTELLIGENCE
13 - PLUS 3 ON DEXTERITY
14 - MINUS 5 ON DEXTERITY
15 - PLUS 2 ON WISDOM OR LUCK OR BOTH
16 - PLUS 3 ON INTELLIGENCE
17 - MINUS 3 ON LUCK OR WISDOM OR BOTH
18 - MINUS 2 ON STRENGTH
19 - MINUS 3 ON INTELLIGENCE
20 - PLUS 12 ON DEXTERITY

Charisma

STRENGTH



21 - STRENGTH TO ZERO (TEMPORARY, RESTORE @ 1 PT PER TURN)
22 - DEXTERITY TO ZERO (TEMPORARY, RESTORE @ 1 PT PER TURN)
23 - CONSTITUTION TO ZERO (TEMPORARY, RESTORE @ 1 PT PER TURN)
24 - CHARISMA TO ZERO (TEMPORARY, RESTORE @ 1 PT PER TURN)
25 - WISDOM, LUCK OR BOTH TO ZERO (TEMPORARY, RESTORE @ 1 PT PER TURN)
26 - ADD 1D30 TO INTELLIGENCE
27 - SUBTRACT 1D30 FROM INTELLIGENCE
28 - ADD 1D30 TO CONSTITUTION
29 - SUBTRACT 1D30 FROM CONSTITUTION
30 - ACCIDENTAL DEATH

SPECIES WITH EMBELISHMENT

Roll only once per character on this table and make a note as to your results. This table gives your character his racial makeup and species identification.





01 - HUMAN
02 - ELF
03 - DWARF
04 - HOBBIT
05 - HALF-HUMAN HALF-ELF
06 - HALF-DWARF HALF-HUMAN
06 - HUMAN WITH SPEECH IMPEDIMENT
07 - ELF BLIND FROM CHILDHOOD
08 - DWARF WITH A DEATHLY FEAR OF UNDERGROUND
09 - HUMAN WITH A QUIRKY INSTINCT FOR DANGER
10 - HAIRLESS HOBBIT
11 - HUMAN WHO SPEAKS DRAGONISH
12 - ELF WITH A FEAR OF HEIGHTS
13 - HUMAN
14 - HOBBIT
15 - DWARF WITH A MYSTERIOUS PAST
16 - GIANT DWARF
17 - DWARF GIANT
18 - HUMAN OFFSPRING OF A MINOR GOD
19 - SUICIDAL HOBBIT
20 - ELF KLEPTOMANIAC
21 - HUMAN CHANGLING (1/4 DEMON)
22 - HOBBIT ESPER
23 - HUMAN KLUTZ
24 - DWARF WITH AN INSTINCT FOR TREASURE
25 - HALF-HUMAN HALF ORC (NOT VISUALLY APPARENT)
26 - HUMAN REPRESSED PSYCHOTIC
27 - DWARF SENSITIVE ABOUT HIS SIZE
28 - HOBBIT WHO HATES DWARVES
29 - DWARF WHO HATES HOBBITS
30 - HUMAN WHO HATES EVERYBODY.







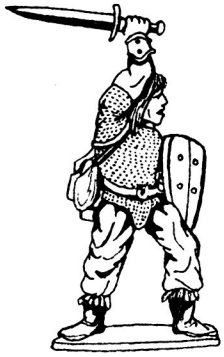






THE WAY YOU ARE

Everybody has certain characteristics that go beyond simple PRs, things that are deeply rooted, influencing behavior. Your 30 sided dice will round off your character or make his companions have to round him up.



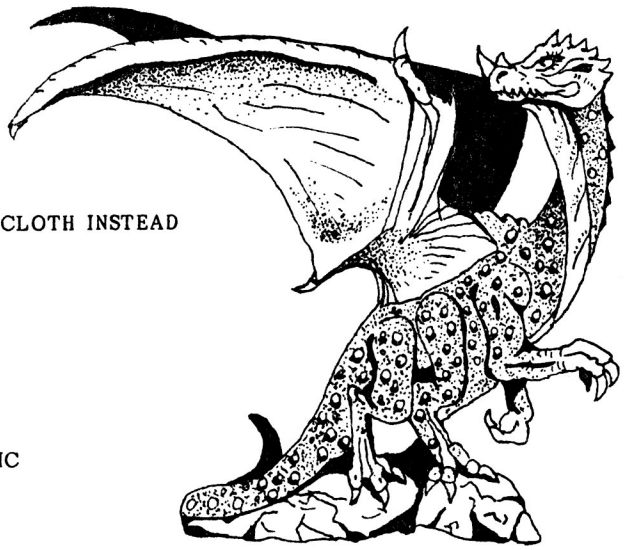


ROLL AS NEEDED



01 - SPIDERS GIVE YOU THE CREEPS
02 - DARK PLACES MAKE YOU THROW UP
03 - BEER MAKES YOU ILL
04 - YOU SNEEZE WHENEVER DRAGONS ARE NEAR
05 - HIGH PLACES MAKE YOU DIZZY
06 - YOU HAVE AN UNUSUALLY GOOD THROWING ARM (ADD 4 TO DEX)
07 - YOU HATE TO BATHE AND REFUSE TO EXCEPT AT SWORDPOINT
08 - YOU CAN SWIM LIKE A FISH AND HOLD BREATH UP TO 3 MINUTES
09 - YOU HAVE A SIXTH SENSE AND CAN DETECT UNDEAD UP TO 100 YARDS
10 - YOU ARE A DRUNK AND WILL DRINK ANYTHING YOU SEE
11 - YOU ARE ADDICTED TO DANGER AND WILL PROCEED RECKLESSLY ANYTIME
12 - YOU HAVE A DEADLY TEMPER
13 - YOU HAVE A SUICIDAL STREAK AND BERSERK AT THE DROP OF A HAT
14 - THE SIGHT OF A DWARF SENDS YOU INTO A RED KILLING FRENZY
15 - YOU ARE A SECRET AGENT OF THE ORDER OF EVIL
17 - YOU UNDERSTAND AND SPEAK ALL ORGANIC LANGUAGES
18 - SNAKES SCARE YOU TO DEATH
19 - YOU ARE VERY NERVOUS IN CROWDED PLACES
20 - YOUR LOVE OF GOLD SURPASSES ALL CAUTION
21 - YOU THINK EVERYONE IS OUT TO GET YOU
22 - YOU ARE SUBJECT TO PERIODIC EPILEPTIC FITS
23 - YOU ARE PERFECT, ACCORDING TO YOU
24 - YOU REFUSE TO WEAR ARMOR, PREFERRING A LOINCLOTH INSTEAD
25 - YOU ARE SOMEWHAT OF AN INVENTOR
26 - LIFE SEEMS TO BE PASSING YOU BY
27 - YOU LOVE GYPSY WOMEN PASSIONATELY
28 - COMBAT EXCITES YOU MORE THAN ANYTHING
29 - YOU SEEM IMMUNE TO THE DIRECT EFECTS OF MAGIC
30 - YOU FEAR MAGIC ABOVE ALL ELSE





FAMILY AND KINSMAN WHO INFLUENCED YOU



The making of a character is more than just prime numbers and a quick trip to the dungeon. Your 30 sided dice can help you sort out those who influenced your upbringing.

ROLL AS NEEDED

01 - YOUR FATHER DIED BEFORE YOU WERE BORN
02 - YOUR UNCLE WAS A GREAT SWORDSMAN
03 - FREEROVER THE BARD SPENT A LOT OF TIME TEACHING YOU THE LUTE
04 - VILLAGE BULLIES PICKED ON YOU CONSTANTLY
05 - YOUR WHOLE FAMILY WAS MURDERED BY SOLDIERS OF THE KING
06 - YOUR FAMILY HAS BEEN CURSED FOR TWENTY GENERATIONS
07 - YOUR MOTHER DIDN'T LOVE YOU
08 - YOU WERE NEARLY BEATEN TO DEATH BY DRUNKEN DWARVES AT AGE 10
09 - YOU ALMOST DROWNED AFTER FALLING OFF A BRIDGE
10 - A GIANT SPIDER NEARLY SNACKED ON YOU AT AGE 6
11 - YOUR BROTHER WAS KILLED BY MINIONS OF GOATSBADA
12 - YOUR GRANDFATHER WAS A RENOWNED BULLWHIP ARTIST
13 - YOUR SISTER IS # 3 RANKING EVIL SORCERESS IN THE LAND
14 - YOUR BEST FRIEND TRIED TO KILL YOU WHEN YOU WERE 14
15 - YOUR FATHER SOLD YOU INTO SLAVERY AT AGE 9
16 - FOR 10 YEARS YOUR BEST FRIEND WAS A DRAGON
17 - YOU WERE ADDICTED TO POWERFUL DRUGS AS A CHILD
18 - YOUR PARENTS KEPT YOU IN A CAGE UNTIL YOU ESCAPED AT AGE 13
19 - A GYPSY FORTOLD DISASTER IN YOUR FUTURE WHEN YOU WERE 2
20 - YOU HAVE NEVER BEEN ABLE TO SLEEP REALLY PEACEFULLY
21 - YOU WERE NEARLY CRISPED IN A FIRE DURING A RAID BY SOLDIERS
22 - A CHILDHOOD ACCIDENT LEFT YOU AFRAID OF THE DARK
23 - A MAGICIAN ENCHANTED YOU TO BE IMMUNE TO ENCHANTMENT
24 - YOUR PARENTS STOLE YOU FROM GYPSIES
25 - YOUR GREAT GRANDMOTHER WAS A GOBLIN
26 - YOUR GREAT GRANDFATHER WAS UNBELIEVABLY GUTSY
27 - YOU INHERITED GRAY EYES WITH FLECKS OF GOLD IN THE PUPILS
29 - YOUR FATHER WAS A GENIUS IN LANGUAGES AND IT RUBBED OFF
30 - YOU WERE RAISED BY WEREWOLVES ON BOARD A SHIP









WHAT THE GYPSY READ IN THE CARDS

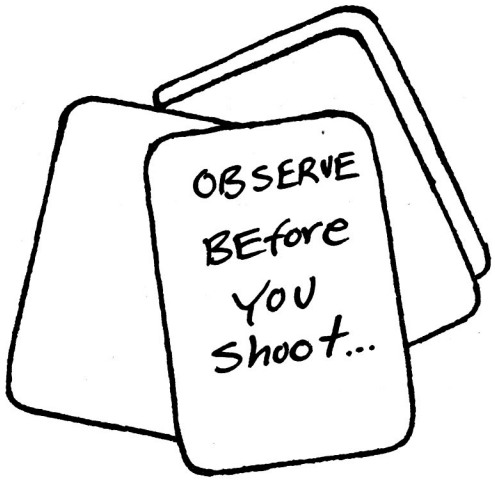
When you visited the Gypsy recently, she revealed many things about your future. Your 30 sided dice will elaborate on her forcast.

ROLL AS APPROPRIATE

SHE SAYS:

01 - YOU WILL MEET A HANDSOME STRANGER
02 - YOU WILL COME INTO SOME MONEY
03 - SOMEONE WILL TRY TO KILL YOU
04 - YOU WILL KILL SOMEONE IN THE NEXT FEW DAYS
05 - BEWARE DARK PLACES
06 - I SEE A SPIDER LURKING IN YOUR FUTURE
07 - BEWARE OF FOREST DWELLINGS
08 - SOMETHING IMPORTANT AWAITS YOU ON MOUNTAIN HIGH
09 - BEWARE THE LEGEND OF FEZENCLOP
10 - BE WARY OF MAGIC RINGS
11 - SOMEONE IMPORTANT IS LOOKING FOR YOU
12 - YOU CAN'T HAVE HONEY WITHOUT BEES
13 - SOMEONE FROM YOUR PAST WILL RETURN TO HAUNT YOU
14 - BEWARE OF GEEKS BEARING GRIFTS
15 - NOT ALL BAD LUCK IS BAD, NOT ALL GOOD LUCK IS GOOD
16 - BEWARE OF BALROGS GUARDING TREASURE
17 - TEST THE WATER BEFORE YOU DRINK
18 - A WOMAN WILL BE YOUR UNDOING
19 - BEWARE THE ARROW THAT CURVES AND RETURNS
20 - BE CAREFUL OF SNIFFING WHITE POWDERS
21 - OBSERVE BEFORE YOU SHOOT
22 - BEWARE OF BRIDGES WITH ROTTEN PLANKS
23 - WATCH OUT FOR BLACKSMITHS WHO WON'T LOOK YOU IN THE EYE
24 - BE CAREFUL AROUND HORSES
25 - BE CAREFUL AROUND DWARVES
26 - BE ALERT FOR MEN IN DISGUISE
27 - DEAL CAUTIOUSLY WITH SLAVE TRADERS
29 - BE CAREFUL IN LEARNING TO FLY
30 - ZOMBIES CAN BE YOUR BEST FRIEND







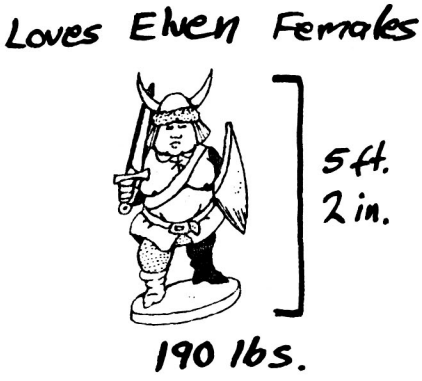
HOW TALL, HOW HEAVY AND HOW UNUSUAL YOU ARE

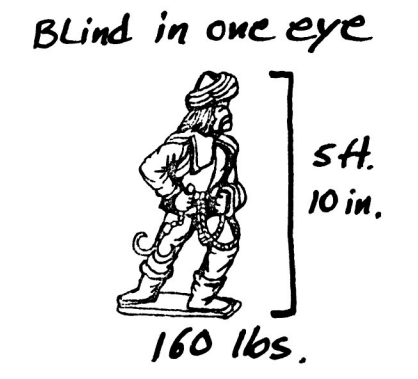
Use this table if you are dissatisfied with how you made out in your conventional character rolls.

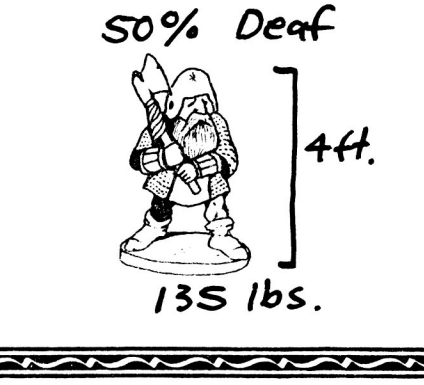
ROLL ONLY ONCE

#	HEIGHT	WEIGHT	PERSONAL TRAITS
01	ADD 12"	ADD 30 LB	AGRESSIVE
02	ADD 24"	ADD 29 LB	PASSIVE, SLOW TO FIGHT
03	ADD 18"	ADD 50 LB	THOUGHTFUL
04	ADD 30"	ADD 90 LB	ENERGETIC
05	ADD 24"	ADD 40 LB	HONEST
06	ADD 12"	ADD 75 LB	EASILY ANGERED
07	ADD 6"	ADD 20 LB	PSYCHOTIC
08	ADD 27"	ADD 29 LB	COMPULSIVE
10	ADD 36"	ADD 50 LB	SHY
11	ADD 12"	ADD 25 LB	NEUROTIC
12	ADD 24"	ADD 0 LB	SELF ASSURED
13	ADD 0"	ADD 99 LB	LEFT-HANDED
14	ADD 15"	ADD 10 LB	BLIND IN ONE EYE
15	ADD 20"	ADD 35 LB	50% DEAF
16	ADD 9"	ADD 5 LB	LOVES KNIVES
17	ADD 18"	ADD 25 LB	LOVES MOUNTAIN CLIMBING
18	ADD 12"	ADD 99 LB	WISHES HE COULD FLY
19	ADD 23"	ADD 10 LB	GENIUS IN LANGUAGES
20	ADD 10"	ADD 25 LB	EXPERT BLACKSMITH
21	ADD 6"	ADD 35 LB	EXPERT LOCKPICK WITH NO NERVE
22	ADD 1"	ADD 10 LB	CLOSET COWARD, TRIES TO HIDE IT
23	ADD 30"	ADD 15 LB	LOVES ELVEN FEMALES
24	ADD 17"	ADD 10 LB	DEVOTED TO COLLECTING MAGIC ITEMS
25	ADD 24"	ADD 25 LB	GENIUS IN MECHANICS AND TRAPS
26	ADD 3"	ADD 5 LB	EXPERT IN POISONS AND POTIONS
27	ADD 36"	ADD 45 LB	SECRET NINJITSU
28	ADD 12"	ADD 15 LB	POLE WEAPONS EXPERT
29	ADD 32"	ADD 10 LB	EX-WRESTLER
30	ADD 1"	ADD 99 LB	FORMER PRISONER OF THE KING





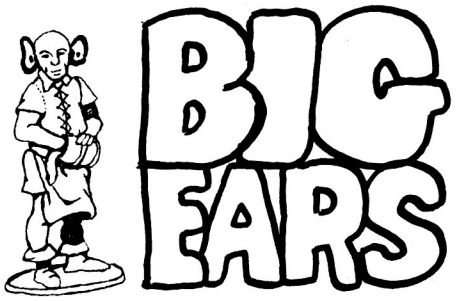




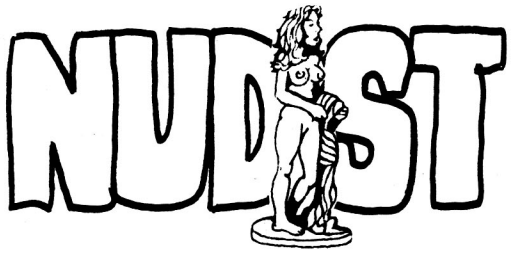
THINGS THAT MAKE YOU DIFFERENT

Use this table to fuse different aspects of your personality.

Take four rolls throw away one.



01 - YOU WALK WITH A LIMP.
02 - YOU HAVE UNUSUALLY BIG EARS.
03 - YOU ARE QUIET AND MOODY MOST OF THE TIME
04 - YOU ARE PSYCHOTIC AND MUST BE SUPERVISED
05 - YOU HAVE AN UNUSUAL TALENT WITH ANIMALS
06 - YOU ARE A COMPULSIVE NUDIST
07 - YOU HAVE A WICKED TEMPER
08 - YOU ARE A NATURAL DANCER
09 - YOU HAVE AN INSTINCT FOR DETECTING DANGER
10 - YOUR VOICE WILL NEVER CHANGE.
11 - YOU ARE UGLY BEYOND UGLY.
12 - YOU HAVE A FEAR OF HEIGHTS
13 - YOU FELL TRAPPED IN YOUR OWN BODY
14 - YOU ARE CURSED WITH A FEAR OF EVERYTHING
15 - YOU LIKE TO CROSS-DRESS
16 - YOU ARE AN ALBINO OF YOUR RACE
17 - YOU ARE A HUNCHBACK
18 - YOU ARE SUPER-ARROGANT
19 - YOU HAVE AN ORC GREAT-GRANDFATHER
20 - YOUR FAMILY HAS A HISTORY OF SHAPE-CHANGING
21 - YOU FEEL COMPELLED TO THE PRIESTHOOD
22 - YOU HAVE ASTOUNDING LATENT ESP ABILITIES
23 - YOU ARE MONDO CLUMSY
24 - YOU HAVE AN INTENSE DESIRE TO LEARN TO FLY
25 - YOU ARE SOCIOPATHIC (YOU DON'T DO WELL IN GROUPS)
26 - YOU HAVE A WART ON YOUR NOSE
27 - YOU ARE A EUNUCH
28 - YOU ARE AN ALCHOLIC
29 - YOU ARE A CONFIRMED MISER
30 - YOU ARE CUNNINGLY EVIL



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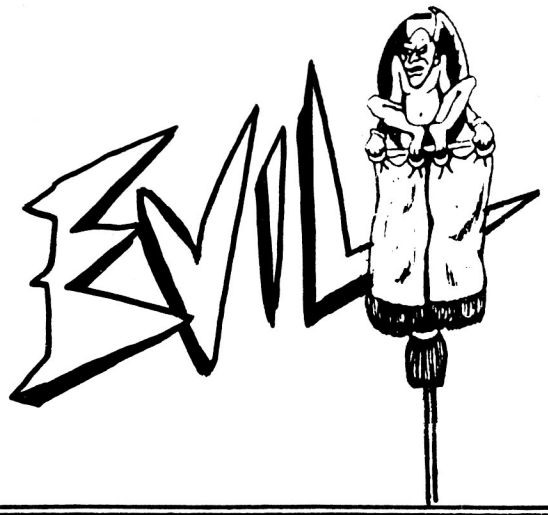


CHILDHOOD TRAUMA AFFECTING YOU

Use this table to fuse different aspects of your personality.

Take one roll only.



01 - YOU WERE RAISED IN AN ORPHANAGE

02 - YOU WERE RAISED IN A BROTHEL

03 - YOU WERE SPENT FIRST TEN YEARS IN A MEDICINE SHOW

04 - YOU WERE VILLAGE SACKED BY BANDITS, PARENTS KILLED

05 - YOU WERE RAISED BY A BARD

06 - YOU WERE RAISED ON A SHIP BY WEREWOLVES

07 - YOU WERE SPENT 3 YEARS IN A DUNGEON, AGE 7 TO 10

08 - YOU WERE RAISED BY A MASTER THIEF

09 - YOU WERE STOLEN AT AGE 10 BY SNAKE CULTISTS, LATER ESCAPED



10 - YOU WERE FOUND ABANDONED BY BIRD-MEN AND TAUGHT TO FLY

11 - YOU WERE SEVERELY TORTURED BY GOBLINS AND LEFT FOR DEAD

12 - YOU WERE RAISED IN A COMMANDO CAMP BY MERCINARIES

13 - YOU WERE RAISED IN A MONASTERY UNDER A VOW OF SILENCE

14 - YOU WERE BURNED OVER 90% OF BODY IN SIEGE AND LIVED

15 - YOU WERE KIDNAPPED AND HELD RANSOM BY ROGUE MAGICIAN

16 - YOU WERE RAISED IN SLUMS AND STOLE TO EAT



17 - YOU WATCHED FOUR BROTHERS TORTURED BY ROGUE ELVES

18 - YOU NEVER MADE IT THROUGH PUBERTY

19 - YOU WERE RAISED IN A TOTALLY FEMALE DOMINATED SOCIETY

20 - YOU WERE STOLEN BY GYPSIES WHO STILL HAVE YOUR TWIN BROTHER

21 - YOU WERE RAISED IN MENTAL INSTITUTION, DISCOVERED NOT CRAZY

22 - YOU WERE RAISED BY PSYCHOTIC PARANOID GOLEMS

23 - YOU WERE WOUNDED AS A CHILD LOSING THE POWER OF SPEECH

24 - YOU WERE RAISED BY DEAF PARENTS, SPEAK IN SIGN

25 - YOU WERE RAISED IN RAIN FOREST BY A PANTHER AND A BEAR



26 - YOU WERE CLONED SUCCESSFULLY FROM A DEAD EVIL MAGICIAN

27 - YOU WERE AT AGE 5 ACCIDENTLY DYED GREEN BY A MAGICIAN

28 - YOU WERE RAISED BY A MASTER BOWMAN

29 - YOU WERE RAISED BY A RACE OF GIANTS

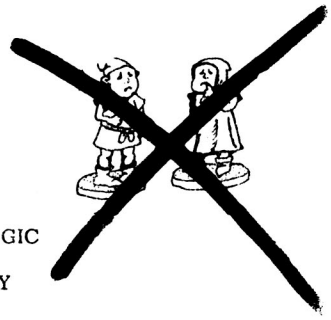
30 - YOU WERE RAISED BY EQUESTRIAN PLAINSMEN TO BE A SCOUT

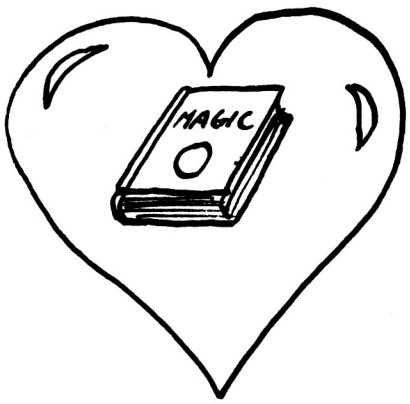
THINGS YOU LOVE AND HATE

Use this table to fuse different aspects of your personality.

Take four rolls throw away one.

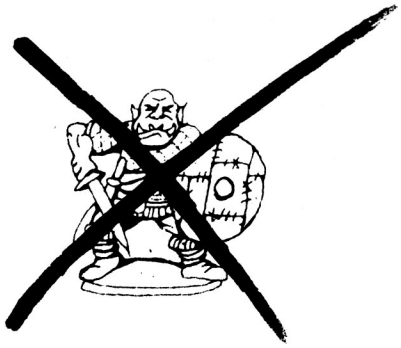
01 - YOU LOVE TO FIGHT
02 - YOU HATE MAGIC USERS
03 - YOU LOVE MOUNTAIN CLIMBING
04 - YOU HATE HOBBITS
05 - YOU LOVE TO READ BOOKS ABOUT MAGIC
06 - YOU HATE BIRDS AND THINGS THAT FLY
07 - YOU LOVE RED GEMSTONES
08 - YOU HATE WATER AND BATHING
09 - YOU LOVE SWORDS AND COLLECT THEM
10 - YOU HATE CLERICS
11 - YOU LOVE ALL REPTILES
12 - YOU HATE CHILDREN
13 - YOU LOVE ALL WOMEN
14 - YOU HATE MUSIC
15 - YOU LOVE TO EAT
16 - YOU HATE THE COLOR RED
17 - YOU LOVE EVIL
18 - YOU HATE EVIL
19 - YOU LOVE DARK SLIMY PLACES
20 - YOU HATE EVERYBODY
21 - YOU LOVE HORSES
22 - YOU HATE ORCS INTENTLY
23 - YOU LOVE FLOWERS
24 - YOU HATE RED MEAT
25 - YOU LOVE DRAGONS
26 - YOU HATE PEASANTS
27 - YOU LOVE DANGER
28 - YOU HATE WOMEN
29 - YOU LOVE CHAOS
30 - YOU HATE MAPMAKERS

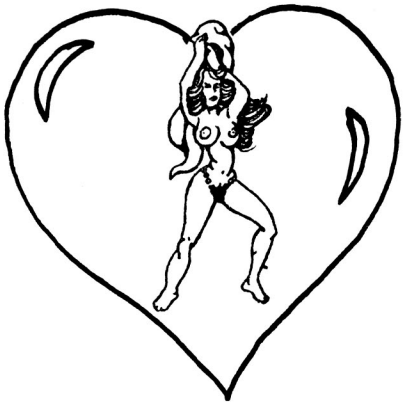












THE PROFESSION OF YOUR CHOICE





Use this table to choose your career

Take one roll only.

01 - YOU ARE A FIGHTER
02 - YOU ARE A THIEF
03 - YOU ARE A MAGICIAN
04 - YOU ARE A CON MAN (ROLL AGAIN)
05 - YOU ARE A BARD
06 - YOU ARE A CLERIC-FIGHTER
07 - YOU ARE A MONK MAGIC-USER
08 - YOU ARE A KARATE EXPERT
09 - YOU ARE A SPECIAL FORCES MERCENARY
10 - YOU ARE AN EXPERT TRACKER AND WOODSMAN
11 - YOU ARE A MOUNTAINEER AND SWORDSMAN
12 - YOU ARE A SISSY, A DANDY AND A WIMP - SORCERER
13 - YOU ARE A BARBARIAN WITH A WOLF COMPANION
14 - YOU ARE A RETIRED WEREWOLF SAILOR
15 - YOU ARE A DEMON POSSESSED FIGHTER
16 - YOU ARE A BARD - FIGHTER
17 - YOU ARE A FIGHTER/DRAGONFRIEND
18 - YOU ARE A MONK-THIEF
19 - YOU ARE BLIND SORCERER
20 - YOU ARE A THIEF WITH GYPSY ANCESTORS
21 - YOU ARE A RANGER SPECIALIZING IN ANIMAL TRAINING
22 - YOU ARE AN EDUCATED FIGHTER
23 - YOU ARE A BERSERKER AXMAN
24 - YOU ARE A FIGHTER AND BEARFRIEND
25 - YOU ARE A FIGHTER AND CATFRIEND
26 - YOU ARE A REINCARNATED SUPER EVIL 9TH LEVEL SORCERER
27 - YOU ARE A REFORMED VAMPIRE - THIEF
28 - YOU ARE A BOWMAN - FIGHTER
29 - YOU ARE A ROGUE SPECIALIZING IN GEMS
30 - YOU ARE AN EQUESTRIAN SCOUT









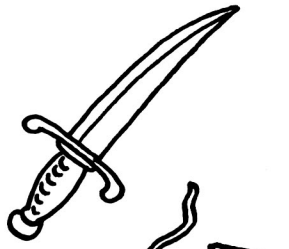
THINGS PACKED IN YOUR KNAPSACK BY YOUR MOTHER

Ever get somewhere and need to solve a problem? Well just reach into your knapsack and grab onto one of these items packed by your mother to serve your every need.

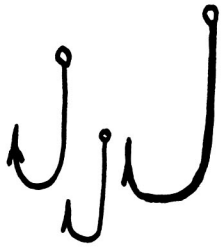
ROLL FIVE FOR EACH ADVENTURE FROM EACH LIST or as needed if GM allows.

LIST A - STUFF IN A KNAPSACK

01 - TWO HUNDRED FEET OF TWINE IN A BALL
02 - A NORTH MOUNTAIN ARMY KNIFE WITH ALL KINDS OF LITTLE BLADES
03 - A SOGGY SANDWICH WRAPPED IN LEATHER
04 - A 3' X 3' SQUARE OF RED COTTON CLOTH
05 - TWENTY PITONS WRAPPED BY 50' OF STRING
06 - AN EMPTY ONE QUART FLASK
07 - FIVE SMALL LEATHER POUCHES IN A LARGE POUCH
08 - A LODESTONE
09 - 100' OF STOUT CLIMBING ROPE
10 - A PIG IN A POKE (100 LB IRON BAR IN A LEATHER POUCH)
11 - FIVE POUNDS OF ROCK CANDY
12 - ONE LB BAG OF ACME WOLF MUNCHIES
13 - ONE LB BAG OF ACME DRAGON MUNCHIES
14 - ONE LB BAG OF ACME BALROG MUNCHIES (COUNTERFEIT)
15 - A TIN MARKED "UNDEAD REPELLENT"
16 - FIVE LBS OF BEEF JERKY
17 - FIFTY LARGE NAILS
18 - SIXTEEN CANDLES AND A TENDERBOX
19 - A COPY OF "FIFTH LEVEL MAGIC SPELLS MADE EASY"
20 - A MAGICAL TRASH BAG SO AS TO BE TIDY
21 - A CORKED ONE GALLON JUG OF RED WINE
22 - A PRESS PASS THAT SAYS YOU WRITE FOR THE WEREWOLF GAZETTE
23 - A CROSSBOW BOLT WITH GRAPLING HEAD AND 50' OF ROPE
24 - 25' OF THIN 250 LB TEST WIRE ON A SPOOL
25 - FIFTEEN FISHOOKS ASSORTED SIZES AND 20 LB TEST LINE
26 - A MEDAL FROM A RECENT WAR
28 - A PARTIALLY USED CANDLE
27 - A FLASK CONTAINING A BROWN LIQUID (PRUNE JUICE)
29 - AN EXTRA PAIR OF STOUT BOOTS
30 - A POUCH CONTAINING NUTS AND RAISINS

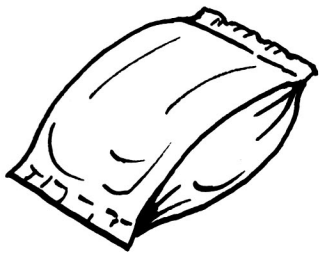






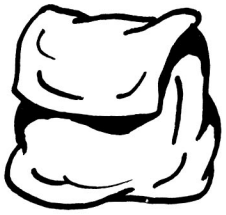
LIST B - ** MORE STUFF **

01-02 - A PURPLE RABBIT'S FOOT ON A CHAIN
03-04 - A MOTHER'S DAY CARD STAMPED AND ADDRESSED
05-06 - A LETTER OF CREDIT TO BUY WEAPONS (200 GP)
07-08 - A COPY OF " FLIGHT MADE EASY " IN NORTHERN DIALECTIC HIEROGLYPHS
09-10 - A COMPLETE CHANGE OF CLOTHING (DRY)
11-12 - A TIN PIE PAN
13-14 - 175' 400 LB TEST ROPE
15-16 - A MINI PAK WITH 10 DAYS FOOD DRIED IN POUCHES
17-18 - THREE SMALL FLASKS IN A POUCH, EACH CONTAINING A BUG
10-20 - A BOOTLEG COPY OF "TREASURES OF THE KINGDOM" MISSING 4 PAGES
21-22 - AN ILLUSTRATED BOOK " WRESTLING WITH GOBLINS FOR FUN"
23-24 - A SMALL TIN MARKED INVISIBILITY GAS
25-26 - FIFTEEN DRIED RICECAKES
27-28 - SCROLL WITH CHECKLIST - WASH FACE, CLEAN SOX AND 8 OTHER NAGS
29-30 - TWO TIN CUPS ATTACHED BY 50' LIGHT TWINE

ROLL ONCE MORE: GET EXTRA STUFF WITH THESE SPECIAL NUMBERS

03 - COMPLETE SEWING KIT, THREAD, NEEDLES ETC
11 - EARPLUGS
16 - SPIDER IN A BOTTLE
19 - VIAL OF GREEN LIQUID, UNIVERSAL ANTIPOISON
24 - A LARGE TIN MARKED INSTANT DRAGON - ADD WATER AND STAND BACK
28 - A LEASH AND COLLAR TO FIT A LARGE DOG
30 - A PAIR OF LOADED DICE - ROLLS 7 ON ODD 11 ON EVEN W/30- SIDED ROLL



COMBAT WOUNDS AND TRAUMAS

Fighting monsters and bandits can be a dangerous and bloody job. When you take a hit it can be minor or fatal. Your thirty sided dice can tell the extent of your wounds.

Roll one per combat turn where hits occur.

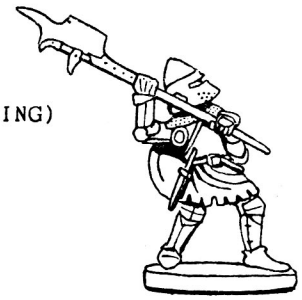




TABLE A: IMPACT WOUNDS

01 - BROKEN HAND
02 - LACERATIONS TO THE UPPER RIGHT CHEST
03 - CONCUSSION
04 - BROKEN RIGHT WRIST RADIUS
05 - BROKEN TOE
06 - BROKEN RIGHT EARDRUM (50% LOSS OF HEARING)
07 - SHATTERED COLLARBONE
08 - BROKEN LEFT WRIST RADIUS
09 - FRACTURED RIBS
11 - COMPOUND FRACTURE LEFT ARM
12 - GREEN STICK FRACTURE LEFT ARM
13 - DISLOCATED SHOULDER
14 - BROKEN NECK
15 - FRACTURED SKULL
16 - BROKEN JAW, DISLOCATED EYEBALL
17 - BROKEN HIP
18 - COMPOUND FRACTURE LEFT LEG
19 - SHATTERED RIGHT EARDRUM (50% HEARING LOSS)
20 - TEETH KNOCKED OUT (ROLL 1D30 FOR NUMBER)
21 - BROKEN SPINE
22 - SHAKEN BUT NOT HURT
23 - BROKEN PELVIS
24 - LEFT KNEE SHATTERED
25 - RIGHT KNEE SHATTERED
26 - THROAT BLOW BLOCKS BREATHING (2 MINUTES TO DEATH)
27 - LUCKY LICK BETWEEN EYES (YOU DIE)
28 - GROIN BLOW (DEATH IS NOTHING TO THIS KIND OF PAIN)
29 - HEAD IS KNOCKED OFF (IMPACTIVE DECAPITATION)
30 - NO INJURY AT ALL



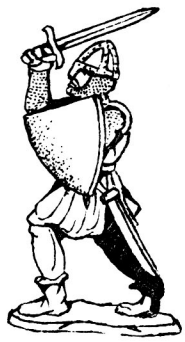




TABLE B: PUNCTURE AND SLICE WOUNDS

01 - CRANIAL PENETRATION (DEATH)
02 - PUNCTURE WOUND LEFT ARM
03 - PUNCTURE WOUND RIGHT ARM
04 - PUNCTURE WOUND KIDNEY
05 - PUNCTURE WOUND LUNG (DEFLATES)
06 - PUNCTURE WOUND HEART (DEATH)
07 - SLICE WOUND LOWER ABDOMEN
08 - SLICE WOUND 5" LONG ON LEFT CHEEK
09 - LEFT LEG SEVERED AT KNEE
10 - LEFT ARM SEVERED AT WRIST
11 - PUNCTURE WOUND RIGHT HIP
12 - SLICE WOUND THROAT
13 - PUNCTURE WOUND THROAT
14 - DEEP SLICE ABDOMEN (EVERYTHING SPILLS OUT)
15 - RIGHT SHOULDER PUNCTURE
16 - LEFT SHOULDER DEEP SLICE (ARM NONFUNCTIONAL)
17 - SEVERED ARTERY LEFT WRIST
18 - SEVERED JUGULAR
19 - COMPLETE DECAPITATION
20 - SEVERED NOSE
21 - PUNCTURED LIVER (EVENTUAL DEATH)
22 - SEVERED LEFT INDEX FINGER
23 - SEVERED LEFT EAR
24 - PUNCTURED KNEECAP
25 - NO INJURY
26 - SO CLOSE TO CUTTING OFF YOUR HEAD YOU FAINT
27 - VERTICAL SLICE FROM RIGHT COLLARBONE TO RIGHT KNEECAP 1" DEEP
28 - NO INJURY
29 - LACERATIONS TO LEFT SHOULDERBLADE
30 - NO INJURY





30 SIDED NON-PLAYER CHARACTER

Your 30 sided dice can create an entire world and it's a two way street, you can roll non-player characters as a player or as a Gamemaster.

As a GM, you can sprinkle your entire scenerio with random non-player characters. A road can have gypsies or beggers or slavers or camel trains, a bazzar is filled with merry or not so merry characters floating about, just waiting to interact with your players. Taverns, angry wizards, each page is 30 unique scenerios designed to add color and excitement to your game.

As a player, wouldn't it be fun to put the Gamemaster on the defensive? With these non-player character tables you can request to roll the NPCs yourself, putting GM and player on exactly equal footing in the interactive scenerio. Thus, if the GM says, " You see someone, " ask for a 30 sided dice roll. Then open this chapter and watch the fur fly.



PEOPLE YOU MEET OUT AND AROUND

Sometimes you meet someone on the road, and he makes a lasting impression on you, by attacking you, by imparting information, or by grifting you out of a few GPs. Always, though, you remember them.

ROLL AS NEEDED.





01 - HYATIA THE SERPENT SELLER - vendor of poisons and live snakes.

02 - AN ELDERLY ONE-EYED GYPSY - offers to sell you a map.

03 - A SHADY LOOKING TALL MAN - in a black cloak.





04 - A LOST CHILD - with a note pinned to him.

05 - A BOWMAN NAMED MANFRED - who offers a shooting contest.

06 - THOMAS DREAMWEAVER - an illusionist, blocks your way.

07 - DA-KACHINA, MASTER THIEF - joins your party in disguise.

08 - AN OLD BEGGER - implores you for alms or a bite to eat.

09 - A STRANGE MIDGET - babbles in an unknown language.

10 - A BLACK MAN - 7' tall offers a bit of advice.





11 - A YOUNG ROGUE - tells you of trouble ahead.

12 - A MOUNTED FARMBOY - asks for help for his family under seige.

13 - KARMON, KING OF THE GYPSIES - offers to read your palm.

14 - TELAN - fiddle player, offers to entertain.

15 - FREEROVER THE BARD - will recite a legend in return for food.

16 - A SCRUFFY TATTERED WANDERER - asks for food.

17 - FLYBOY - an inventor, crashes his skinwing near you.





18 - A WOUNDED RANGER - falls from his horse and collapses.

19 - AN UNCONCIOUS WIZARD - cannot protect his scrolls from you.

20 - A ROTUND MERCHANT ON A CAMEL - greets you as he goes by.

21 - A FRIAR - leading a group of brown cloaked monks holding scrolls.

22 - KY-ZILL - a strange looking barbarian type, looking to wrestle.

23 - A CAPTAIN OF KING'S GUARD - leading a troop of 40 marchers.

24 - A SPIRITS MERCHANT - on a camel bearing clinking bottles and flasks.

25 - A SLAVE TRADER - with a string of 22 capturees male & female.





26 - A BANDIT CHIEFTAN - says he has 40 hidden crossbows trained on you.

27 - A TRAVELING ELIXIR SALESMAN - is driving a medicine wagon.

28 - A MAN IN CHAINS - implores you to overpower his guard & free him.

29 - AN INTELLIGENT WEREWOLF - asks you where the ocean is.

30 - FIVE SMALL BOYS GET THE DROP ON YOU - with crossbows, demand gold.

PEOPLE YOU MEET IN A BAZAAR





Going to the market can be exciting and stimulating. There is such a collection of characters and such a wealth of information as to be sometimes very useful.

ROLL AS NEEDED OR ROLL A SEQUENCE OF 10 AND PRESENT AT WILL

01 - A FAKKIR - with a sly smile plays flute to his snake.

02 - A SLAVE TRADER - trys to sell you a giant Barbarian.



03 - A SHADY CHARACTER - offers a selection of rings.

04 - A CLERIC - with 10 orphans in tow wants to talk to you.



05 - A FISH VENDOR - offers you a hallibut.

06 - A STREET MAGICIAN - offers you a pair of loaded dice.

07 - A RECRUITER FROM THE THIEVES' GUILD - wants you.

08 - AN OLD BEGGER - implores you for alms for a bite to eat.

09 - AN OLD LADY - offers to sell you her husband's map.



10 - A FIRE EATER - spits flame and singes you accidently.

11 - A PICKPOCKET - picks your pocket poorly, you catch him.

12 - A WEREWOLF IN A SAILOR SUIT - is too drunk to walk.



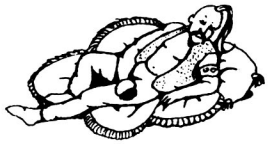
13 - A GYPSY IN A STALL - offers to read your palm.

14 - A VENDOR OF KNIVES - vies for your attention.

15 - FREEROVER THE BARD - is telling a story to a crowd

16 - A BALD GREEN MAN - asks for directions to the mountains

17 - A CLOAKED MAN offers to sell you his black cloak.



18 - A GAGGLE OF LUNATICS - run amok in the bazaar

19 - A KNEELING MAN - wishes you to pray with him.

20 - A SPICE VENDOR - offers you some white powder.

21 - A LION TRAINER - offers you a book, "YOUR FRIENDS, BIG CATS."



22 - 7 TOUGH GUYS - bully people in the crowd

23 - A MELON MERCHANT - is being harassed by a barbarian.

24 - A VENDOR - offers a selection of used swords

25 - A HORSE TRADER - offers you a prime stallion



26 - A WINE MERCHANT - offers you a taste

27 - A PRINCESS AND HER LADIES - are shopping for cloth.



28 - A MISER - is arguing with a poison merchant

29 - A GROUP OF HOBBITS - are quarreling over a map.

30 - A VERY TALL MAN - sells arrows and special crossbows.

PEOPLE YOU WOULD FIND IN A TAVERN





In Dungeonworld, the pub, tavern, inn, or public house is the center of most business transactions.

ROLL AS NEEDED OR ROLL TEN AND PRESENT AT WILL

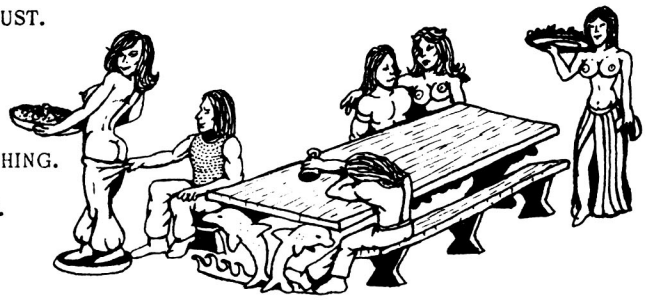




01 - A SCRUFFY LOOKING HUMAN NURSING A DEAD BEER.
02 - 4 THREE THIEVES QUIETLY DISCUSSING SOMETHING.
03 - A GIGANTIC BOUNCER, MEAN LOOKING TOO.
04 - FOUR ROUGHNECKS PLAYING CARDS.
05 - A WEREWOLF SAILOR MINDING HIS OWN BUSINESS.
06 - A WEREWOLF CAPTAIN COMES IN THE DOOR AND LOOKS AROUND.
07 - A SMALL BARBARIAN DRESSED IN LEATHER, WITH A WHIP ON HIS BELT.
08 - A CHEERFUL BARTENDER.
09 - FIVE HUMAN BARMAIDS.
10 - THREE GRAYLOCK NOMADS DRINKING GREEN WINE.
11 - A RED CLOAKED PRIEST OF THE SNAKE CULT SLUMPED OVER THE TABLE.
12 - THREE REGULAR MONKS TRYING TO CALM AN UPSET FOURTH MONK.
13 - A ROUGHNECK QUAFFING QUARTS OF BEER AT THE BAR.
14 - A HEAVILY ARMED MERCENARY ARGUING WITH THE BOUNCER.
15 - AN UNCONSCIOUS HEAVILY-ARMED MERCENARY BEING DRAGGED INTO THE STREET.
16 - A KAT-MAN FROM THE NORTH MOUNTAINS, FIRST ONE YOU'VE EVER SEEN.
17 - A WIZARD'S ASSISTANT, VERY VERY DRUNK.
18 - A WIZARD LOOKING ABOUT FOR HIS ASSISTANT.
19 - A SMALL BOY LOOKING FOR HIS DADDY.
20 - A DARK MAN FROM THE SOUTH, DRESSED IN A BLACK CLOAK.
21 - THREE DANCING GIRLS AND A LYRE PLAYER.
22 - A LAWYER, EXPOUNDING ON A POINT.
23 - A BORED MISCREANT, LISTENING TO HIS LAWYER JABBER ON AND ON.
24 - THREE WEREWOLF MERCHANT SEAMEN PASSING BY THE WINDOW.
25 - TWO DWARVES SITTING AT A TABLE WEIGHING GOLD DUST.
26 - A TRAVELING KNIFE SALESMAN.
27 - A HOBBIT WINO.
28 - SEVEN UNARMED SOLDIERS QUIETLY DISCUSSING SOMETHING.
29 - A PRONE GIANT HUMAN, FACE DOWN AND PASSED OUT.
30 - THREE ELVES, NERVOUSLY WAITING FOR SOMEONE.



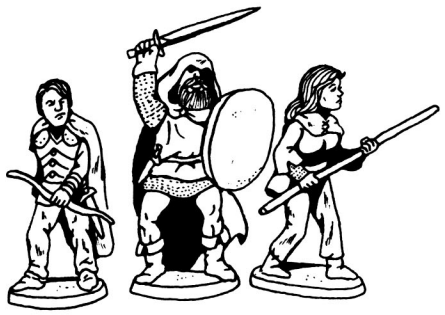




MORE PEOPLE IN A TAVERN

You'd be surprised who you meet hanging around taverns. Here are thirty more interesting members of the pub population.

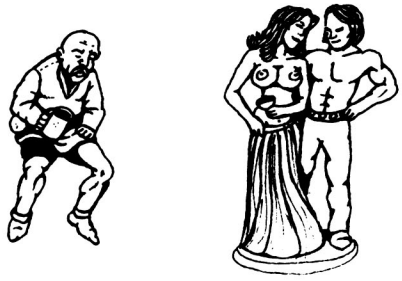
ROLL AS NEEDED OR ROLL 10 AND PRESENT AT WILL.



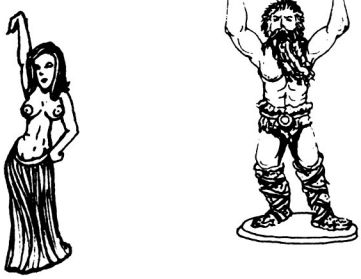
01 - THE TAVERN OWNER TALKING WITH A BARMAID.
02 - A WRINKLED AND WASTED UGLY FEMALE WINO.
03 - A YOUNG MESSENGER LOOKING FOR SOMEONE NAMED GOATSBADA.
04 - AN ORDINARY BARFLY.
05 - THE MAPMAKER AND HIS SON.
06 - THREE MEMBERS OF THE ASSASSINS' GUILD.
07 - THREE OFF-DUTY CONSTABLES.
08 - A FEMALE BARBARIAN WITH A JAGUAR ON A LEASH..
09 - FIVE SWORD-BEARING HUMANS DRINKING BEER.
10 - THREE FISHERMEN WHO SMELL LIKE FISH.



11 - A RANGER SITTING ALONE WATCHING EVERYONE.
12 - FOUR FARMERS.
13 - TWO LUMBERMEN.
14 - A CHARCOAL MERCHANT DISCUSSING BUSINESS WITH A CUSTOMER.
15 - THE TOWN BLACKSMITH.
16 - THREE LAZY TOWNIES BUMMING BEERS.
17 - TWO FALLEN WOMEN LOOKING FOR DATES.
18 - A HOT-SHOT KID LOOKING FOR A FIGHT.
18 - A BULLY SHOVING A VICTIM AROUND.
19 - A PROFESSIONAL GAMBLER AND THREE HUMANS PLAYING DICE.
20 - A THIEF LAYING OUT A MARK.
21 - A MALE FIGHTER AND A FEMALE FIGHTER QUIETLY TALKING.
22 - A KID SIPPING A BEER AND ACTING NERVOUS.
23 - A FEMALE IMPERSONATOR BEGGING FOR DRINKS.
24 - A DWARF HAGGLING WITH A HOBBIT OVER A BAG OF GEMS.
25 - A DANDY SMOKING A CIGAR.
26 - A SINISTER FIGURE IN A BACK BOOTH BEHIND A CURTAIN.
27 - A BARBARIAN SMACKING A BARMAID ON HER BOTTOM.
28 - THREE KUNG-FU FIGHTERS DRINKING WATER.
29 - A LADY AND A BABY GIVING GRIEF TO THE DADDY.
30 - A BEER SALESMAN.







CONVERSATIONS WITH TAVERN OWNERS

Tavern and inn owners are a talkative lot. They have to be to deal with the wide variety of clientel that comes their way. Your thirty sided dice will stimulate conversation in the tavern or inn of your choice.

ROLL ONCE TO BEGIN SCENERIO AND AGAIN AS NEEDED.



01 - I HAVE A MAP FOR SALE - he says slyly.

02 - WILL YOU HAVE BEER, WINE OR THE SPECIALTY OF THE HOUSE?

03 - SEE THAT FELLOW IN THE BLACK CLOAK, HE'S ASKED AFTER YOU.

04 - I SEE YOU'RE NOT FROM AROUND HERE - he comments.

05 - ARE THERE ANY WIZARDS IN THE HOUSE? - he asks loudly.

06 - WE DON'T LIKE HOBBITS AROUND HERE - he growls.

07 - ANYONE FOR A WAGER? - he says with a wink.

08 - DRINKS ARE ON THE HOUSE - he cries exuberantly.

09 - YOU'RE TOO DRUNK TO DRINK - he says.

10 - ALL WEAPONS MUST BE CHECKED AT THE DOOR! - he exclaims.

11 - YOU! WITH THE SWORD, YEAH YOU! COME OVER HERE! - he demands.

12 - T'WAS A BLACK DAY WHEN FEZENCLOP WAS KILLED.. RIGHT HERE WHERE YE STAND.

13 - DRINK UP! YOU WOULDN'T WANT TO INSULT THE HOUSE WOULD YE?

14 - THE GENTLEMEN AT YONDER TABLE WISH YE TO JOIN THEM.

15 - YE SMELL LIKE A MOUNTAIN GOAT! WHY DON'T YE FIND THE BATH HOUSE!

16 - I'VE BEEN CHARGED TO DELIVER A MESSAGE CONCERNING YOUR MISSION.

17 - YON LADY WISHES YE TO JOIN HER. - he says with a smile.

18 - TROLLS ARE MARCHING IN FORMATION ON THE ROAD, 100 OR MORE OF 'EM!

19 - HAVE ANOTHER DRINK, GUYS. - he invites.

20 - TRY THE TABLE IN THE CORNER, NEXT TO THE WINDOW. - he says.

21 - PUT DOWN THAT KNIFE! - he shouts to someone behind you.

22 - THE GREEN WINE WITH HERB CHASER IS ESPECIALLY GOOD, he says.

23 - GRENHILDA, COME MEET THE GUYS. - he shouts over the din.

24 - FOR BEST RESULTS, TRY GRISWALD GRIMM'S POISON SHOP AROUND THE CORNER.

25 - SEIZE THEM! - he orders, and thirty sets of weapons appear.

26 - SEIZE THEM! - he orders and thirty people grab him and throw him out.

27 - YOU MUST LEAVE. - he says anxiously, there is danger here.

28 - CARE TO ARM WRESTLE? - he offers and sits down at your table.

29 - LET ME BORROW YOUR DAGGER. - he asks in a hushed whisper.

30 - I UNDERSTAND YOU'RE HERE TO KILL ME. - he says with a wicked grin.

MORE CONVERSATIONS WITH TAVERN OWNERS

Since no two taverns are alike, we decided to show you the one down the road as well.

ROLL ONCE TO BEGIN AND AGAIN AS NEEDED



01 - COME WITH ME INTO THE BACK ROOM. - he says urgently.

02 - THIS GOOD LUCK CHARM IS FOR SALE. - he holds it up to the light.

03 - GOOD NIGHT LAD. - he mutters, slipping a powder into your drink.

04 - I'VE NEVER SEEN ANYONE SO UGLY! - he squawks, looking at you.

05 - I KNOW SOMEONE WHO CAN HELP YOU. - he says gesturing to a table.

06 - I KNOW NOTHING! - he protests, but you know he's lying.

07 - HELP, ROBBERY! - he shouts and the bouncer comes a running.

08 - ARE YOU.....? - he yells to you, offers you a message.

09 - ARE YOU .....? - he calls to you, offers you a massage.

10 - THIS IS FOR YOU. - he says and hands you a note.

11 - SOMEONE LEFT THIS FOR YOU. - he says and gives you a small chest.

12 - TAKE THIS! - he says and throws a dagger at your heart.

13 - LOOK OUT! - he cries as a blowgun dart comes your way.

14 - LOOK AT THIS - he says and shows you the CHAINMAIL MAGAZINE centerfold.

15 - YOUR COACH HAS ARRIVED. - he says, indicating the front door.

16 - YOUR COACHMAN IS HERE. - he announces, indicating a dandy dude.

17 - YOU ARE WANTED OUTSIDE. - he says to you, indicating a large troll.

18 - THE CONSTABLE WISHES TO CONVERSE. - he says, pointing to a cop.

19 - YOU'RE UNDER ARREST! - he shouts, showing you a badge.

20 - YOU'RE SLIME! GET OUT! he shouts, embarrassing you.

21 - GET THAT SNAKE OUTTA HERE! he shouts at someone behind you.

22 - WE DON'T SERVE ORCS HERE! - he says to a 6'7" human.



23 - IS THERE A CLERIC IN THE HOUSE? - he calls

24 - WHADDAYA MEAN WHO'S FEZENCLOP? - he growls.

25 - A ROUND FOR THE HOUSE! he shouts in glee.

26 - WE'RE IN URGENT NEED OF A RANGER. - he announces.

27 - YOUR WIFE WANTS YOU OUTSIDE - he says pointing to you.

28 - NO, NO, YOU CAN'T KILL HIM HERE - you overhear.

29 - TAKE IT OUTSIDE - he growls to a pair of struggling fighters.

30 - ANYBODY HERE ORDER GREEN WINE? - he calls but he's looking at you.

CONVERSATIONS AND ENCOUNTERS WITH GATE GUARDS

When trying to sneak into that walled city or other encounters with gate guards, it is best to play your cards close to the vest. Your thirty sided dice creates new and challenging situations in gate guard psychology.

ROLL ONCE TO BEGIN, AGAIN AS NEEDED



01 - HERE, JUST A MINUTE YOU! - an armed guard shouts in your direction.
02 - HAVEN'T I SEEN YOU SOMEPLACE BEFORE. - says the guard.
03 - PRETTY HEAVILY ARMED ARENCHA? - the guard says sourly.
04 - HAVE A NICE DAY - he waves you on.
05 - HALT! THE CITY IS CLOSED TODAY - the guard says emphaticly.
06 - YOU SMELL LIKE AN ORC WALLOW! BETTER GO TO THE BATH HOUSE, BUB.
07 - STAND TO! PREPARE TO BE SEARCHED! - shouts an angry guard.
08 - COME WITH ME! - says a Captain of the guard.
09 - FOR 1 GP, I CAN DIRECT YOU TO A GOOD INN. - says the guard slyly.
10 - WE DON'T LIKE YOUR KIND HERE! - says the guard, drawing his sword.
11 - STATE YOUR BUSINESS!- growls a huge guard.
12 - YOU LOOK LIKE A TROUBLEMAKER TO ME. - mutters the guard
13 - IDENTIFY YOURSELF! - demands a guard captain.
14 - PSSSST! COME HERE! - implores a begger by the gate.
15 - I WISH I COULD REMEMBER WHERE I'VE SEEN YOU. - mutters the guard.
16 - SHOW SOME I.D! BE QUICK ABOUT IT! - demands a guard.
17 - WHO ARE YOU TRYING TO FOOL? - crys a guard, who summons his captain.
18 - THAT CAMELDRIVER INSULTED YOUR MOTHER. - the gate guard laughs.
19 - YOU MAY THROW A COIN INTO THE LUCKY FOUNTAIN. - the guard suggests.
20 - BRIGAND! EYES DOWN WHEN YOU TALK TO ME! - the guard is livid.
21 - DROP YOUR WEAPONS! HANDS AGAINST THAT WALL! - the guard barks.
22 - DIDN'T I SEE YOU WITH FEZENCLOP A FEW YEARS AGO? - he muses.
23 - THE BEST TAVERN IN TOWN IS THE DRAGON INN. - he tells you.
24 - YOU BETTER NOT BREAK ANY LAWS! - he warns
25 - PASS ON, CITIZEN.- he smiles
26 - WHAT'S THE PASSWORD? - he demands
27 - IT'LL COST YOU FIVE GP TO PASS. - he offers.
28 - TURN AROUND AND GO HOME. - he advises
29 - THIS IS A TOUGH PLACE. - the guard warns.
30 - EEYIII!! IT'S HIMMMM! - the guards points at you and flees.









MEN, NEARMAN AND NOTMAN WHO CAN SPOIL YOUR DAY

Everything's peaceful and quiet, when all of a sudden, one or more of the numerous denizens of the land comes into view. Friend or foe? There's no way to tell on first look. All you can do is gulp and hope.

ROLL AS NEEDED OR ROLL TEN AND PRESENT IN SEQUENCE





YOU SEE:

01 - A TROLL WITH A CAPTIVE HUMAN WIZARD
02 - 300 ORCS
03 - 15 WELL ARMED BANDITS
04 - 25 WEREWOLF SAILORS MARCHING TOWARD THE SEA.
05 - A GYPSY SITTING IN FRONT OF A WAGON
06 - A SKIRWING AND PILOT CAUGHT IN A TREE
07 - TEN SMALL CHILDREN FOLLOWING A PRIEST TOWARD YOU.
08 - A BAND OF ORCS ATTACKING A HOBBIT, AN ELF AND A HUMAN
09 - A NEST OF VIPERS MENACING A BIG BEAR
10 - A BERSERK CAVE BEAR
11 - A HOBBIT AT THE TOP OF A TREE WITH A WERECAT CLOSE BEHIND
12 - A WHITE DRAGON IN A TRAP
13 - A NEARLY NUDE BARBARIAN NAILED TO A TREE
14 - A CIRCLE OF WITCHES
15 - A GIANT BAT WEARING A SADDLE HANGING UPSIDE DOWN FROM A TREE
16 - A BALROG WITH A WICKED DISPOSITION
17 - A BASILISK
18 - NINE MEDIUM SIZED PURPLE WORMS
19 - A SQUAD OF ZOMBIE FIGHTERS
20 - A GIANT RAT BEING RIDDEN BY A KAT-MAN
21 - AN UNATTENDED TETHERED BALLOON
22 - A FLIGHT OF GREEN DRAGONS SWOOPING TO ATTACK
23 - A PRINCESS TIED TO A TREE AND 250 DANCING GOBLINS
24 - AN AXMAN DRESSED IN WOLFSKIN BLOCKING YOUR WAY
25 - A BARD, A CAMPFIRE AND THE SMELL OF HOT COFFEE
26 - TEN HOBBITS DRINKING WINE AND CELEBRATING
27 - TEN DRUNK HOBBITS PASSED OUT, AN EMPTY JUG AND A MAP
28 - A DEAD WIZARD, A PARTIAL PENTAGRAM AND A CLASS SEVEN DEMON
29 - FIFTEEN RED-CLOAKED SNAKE CULT PRIESTS AND A CAPTIVE GIRL
30 - A COMPANY OF DEMONS LED BY BEELZEBUB COMING YOUR WAY







GROUPS OF MEN AND NOTMEN LOOKING FOR TROUBLE

Sometimes trouble comes looking for you on horseback, on dragonback or in groups and gaggles. When it does, unsheath the swords and prepare for combat. your thirty sided dice will tell you who (what) you're up against.



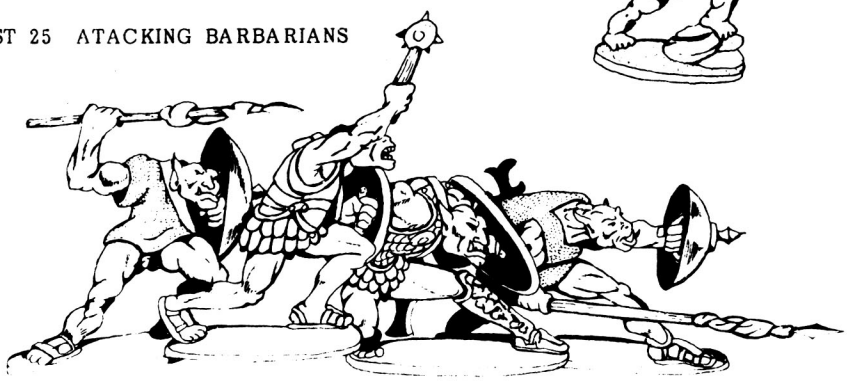
YOU SEE:

01 - 100 COMBAT READY ORCS ARMED WITH SWORDS AND SPEARS
02 - 30 DRAGONRIDERS ARMED WITH BOWS
03 - 1500 GOBLIN FOOTSOLDIERS ARMORED AND WITH SPEARS
04 - 75 GREMLIN BOWSHOOTERS RIDING OVERSIZED BATS
05 - 20 HUMAN BANDIT RAIDERS ON HORSEBACK
06 - 20 TROLL WORMRIDERS ABOARD GIANT PURPLE WORMS
07 - 300 GNOME WARRIORS IN COLUMNS OF TWOS
08 - 15 HALFLING AXEMEN
09 - 30 HALFLING BOWMEN
10 - 45 HALFLING SWORDSMEN
11 - 50 MOUNTED ELVES AND A HUMAN RANGER
12 - 50 MERCINARY FIGHTERS UNDER THE KING'S BANNER
13 - A FLIGHT OF BALROGS (1D30=NUMBER)
14 - 24 DEMONS IN COMBAT FORMATION
15 - A BEASTMASTER AND 100 BIG CATS
16 - TWENTY BARBARIANS ON HUGE LIONS
17 - TWO HUNDRED UNDEAD WARRIORS
18 - 100 ZOMBIES AND A JU-JU MAN
19 - A SINGLE WIZARD AND 100 GIANT SCORPIONS
20 - A FLIGHT OF FIGHTING CONDORS
21 - A GROUP OF SORCERERS RIDING CHIMERAS (1D30=NUMBER)
22 - A BEASTMASTER CONTROLLING SEVEN MANTICORES
23 - A FLIGHT OF BOWMEN ON WYVERNS
24 - A BLACK DRAGON DEFENDING AGAINST 25 ATACKING BARBARIANS
25 - A HERD OF UNICORNS
26 - A HERD OF HORSES
27 - A STAMPEDE OF WILD BOARS
28 - A FLIGHT OF DUCKS
29 - THREE MILLION MOSQUITOS
30 - THREE THOUSAND ANIMATED CACTUS









ENCOUNTER WITH A WIZARD



Ever have one of those days when you stumble onto a 25th level wizard in a bad mood? Your thirty sided dice can seal your fate or spare you from his wrath. What you roll is what you get and you must live with it for at least ten turns before you can counteract - IF you can counteract.

ROLL ONCE PER ENCOUNTER



01 - YOU ARE GREETED PLEASANTLY - and asked if assistance can be rendered.
02 - HE LOOSENS A THUNDERBOLT - 1d30 equal hits on party
03 - HE CHANGES INTO A WHITE DRAGON - and attacks.
04 - HE LOOSENS A POLYMORPH SPELL - that changes you into a mouse.
05 - HE FIRES OFF A WALL OF FLAMES - and roars for you to turn back.
06 - HE ENCIRCLES YOU WITH FIRE - and demands to know your business.
07 - HE LETS GO WITH A WALL OF DARKNESS - 20 yards thick.
08 - HE ASKS YOU IF YOU WOULD LIKE TO HAVE A SCROLL - and gives you one.
09 - HE ENCHANTS YOUR WEAPONS - to roll negative their value in combat.
10 - HE GIVES YOU A CLOAK - which changes you into a balrog during combat.



11 - HE LOOSENS A POLYMORPH - that changes you into a frog.
12 - HE GIVES YOU A REINCARNATION SPELL - that always kills the caster.
13 - HE FIRES OFF A WALL OF ICE - that completely surrounds your party.
14 - HE TEACHES YOU HOW TO FLY - not how to land, you crash every time.
15 - HE TELEPORTS YOUR GROUP - to a clipper ship full of werewolf sailors.



16 - HE DEMANDS TRIBUTE IN GOLD - and threatens fry you with fire.
17 - HE SUMMONS THE DEMON HIGH COUNCIL - to judge your support of law
18 - HE LOOSENS A POLYMORPH - changing you into a packmule.
19 - HE CALLS ON WIND ELEMENTALS - to attack you in force.



20 - HE CREATES A BLINDING SNOWSTORM - leaving you to die.
21 - HE SUMMONS A HIPPOGRIFF - to battle in his behalf.
22 - HE PLACES A CATSPELL ON YOU - you are now a werecat with nine lives
23 - HE TELLS YOU YOU NEED A BATH - and dumps 250 gallons of water on you.
24 - HE DIVERTS YOUR ATTENTION - from a nearby dragon waiting in ambush.
25 - HE POLYMORPHS - you into a princess.



26 - HE LOOSENS A FIREBALL - 1d30 16+ unharmed, 15- roll for damage.
27 - HE GROWS IMPATIENT WITH YOUR CHATTER - and mutes you 10 turns.
28 - HE REVERSES THE ALIGNMENT OF EACH GROUP MEMBER - for fun
29 - HE UTTERS AN EPITHET (curse) UPON YOU - reversing everything you do
30 - HE PLACES A MIRROR SPELL ON YOU - you do opposite of what you say.

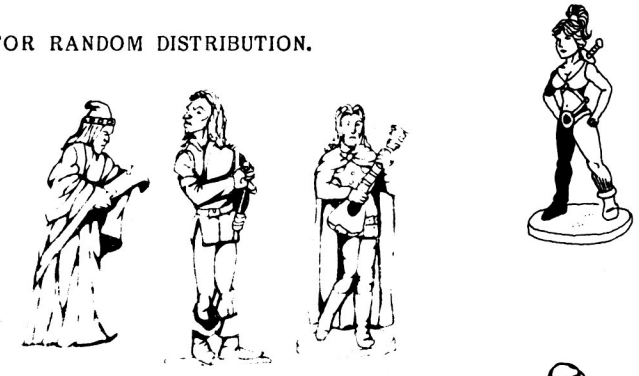
PEOPLE YOU MEET IN A VILLAGE

You never can tell who you will run across in those seemingly innocent villages seen from a distance. Your thirty sided dice will clear up some of the mystery.

ROLL 1D30 TABLE A, 1D30 TABLE B AND COMBINE FOR RANDOM DISTRIBUTION. USE AS SINGLES OR ROLL 30 FOR ENTIRE VILLAGE.

TABLE A - WHO YOU SEE

01 - AN OLD TIMER SITTING IN A ROCKING CHAIR
02 - A JOLLY BARMAN WEARING AN APRON
03 - A DEAD WIZARD STABBED IN THE BACK
04 - A GYPSY FORTUNE TELLER
05 - A BEGGER
06 - A KINDLY OLD GRANNY WEARING GLASSES
07 - A SMALL BOY ROLLING A HOOP
08 - A COLD EYED RUFFIAN AND HIS TWO FRIENDS
09 - A TROLL
10 - A HOBBIT WEARING CHAINMAIL, A MAP IN HAND
11 - A DWARF WIELDING A PICKAX
12 - A 25TH LEVEL WIZARD
13 - AN ELF WITH A PATCH ON ONE EYE
14 - A GLASS BLOWER HOLDING A DELICATE VASE
15 - A TROOP OF KING'S GUARD NUMBERING 10
16 - A SCHOLOR WISE IN MATHEMATICS
17 - A SCHOLOR WISE IN METALS AND CHEMISTRY
18 - AN APPLE VENDOR
19 - WILLA SKARDT, LICENSED WEATHERMAKER
20 - AN ANGRY FRIAR
21 - AN ANGRY GOBLIN
22 - A WEREWOLF CAPTAIN IN FULL DRESS UNIFORM
23 - A WITCH WITH GLOWING RED EYES
24 - A LAWMAN AND A PRISONER
25 - A MYSTIC HOLY MAN CHANTING IN TONGUES
26 - A SLAVE TRADER SMELLING LIKE 33 CAMELS
27 - 33 CAMELS
28 - 15 SHACKLED BUT HEALTHY SLAVES
29 - A RARE ALABASTRIAN FLIGHTSOLDIER (BATMAN)
30 - AN ORPHAN





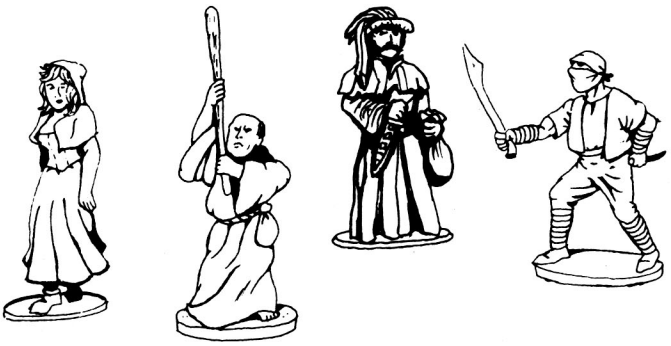


TABLE B - WHERE YOU SEE THEM

01 - ON THE STREET
02 - IN THE BARBER SHOP
03 - OUTSIDE THE BREAD AND PIE SHOP
04 - IN THE FISH MARKET
05 - IN THE WEAPONS SHOP
06 - AT THE BLACKSMITH'S FORGE
07 - IN FRONT OF THE TAVERN
08 - IN AN ALLEY BETWEEN 02 AND 04
09 - IN THE POISON SHOP
10 - IN FRONT OF THE CHEMIST'S
11 - IN THE THATCHER'S HOUSE
12 - IN THE TOWN HALL WITH THE MAYOR
13 - IN THE TOWN SQUARE
14 - BATHING IN THE FOUNTAIN
15 - ON THE ROOF OF THE LIVERY
16 - IN A LARGE CARRIAGE ON MAIN STREET
17 - ON THE BRIDGE GOING OVER THE CREEK
18 - IN THE RIVER AND MAKING LOTS OF NOISE
19 - ON A SIDE STREET CREEPING AROUND
20 - SHOPLIFTING THE CANDYMAN'S WARES
21 - AT THE DOCTOR'S TENDING AN INJURY
22 - IN THE BUTCHER SHOP
23 - IN FRONT OF A SMALL CHURCH
24 - IN FRONT OF A LARGE CHURCH
25 - ON THE BOARDWALK IN FRONT OF THE DRESSMAKER'S
26 - IN FRONT OF THE ARMORER BEING FITTED WITH CHAINMAIL
27 - ON A BENCH NEXT TO THE TOWN FOUNTAIN
28 - IN THE TOWN FOUNTAIN
29 - AT THE EDGE OF TOWN
30 - DRINKING FROM THE WATER TROUGH



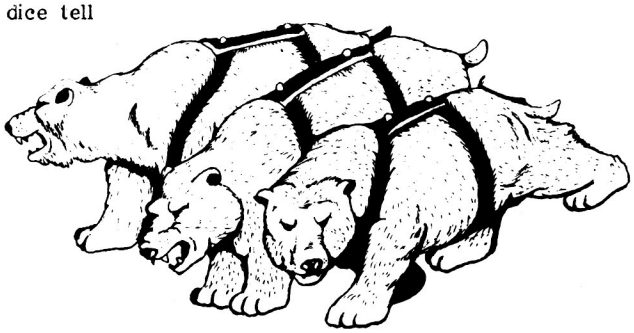


ANIMALS DOMESTIC OR OTHERWISE

There comes a rustling sound from off in the cruel dark. A beast steps forth, friend or foe, to do battle or not. Let your thirty sided dice tell you who's there.

ROLL AS NEEDED

YOU SEE:



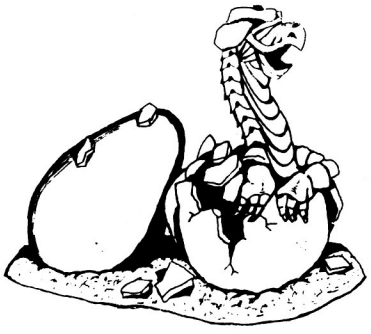
01 - A HUGE BLACK BEAR STANDING UPRIGHT
02 - A HERD OF CAMELS
03 - A BUFFALO
04 - FIFTEEN SHEEP AND A WOLF
05 - A PACK OF WILD DOGS
06 - A PACK OF SLEEPING DOGS



07 - A FULL GROWN BENGAL TIGER
08 - A PANTHER AND A BEAR WORKING TOGETHER
09 - THREE BLIND MICE BETWEEN THE PAWS OF A HUGE LION
10 - A YAK
11 - NINE PACK MULES
12 - A NEST OF SNAKES
13 - TEN DRAGONS FIGHTING AS A UNIT



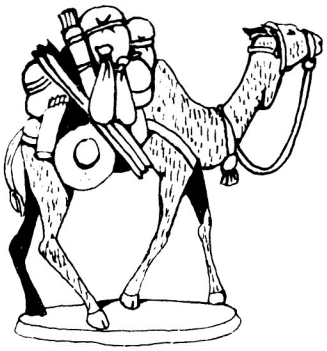
14 - AN OWLBEAR
15 - A HARPY SHRIEKING INSULTS
16 - A STAMPEDING ELEPHANT
17 - A LONG TUSKED WILD BOAR
18 - A GIANT SCORPION



19 - A CHIMERA
20 - A WYVERN
21 - A DJINN
22 - FIFTEEN SKELETONS ARMED TO THE TEETH
23 - A TROOP OF GNOMES, 1D30= NUMBER



24 - A HIPPOGRIFF
25 - A GRIFFIN
26 - A CENTAUR
27 - A GOLEM
28 - A HORDE OF GIANT RATS, 3D30= NUMBER

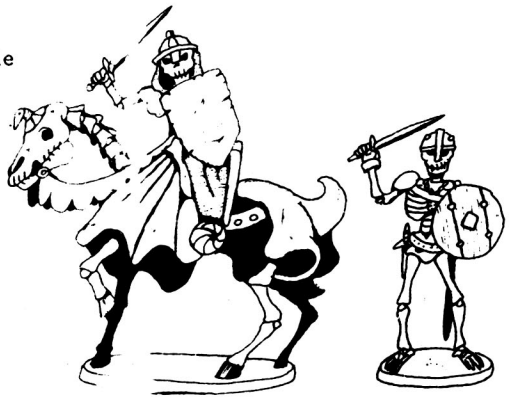


29 - A GOLD DRAGON GUARDING A HUGE HOARD
30 - FIFTEEN DRAGON EGGS AND MOMMA DRAGON



THE UNDEAD, NEAR DEAD, NEVER ALIVE AND VERY, VERY BAD!

Deep in the murky recesses of the dark underground lurk unspeakable horrors, waiting for the unwary delver to uncover them. The thirty sided dice reveals their true nature.





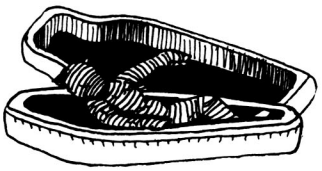
YOU ENCOUNTER:

01 - 100 ZOMBIES
02 - A HUGE VAMPIRE BAT
03 - A SLIMY PILE OF WHITE GIANT SLUGS
04 - A BALROG WITH A FLAME WHIP
05 - SEVEN MINOR DEMONS
06 - A BLACK DRAGON
07 - A GIANT PURPLE WORM
08 - GREEN SLIME
09 - RED SLIME
10 - A SEDUCTIVE SUCCUBUS
11 - FIFTEEN TROLLS WITH AXES, DIGGING
12 - FORTY YARDS OF WORM EGGS
13 - A 23RD LEVEL DEMIGOD AND TEN DEMONS
14 - A CYCLOPS
15 - A YOUNG BALROG WITH A FLAMESWORD
16 - SIX PIT DEMONS AN 5 FLAME WRAITHS
17 - A LIGHTNING DEMON
18 - SEVEN MIDDLE LEVEL DEVILS
19 - FOUR ATTACK TROLLS IN PLATE ARMOR
20 - A 25TH LEVEL EVIL MAGICIAN
21 - SIX GHOULS AND A GRAVEROBBER
22 - AN INCCUBUS
23 - A DISGUISED ASSASSIN
24 - A GIANT CARNIVOROUS ANIMATED PLANT
25 - PURPLE SLIME
26 - A CRAWLING DISEMBODIED HAND AND ARM
27 - A MAN HEAVILY INFECTED WITH BLACK PLAGUE
28 - SIX GIANT RATS
29 - A SIX ARMED MUTANT WITH SWORDS AND AXES
30 - A COMPANY OF DEMONS LED BY A 25TH LEVEL WIZARD











THE 30 SIDED LAND

Ah, the countryside, the mountains, the swamp, the worlds of angry wizards. This chapter fills in the cracks between major parts of a scenerio. If a game starts to lag a little or it's a pick-up and YOU got elected gamemaster, your trusty 30 sided dice can help get/keep things going.

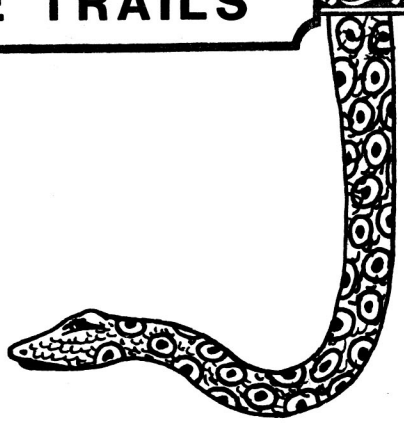
If your next wandering monster happens to be a 25th level Wizard, you can roll an encounter. If your players stumble into a jungle, you're prepared. There are places to go, things to see, treasure and weapons to pick up, signs to read and analyze, and trouble galore to get into and out of.

When a Gamemaster hands a player a table and a 30 sided dice, odds are long that things are going to get interesting in a big hurry.






SWAMPLAND AND JUNGLE TRAILS



Across the land there are places which are difficult to pass through. Let your thirty sided dice be your guide to adventure in the swamps and rainforests.

ROLL AS NEEDED

YOU ENCOUNTER:

01 - CLEARLY MARKED TRAIL. NO DIFFICULTY IN PASSAGE.

02 - NO TRAIL. MUST HACK A NEW ONE FROM UNDERGROWTH.

03 - TRAIL BLOCKED BY MUDSLIDE. LEECHES ARE EVERYWHERE.

04 - TRAIL ENDS AT SWIFT RIVER. PICKS UP ON OTHER SIDE.

05 - TRAIL BLOCKED BY HEAVY VINE GROWTH.

06 - QUICKSAND! ROLL 20+ ON 1D30 FOR ESCAPE. (20-30 ON 1D30)

07 - AMBUSH! 1D30=NUMBER OF ENEMY

08 - 200 POUND SWINGING PUNJI TRAP HITS POINTMAN.

09 - SWAMP GAS ZONE. GAS EATERS ARE LURKING, MAY ATTACK.

10 - TIGER! SPRINGS OUT OF NOWHERE. COMPLETE SURPRISE

11 - TRAIL BLOCKED BY HUGE CLIMBABLE TREE.

12 - CLOUDBURST! TRAIL WASHED OUT BY HEAVY RAIN.

13 - TRAIL DROPS AWAY. POINTMAN FALLS INTO VIPERS' NEST. 1D30 SNAKES.

14 - MUD BOG. ONLY WAY ACROSS IS TREE TRUNK.

15 - ABANDONED TREE HOUSE ABOVE. 50' UP A TREE.

16 - VINE BRIDGE ACROSS RIVER. LOOKS SHAKEY.

17 - BATHING POOL FED BY WATERFALL.

18 - WATERFALL WITH A LEDGE BEHIND IT AND A HIDDEN CAVE.

19 - TOP OF A WATERFALL LOOKING DOWN 50' TO A POOL.

20 - GIANT ANTHILL BLOCKS TRAIL. INHABITANTS ARE FIRE ANTS.

21 - SINKHOLE! EARTH FALLS IN TO YOUR FRONT. LOST POINTMAN

22 - GIGANTIC CARNIVOROUS PLANTS BLOCKING TRAIL.

23 - NEST OF POISON TREE TOADS. TOUCH ONE AND YOU DIE.

24 - RIVER CROSSING. GIANT ANACONDA ATTACKS. 3D30=SIZE IN FT.

25 - SMOOTH TRAIL. EASY GOING

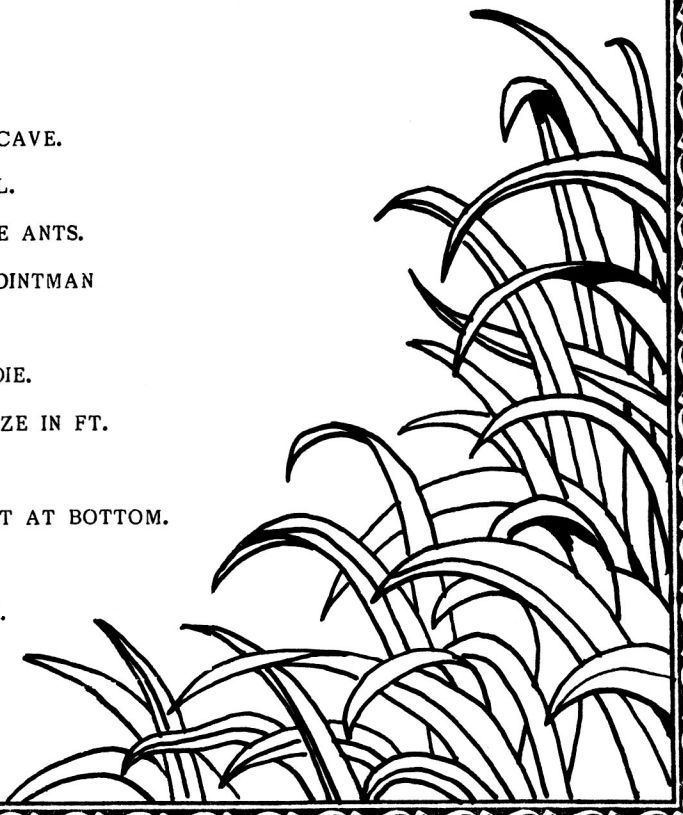
26 - DRASTICLY DOWNHILL. MUDDY. YOU ALL SLIP. BOG PIT AT BOTTOM.

27 - STONE BRIDGE. SOMETHING'S UNDERNEATH.

28 - SWAMP SPIDER WEBS, VERY THICK BLOCK YOUR WAY.

29 - A BED OF SLEEP POSIES BY SIDE OF TRAIL.

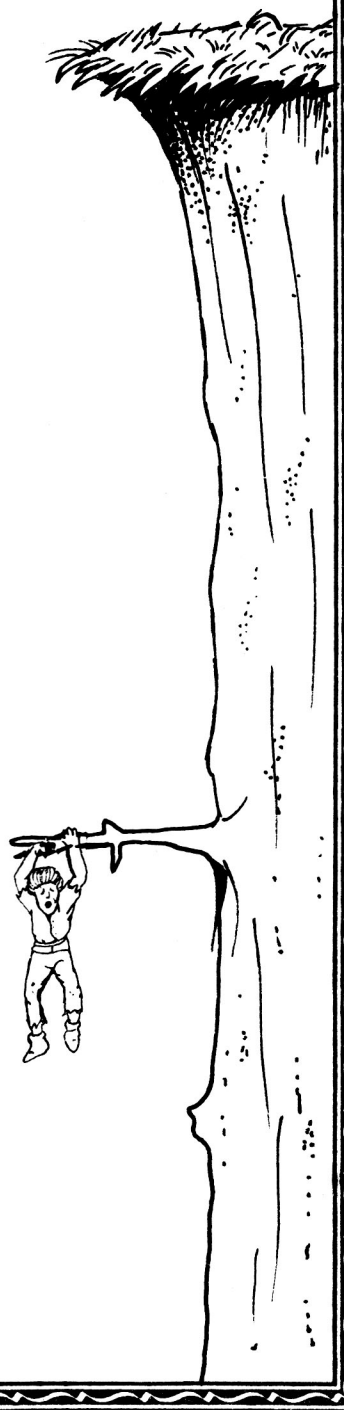
30 - EASY GOING.



SPECIALIZED TERRAIN (MOUNTAINS)

Messing around in the mountains is a full time job and the dangers cannot be taken lightly. Your 30 sided dice will help you discover the wonders of mountain life, as well as the deadlier aspects of mountaineering. Here are some things you might encounter.

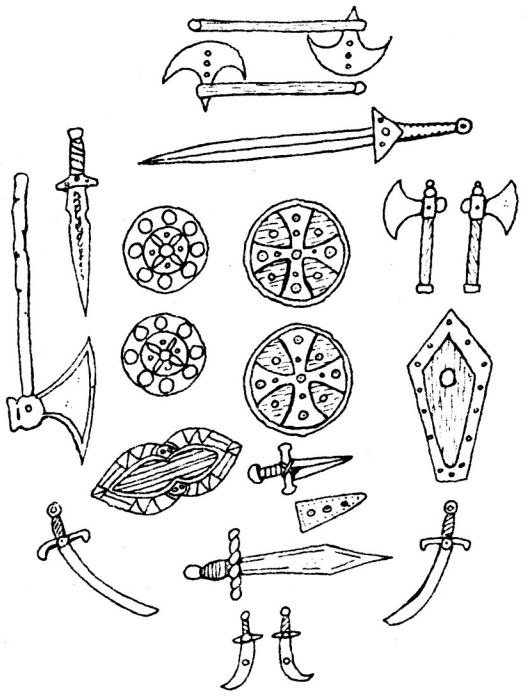
01 - A NARROW LEDGE LEADING UPWARD ALONG A SHEER DROP.
02 - A SHEER DROP OF 1D30X100 FEET INTO A RAVINE.
03 - A BEAR BLOCKING YOUR WAY.
04 - A MOUNTAIN LION BLOCKING YOUR WAY.
05 - A VEXING FEELING THAT YOU ARE LOST.
06 - A CAVE AT THE END OF A NARROW PATH ALONG A LEDGE.
07 - LANDSLIDE! 1D6E TO ESCAPE UNINJURED.
08 - AVALANCHE! MORE SNOW THAN YOU THOUGHT POSSIBLE.
09 - MOUNTAIN THUNDERSTORM MOVES IN FAST WITH HIGH WINDS AND HAIL.
10 - A PROMISING LOOKING PASS. (TURNS OUT TO BE A DEAD END).
11 - A PROMISING LOOKING PASS. (WITH A SHEER DROP INTO A VALLEY).
12 - A PROMISING LOOKING PASS. (ROLL FOR CREATURE AT THE END).
13 - A NARROW DEFILE ENDING IN A CAVE.
14 - A DRASTIC CLIMB TO A FLAT TOPPED PEAK, VANTAGE POINT.
15 - A NARROW WINDING PATH FIVE MILES LONG LEADING TO A HERMIT.
16 - A MAPMAKER'S CAVERN BUT THERE'S NOBODY HOME.
17 - A SIGN "THIS WAY TO THE GOLD MINE" AND AN ARROW POINTING UP.
18 - A SIGN " BEWARE OF HIGH WINDS " BENT ALMOST DOUBLE.
19 - A CACHE OF FOOD AND WINE LASHED INTO A WELL HIDDEN TREEHOUSE.
20 - A FRESHLY MINTED GOLD COIN GLINTING IN THE SUN.
21 - SIGNS OF A BREWING THUNDERSTORM AND A CAVE.
22 - CARVED STONE STEPS LEADING UPWARD TO A CABIN.
23 - A MINE ENTRANCE: A HEAVY IRON PORTCULLIS DOWN.
24 - A ROPE BRIDGE CROSSING A CHASM 1D30X10 FEET DROP TO A RIVER.
25 - A BEAUTIFUL WATERFALL AND POOL WITH A PATH LEADING BEHIND.
26 - A HIGH WATERFALL MISTED IN SPRAY AND STONE STEPS CARVED IN THE WALL.
27 - AN UNUSED TEMPLE CUT INTO A SHEER ROCK WALL.
28 - A GREAT IRON DOOR WITH SILVER RUNES ON THE FACE.
29 - 1D30X100 BATS BURSTING FROM A CAVE ENTRANCE, FLEEING A BALROG.
30 - A STREAM WITH LITTLE SPARKLES OF GOLD DUST IN THE SAND.



WEAPONS, WEAPONS

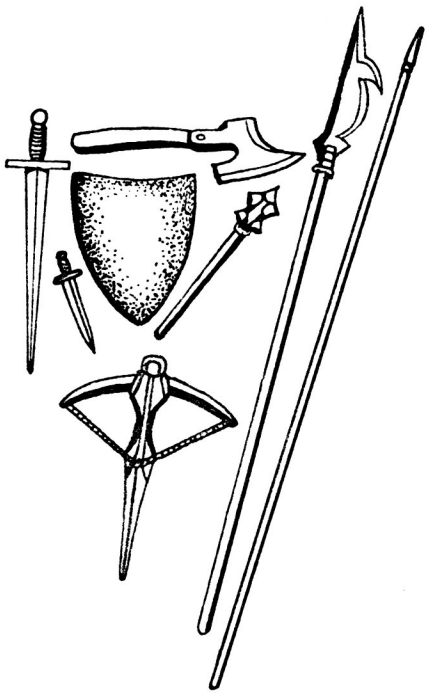
When a monster carries off an adventurer, it seldom carries away his weapons as well. In some of the lesser traveled dungeons, an abundence of weaponry is just laying around the floors. In others, they are stored in armories, just waiting to be discovered. Your thirty sided dice is your ticket to becoming a well armed man.

ROLL AS NEEDED.



YOU FIND:

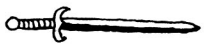
01 - A STILL SHARP BEC-DECORBIN - with a trace of blood on.
02 - A BASTARD SWORD - with a jeweled leather scabbard.
03 - A CAT-O-NINE TAILS - metal balls in leather whip bands.
04 - A SHARP STICK - with biotoxic material applied.
05 - A STOUT BOW - oak, recurve, 40 pound test.
06 - A SINGLE SHOT CROSSBOW - and 1d30 quarrels.
07 - A DOUBLE EDGED AXE - with a heavy wooden handle.
08 - MATCHED THROWING DAGGERS - double edged, sharp.
09 - SINGLE THROWING DAGGER - single edged.
10 - SHORT DART BLOWER - 3' in length, supply of 1d30 darts.
11 - LONG DART BLOWER - 9' in length, 1d30 darts.
12 - POISON KIT - 7 app. neurotoxin, 8 app, hemotoxin.
13 - A LIVE PIT VIPER - under your control for 1d30 combat turns.
14 - A DECORATIVE SHORT SWORD - with jeweled handle and inscribed blade.
15 - TRIDENT - balanced for throwing.
16 - HAND CLAWS - gloves with blades extended beyond fingers.
17 - PILUM - short stout staff with spear shaft and point.
18 - WEREWOLF SWORD - razor sharp steel crescent blade on strong handle.
19 - BALROG WHIP - 20'7 whip with end flail. dex20+ for use.
20 - KRIS - wavy bladed, meteoric iron.
21 - NORTHERN FLAIL - staff with multi-chain end and star blades attached.
22 - JAVELIN - throwing spear, balanced.
23 - TRI-BLADED KATAR - thrusting knife with offset blades.
24 - STAR-CHAIN - a counterweighted combat chain with five bladed star.
25 - SLING - and a bag of smooth stones.
26 - FULL SIZED CATAPULT - and three boulders.
28 - A QUIVER OF ARROWS - all with triangular tips.
29 - A POUCH OF EXPLOSIVE POWDER - add heat, BOOM!
30 - A PAIR OF MATCHED DUELING FOILS - with ivory handles.

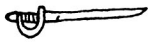
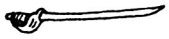


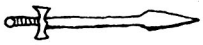
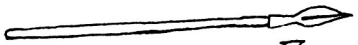
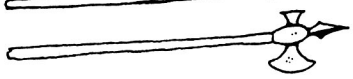
MORE WEAPONS

Here are thirty more weapons of interest to adventurers.

ROLL AS NEEDED



YOU FIND:

01 - ETCHED EXECUTIONER'S SWORD - scenes of beheadings.

02 - A HEADSMAN'S AXE - two bladed.

03 - HALF MOON HALBERD - crescent moon top blade, half moon side blade.

04 - PARRYING SPEAR - defensive pole spear with extra heavy top wrapping.

05 - THIEF'S CROSSBOW - wrist crossbow shoots poison dart.

06 - THIEF'S KNIFE - palm blade detachable from belt buckle.

07 - NECKWIRE - thin wire with handles for choking.

08 - SAW BLADE SWORD - slicing blade and sawtooth blade.

09 - HOBBITSWORD - light thrusting sword used by assassins.

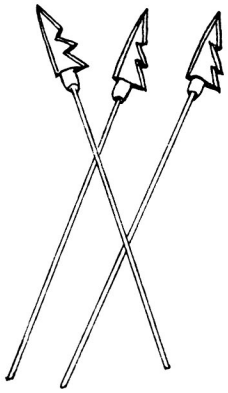
10 - NORTHERN WAR CLUB - heavy club with a bear tooth sticking out.

11 - THROWING MOON - balanced razor sharp flying dish.

12 - THROWING HALF MOON - sharpened metal boomerang.

13 - LIGHTNING SWORD - oxygenized and electrified by lightning for strength.

14 - NOMAD SWORD - folded steel technique in a smal arc curve.



15 - REPTILE SWORD - ornimental sword that looks like a snake.

16 - THRUST CLUB - thick balanced 6' pole used for thrust combat.

17 - GLASS BROADSWORD - artifact, indestructable razor sharp.

18 - ASSASSIN'S DAGGER - long thin blade used for vital organs.

19 - TROLL'S AX - huge double bladed axe. ST=20 to lift it.

20 - DRAGONNET - gold crossbow bolt with net of containment (bogus).

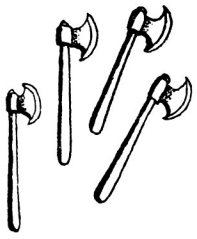
21 - RANGER'S BOW - ash, recurve, 60 pound pull and 25 arrows.

22 - UNDEAD SWORD - enchanted blade rolls 2d30 against undead.

23 - TROLL'S CLUB - heavy spiked club

24 - HAND DARTS - throwing darts with poison optional.

25 - GUTTING KNIFE - broad bladed saw edged close combat knife.



26 - KNUCKLE KNIFE - arrowhead shaped blade with T handle for palm.

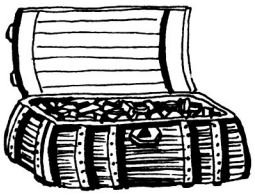
27 - BLACKBOW - special bow for nightfighting.

28 - MILK OF HUMAN KINDNESS GUMDROP POPPER - slingshot and 5 magic candies

29 - BLACKSTARS - night throwing stars

30 - DRAGONSWORD - berserks owner in presence of dragon.

TREASURE, TREASURE



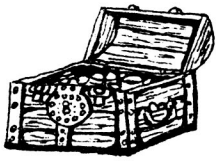
What we all strive for, in our dungeon exploration, is TREASURE, gold, jewels, magic items to be sold or bartered. Your thirty sided dice is a treasure trove of valuable goodies just waiting to be found.

ROLL AS NEEDED ONE, THREE OR FIVE FROM EACH OF FIRST TWO, ONE FROM THREE.

YOU FIND:



01 - A LARGE LOCKED CHEST - crammed with gold coins, 1d30x1000 of them.
02 - A SINGLE GOLD COIN - freshly minted.
03 - A RARE EMERALD NECKLACE - counterset in small diamond clusters.
04 - A GOLD RING - with a ruby inset.
05 - FIVE EASY GOLD PIECES - whoever has them can be talked into anything.
06 - A SILVER STATUE OF A CAT - with emerald eyes.
07 - A GOLD LEAF TABLET - with a magic spell written in hyroglyphics.
08 - A POKE IN A PIG - a swine gulps up a pouch containing 100 GP as you watch.
09 - A BAG OF ASSORTED GEMSTONES - and one small wishrock.
10 - FITY GOLD PIECES IN A LEATHER POUCH - sitting on a table.
11 - A VOUCHER FOR 500 GP SIGNED BY TORWALD TROLL - can you believe it?
12 - THREE KEYS, 1 GOLD, 1 SILVER, 1 BRASS - each fits a different chest.
13 - FIVE CATS' EYE MARBLES - which allow user to see in dark.
14 - A SCROLL - with a lead to gold spell on it. Backfires.
15 - FIFTY SMALL DIAMONDS IN A LEATHER POUCH.
16 - 10 EMERALDS IN A SMALL POUCH
17 - 100 TINY RUBIES IN A SMALL POUCH.
18 - 25 SAPPHIRES IN THE POUCH OF A STUFFED KANGAROO.
19 - A GOLD STATUE OF A SMILING CROSSLEGGED FAT GOD.
20 - A LIFE SIZE SILVER COBRA WITH RUBY EYES.
21 - A MINIATURE GOLDEN HORSE WITH A JEWELED SADDLE.
22 - A TEAK MUSIC BOX WITH A TINY MECHANICAL DANCER.
23 - A JEWELED CEREMONIAL SWORD.
24 - A CRYSTAL BALL.
25 - FIFTY SILVER PIECES IN A LEATHER POUCH.
26 - FIFTY EMPTY LEATHER POUCHES IN A SMALL CHEST.
27 - FIVE VERY SHARP THROWING KNIVES,
28 - A 100 POUND COPPER BAR.
29 - FIVE GOLD ARROWS.
30 - FIFTEEN GOLD STARS.







THEN YOU SEE:

01-02 - FIFTEEN SILVER STARS
03-04 - TWO LEAD STARS AND A GOLD COIN WITH LEAD TO GOLD INSCRIPTIONS ON.
05-06 - 100 YARDS OF GOLD THREAD.
07-08 - A BOLT OF GOLD CLOTH.
09-10 - A GLASS TURKEY FILLED WITH GOLD DUST.
11-12 - FIFTY GOLD MARBLES.
13-14 - A GOLD PLATED LODESTONE.
15-16 - A FIVE POUND GOLD NUGGET
17-18 - 100 POUNDS OF GOLD DUST (FAKE).
20-21 - A SILVER STATUE OF AN ORC.
22-23 - 100 YARDS OF MYTHRELL THREAD.
24-25 - A GOLD SHIELD.
26-27 - A GOLD AXE.
28-29 - A GOLDEN HAMMER.
30 - FIFTY GOLD PITONS.





FINALLY YOU SEE:

01-12 - 100 MICRO-DIAMONDS.
13-20 - 6 OUNCES OF DIAMOND DUST.
21-29 - 6 OUNCES OF DIRT (RARE EARTH FROM KNOWN WORTH 1000GP PER OUNCE).
30- AN ETCHED CENTERFOLD ON A GOLD SHEET (MISS GOLD DUST)

AND THEN YOU DISCOVER:



06 - A CHEST 09 - A SMALL POUCH 15 - A LARGE BOX
18 - A HIDDEN COMPARTMENT 27 - A PARTIALLY BURIED CONTAINER
30 - A LEATHER BAG ANY OTHER NUMBER *NOTHING*

ALTERNATE WORLDS

Sometimes a high level wizard or techno-trap will go Z A P and the next thing you know, the world as you know it is bye-bye. This is called the mega-teleport or gamemaster's revenge. Your thirty sided dice writes your ticket.

ROLL ONCE AS NEEDED.



YOU ARE TELEPORTED:

01 - TO AN AREA OF COMPLETE DARKNESS - inky black and lights don't help.

02 - TO THE TOP OF A MESA - 700' from the floor of a desert.



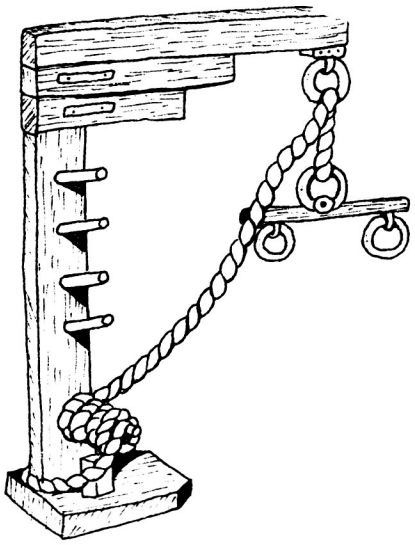
03 - ONTO A CLIPPER SHIP WITH A WEREWOLF CREW - who put you to work.

04 - INTO A REGION OF FIRE - exploding volcanic activity and sulpher air.

05 - TO THE TOP OF THE TALLEST TOWER - of the nearest castle.

06 - INTO A NEARBY LAKE - missing a fisherman by inches.

07 - TO A NINJA TRAINING SCHOOL - where you are retrained in martial arts.



08 - TO THE GAUNTLET OF DEATH - a maze that few survive.

09 - TO THE TEMPLE OF THE SUN - where you are imprisoned to be sacrificed.

10 - TO A COOKING POT - surrounded by cannibals licking their lips.

11 - TO THE TOP OF A TALL TREE - nearby.

12 - TO THE TOP OF A TALL TREE - on the nearest mountain.

13 - TO THE TOP OF A TALL TREE - in a deep swamp.

14 - TO THE TOP OF THE TALLEST MOUNTAIN - within 500 miles.

15 - INTO LAVA PIT GUARDED BY FLAME WRAITHS - in a fire proof cage

16 - INTO A PIT OF SNAKES - pit vipers.

17 - INTO THE PRINCESS' PARLOR - where she is entertaining.

18 - TO A NEARBY ARMORER - who outfits you with new chainmail.

19 - TO A NEARBY GYPSY CONCLAVE - where you are severely beaten.

20 - TO A MEDUSSA'S CAVE - where you must escape or die.



21 - TO THE MOON - a rare feat which is fatal to you.

22 - TO THE TEMPLE OF THE SNAKE GOD - but you are concealed.

23 - TO A REFUGE OF MONKS - where you are fed and treated well.

24 - TO AN INSANE ASYLUM - where you go unnoticed.

25 - TO A FIELD OF DAISIES - 20' tall and intelligent.



26 - INTO THE STORM GIANT'S CAVE - where you'll need an explanation.

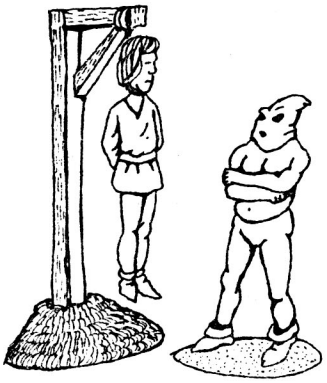
27 - INTO A LARGE GALLERY FILLED WITH PAINTINGS - of people you know.

28 - INTO A GOLEM'S GALLERY - splashing noisily into the pond.

29 - INTO THE AIR 850' - hope you can fly.

30 - 850' UNDERGROUND - into a limestone cavern filled with water.

OTHER ALTERNATE WORLDS



Here are some more places an angry wizard or a random teleport can send you.

ROLL ONCE AS NEEDED.

YOU'VE BEEN TELEPORTED:

01 - 10' STRAIGHT UP - hope you don't bump your head.

02 - ONTO THE BACK OF A FLYING DRAGON - headed north.

03 - ONTO A SMALL ASTEROID - with atmosphere but no visible water.

04 - INTO A BLINDING SNOWSTORM - with an ice cavern nearby.

05 - INTO AN OXYGEN RICH OCEAN - you can breathe, can you swim?

06 - INTO A WAGON ROLLING OUT OF CONTROL - toward a cliff.

07 - IN BETWEEN - two groups of opposing Ninjas bent on war.



08 - INTO A BAZAAR - but your clothes didn't make the trip.

09 - INTO THE WORKSHOP - of a cranky, busy 25th level wizard.

10 - INTO THE TORTURE CHAMBER - of the King's Master Headsman

11 - INTO THE TREASURY VAULT - of the Kingdom of the Spiders.

12 - INTO THE MOAT - of the nearest castle.

13 - INTO THE NEAREST WALL - hope you can dig your way out again.

14 - ONTO A SLOW MOVING HAY WAGON - being checked with tridents by guards.

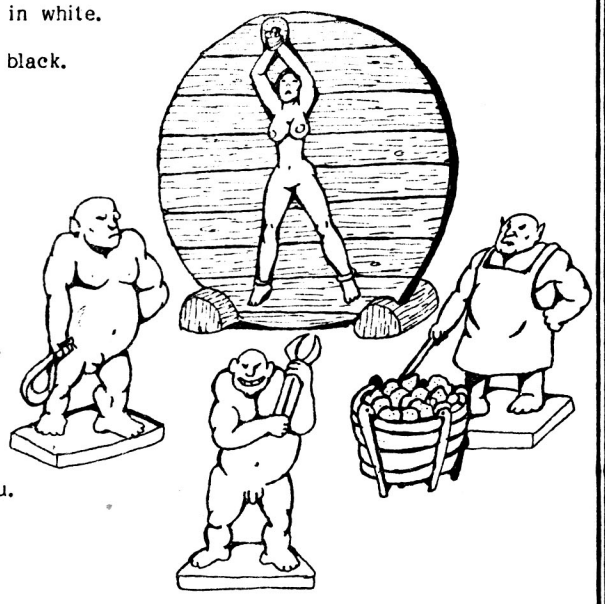
15 - INTO A PUDDLE OF MUD - in front of your mom's house.

16 - INTO AN ANTI WEREWOLF PROTEST MARCH - dressed as a werewolf.

17 - INTO A NEARBY EMPTY PLATEMAIL SUIT - you can keep it.

18 - INTO A MEETING OF THE LORD DEMONS OF CHAOS - dressed in white.

19 - INTO A MEETING OF THE LORD DIETIES OF LAW - dressed in black.



20 - INTO OBLIVION - to be absorbed as cosmic dust.

21 - TO THE BOTTOM OF THE SEA - how far can you swim.

22 - TO THE DRAGON'S LAIR - she is sleeping

23 - TO THE BOTTOM OF A BOTTOMLESS PIT - you're dead.

24 - TO THE HAREM OF A POTENTATE - as a new wife.

25 - TO THE DRAGON INN - where you must buy beer for the house.

26 - TO THE RAILING OF A BRIDGE - over a 500' deep chasm.

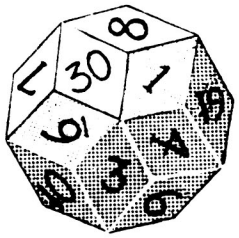
27 - TO THE CENTER OF A HUGE MEADOW - in a thunderstorm.

28 - TO THE CENTER OF THE EARTH - and back again to scare you.

29 - TO AN EMPTY CHAIR - in a Balrog poker game.

30 - TO A GLACIER - dressed as you are.

MAGIC SPELLS YOU NEVER HEARD OF ON SCROLLS



THere are times when you find things which are better off left lost. Scrolls containing magic spells fall in this catagory simply because trusting them to work everytime is not a good idea. Your thirty sided dice will help you find the right spell (or maybe the wrong spell) for you. ROLL ONCE FOR EACH SCROLL:

01 - WALL OF FIRE - flames shoot 40' in the air, 20' wide, 4' deep.
02 - WALL OF ICE - ice wall 40' long by 12 ' thick by 11 ' wide.
03 - INVISIBILITY - roll 3D30 for duration.
04 - BLESS WATER TO ELIXIR - elixir heals wounds.
05 - BLESS WINE TO ELIXIR - elixir heals wounds.
06 - STUPID SPELL - cuts victim IQ by 85 %.
07 - ACCURACY SPELL - cast on projectiles.
08 - STONING SPELL - turns victim into a marble statue.
09 - LANGUAGE SPELL - user can translate hierogliphics.
10 - FLY - turns user into a fly his size/weight. PRs remain
11 - LANGUAGE SPELL - talk to the animals.
12 - CREATE FOOD - whip up tasty dishes using basic protein squares.
13 - CREATE PORTABLE HOLE - create portable hole up to 7' diameter.
14 - REVERSE WEREWOLF CURSE - allows werewolf sailors to be human again.
15 - ENCHANT RING - allows ring to do whatever you want it to once.
16 - ENCHANT ARROW - to return to the bownman if it misses.
17 - ENCHANT HORSE - to 1/2 the owner's intelligence.
18 - ENCHANT MONSTER - to a sense of loyalty to caster.
19 - ENCHANT WIZARD - to give up his secrets.
20 - ENCHANT CLOAK - to polymorph at will to anything reptillian.
21 - ENCHANT CLOAK - to polymorph to anything mammalian.
22 - ENCHANT CLOAK - to polymorph to anything avian (bird).
23 - ENCHANT CLOAK - to polymorph to anything bovian (cow)
24 - ENCHANT STAFF - to repel enchantment.
25 - ENCHANT STAFF - to amplify enchantment.
26 - ENCHANT STAFF - to absorb, analyze and retain enchantment.
27 - CHARM DRAGON - to obey and be friends.
28 - CHARM HUMAN - to obey and be friends
29 - REVERSE ALLIGNMENT - victim reverses personality completely.
30 - ENCHANT SWORD - to attack its own group in combat.

MAGIC SPELLS

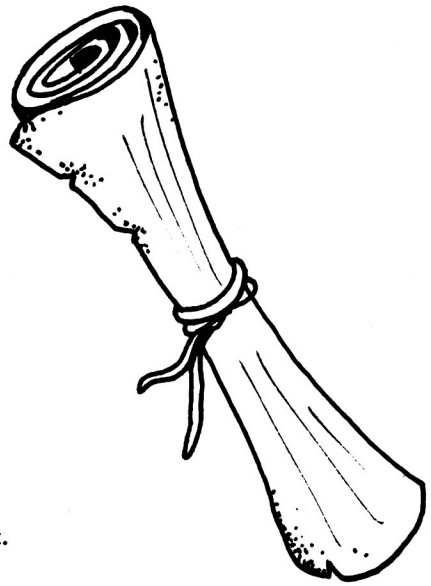




MONDO MAGIC SPELLS

Here are some more spells on scrolls to make your magician's day.

ROLL ONCE AS NEEDED



SCROLL CONTAINS A SPELL OF:

01 - FLYING - enchantee can fly but crashes on landing.

02 - WINEMAKING - enchants water to become wine.

03 - CONTROL WEATHER - allows caster control of one element.

04 - CONTROL DEVICE - allows understanding of use of whatever it is.

05 - CONTROL VESSEL - allows manipulation of laws of motion.

06 - WALL OF SAFETY - barrier against living things 20' by 20' cube.

07 - ALARM WALL - sentry barrier sounds alarm when breeched.

08 - SHAPE ROCK - allows reshaping of up to 40 cubic yards of solid rock.

09 - GROWTH SPELL - accelerate plant growth.

10 - GROWTH SPELL - accelerate human growth.

11 - CREATE SPELL - create a spell and have it work once.

12 - INVOKE MEMORY - from any living thing.

13 - INVOKE TRUTH - from any intelligent creature.

14 - SUMMON UNDEAD - to do your bidding.

15 - SUMMON WARRIORS - teleports extra warriors to assist you.

16 - SUMMON BALROG - you control him.

17 - INVOKE TRUTH - from gamemaster.

18 - CREATE ZOMBIE - any cemetary supplies the bodies.

19 - CONTROL FIRE - to conform to any shape, convey life to fire.

20 - CREATE DEITY - your new god is added to the overgod tribunal

21 - CONTROL DEITY - always backfires and gets you killed.

23 - ENCHANT RING - to bring bearer to you.

24 - ENCHANT SWORD - to fight to death

25 - ENCHANT BALLOON - to fly.

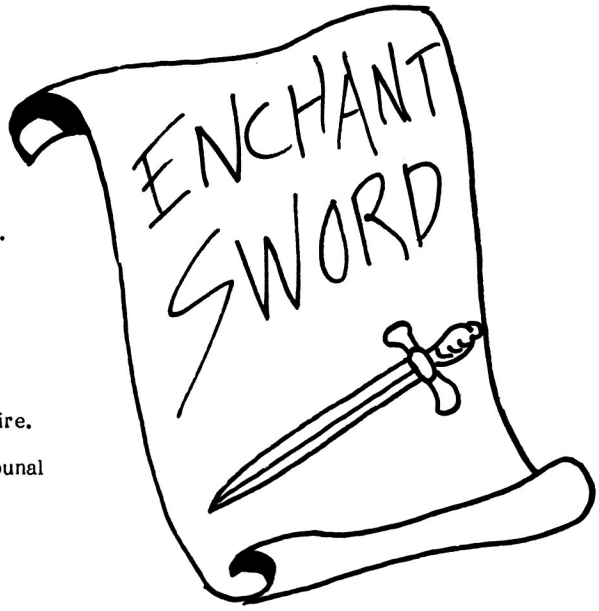
26 - ENCHANT WEREWOLF - to forget the sea for 24 hours.

27 - ENCHANT ASSASSIN - to change alignment.

28 - CREATE WEREWOLF - disguise, not real werewolf.

29 - CREATE TELEPORT - on non-living things.

20 - CREATE SCROLL - create magic spell for 1 use.





CRYPTIC CLUES AND SIGNS OF THE TIMES

Sometimes the flow of information gets overwhelming. Scrolls, notes, legends chisled in stone, hyroglyphs on walls, it all adds up to one question - WHAT DOES THIS MEAN? Your thirty sided dice is a veritable bulletin board. Some of the messages look like this.



01 - FEZONCLOP WAS HERE - carved on a tree.

02 - FOR TREASURE DEAR, DIG RIGHT HERE - chisled on a rock.

03 - FIND THE RED WINGED RAVEN - scribbled on a note pinned to a dead man.

04 - ENTER YE AT YER OWN RISK - a sign in front of a dark entrance.

05 - NO NON HUMANS SERVED - sign over the mirror of a tavern.

06 - DANGER! TRAP ZONE! - sign pounded into the ground.

07 - STOP, PAY TROLL - sign tacked to bridge.

08 - HELP ME FIND MY MOMMY - note pinned to baby red dragon.

09 - ALMS FOR THE POOR - placard in front of dead begger.



10 - COMBAT ZONE - warning sign on the edge of large meadow.

11 - FELLOWSHIP OF THE SNAKE LOCAL # 113 MEETS MONDAY AT 7 - flyer

12 - BEWARE OF GIANT RABID MOUSE.- sign on huge iron cage with open door.

13 - DROP OFF YOUR DEAD BETWEEN 8 AND FIVE. - sign on mortuary door.

14 - FORTUNES TOLD AND PALMS READ. - sign on tent.



15 - BROTHER BARTHOL'S ELIXER AND TONIC. - sign on side of wagon.

16 - USAFF'S USED SLAVES. FREE DELIVERY. - banner on side of camel.

17 - GRISWALD GRIMM'S POTIONS AND POISONS - label on empty bottle.

18 - BEWARE OF FALLING ROCS - sign carved on stone wall.

19 - THIEVES WILL BE CRUCIFIED - placard hung on dead crucified man.

20 - YOU'RE NOT WELCOME HERE! - on sign words CROCK OF BLOOD INN.

21 - #$%&%$%&"(!*><?&%#$ - note attached to a large chest.

22 - GUTAHG LOVES MIYBELL - carved in a heart on a tree.



23 - BEWARE OF ORCS - sign at the edge of a town.

24 - HUMANS WILL BE SKEWERED AND EATEN - sign at the edge of a meadow.

25 - FIFTEEN STEPS NORTH, SEVEN STEPS WEST OF OLD TREE - note on map.

26 - STUNNING SPELL - on the outside of a rolled up scroll.

27 - OPEN ME FIRST - on a red treasure chest.

28 - ALL THE WORLD'S DEMON CONTROL SPELLS - on a book with no pages.

29 - KEEP OUT! - on a tree trunk below a treehouse.

30 - LAST WATER BEFORE DESERT - sign on well.

MORE SIGNS OF THE TIMES

There are signs everywhere. Here are a few more.



YOU SEE:

01 - DANGER EXPLOSIVES - on a tiny chest.

02 - LAST WHISKEY BEFORE DESERT - sign on well.

03 - DESERT - sign on small sand patch which teleports you to dessert.

04 - THIS WAY TO MAGIC FOUNTAIN - sign tacked to a tree.

05 - BEWARE OF SIGNMAKER - sign being painted by a cyclops.

06 - GRAFITTI - Fezenclop lives! painted on a wall.

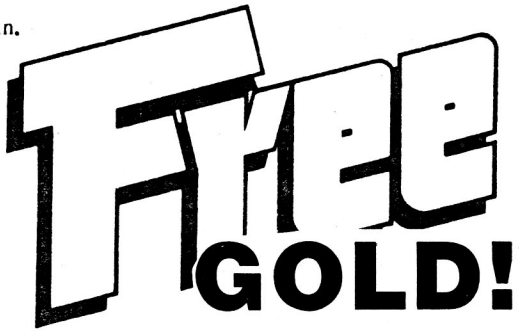
07 - GRAFITTI - Who is Fezenclop anyway? painted on a wall.

08 - THIS WAY TO DIE! - sign on entrance to abandoned temple.

09 - MAGIC FOUNTAIN, NO SWIMMING. - sign on fountain.

10 - DOCTOR GRIS' STONING FORMULA, ACCEPT NO SUBSTITUTES!

11 - WHO FINDS THIS COIN CONTROLS UNDEAD. - engraved on a gold coin.



12 - DO NOT REMOVE - raised lettering on cast iron cauldron.

13 - BEWARE OF BULL - on placard next to blind treasure map salesman.

14 - EXPELLUS REMOVUS BEGONIS - fragment of a scroll.

15 - FREE GOLD - sign next to begger trying to give away gold.

16 - USED SLAVE TRADERS FOR SALE CHEAP - banner on camel.

17 - ACME RENT-A-ZOMBIE. OVERNIGHT OR MONTHLY.

18 - WHO FINDS THIS COIN WILL HAVE GOOD LUCK - on "heads" side of coin.

19 - BEWARE OF BRIDGE! DANGER! - sign on far end of rope bridge.

20 - BEWARE OF SIGNS - painted on wall.

21 - WHO FINDS THIS COIN SHALL HAVE BAD LUCK - on "tails" side of coin.

22 - THIS WAY TO FEZENCLOP'S TOMB - admission 10 GP.

22 - SWORDS SHARPENED - sign on side of wagon.

23 - THIEVES LOCAL 124 SOCIAL HALL - sign on thatched building.

24 - SCROLLS BOUGHT AND SOLD - sign in window of tavern.

25 - MAGIC SHOVELS FOR SALE - sign on peddler's wagon.

26 - KEEP OFF THE GRASS and BEWARE OF THE GRIPPERGRAPPER - on lawn.

27 - BEWARE OF THE KILLER FLY - sign in front of cave.

28 - ENCHANTED GARDEN KEEP OUT - sign on gate.

29 - MAGICIAN WANTED, APPLY WITHIN - sign on drawbridge.

30 - DANGER - no other explanation.



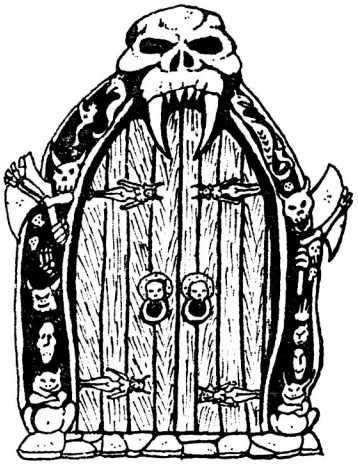
CLOSE ENCOUNTERS OF THE INDOOR KIND

Sometimes in the dungeon things get so bizarre that the whole thing grinds to a halt. Your thirty sided dice is a show stopper. Here are some indoor encounters to make your heart go pitty-pat.

ROLL AS NEEDED.

YOU SEE:

01 - 50 ORCS GNAWING ON A DRAGON LEGBONE.
02 - GREEN SLIME AND MRS GREEN SLIME COMMING AT YOU FROM TWO DIRECTIONS.
03 - A SLOBBERING SUCCUBUS ON A PLAID BLANKET.
04 - 15 WEREWOLVES AND AN ACCORDIAN PLAYER DANCING A JIG.
05 - A PURPLE WORM 1D30X10 FEET LONG
06 - A WIZARD BREWING A FORMULA WITH A DEMON ASSISTANT.
07 - A SOLID WALL OF BLUE FIRE.
08 - A WERE TIGER CHAINED TO A WALL
09 - THREE YOUNG THIEVES IN CHAINS LOCKED IN A CAGE.
10 - A WANDERING MEDUSA DRAGGING A MAN ON A CHAIN.
11 - A CAMEL DRIVER IN A SLAVE COLLAR.
12 - A THUNDERING HERD (4D30X5) RATS HEADING YOUR WAY.
13 - 15 TROLL GUARDS IN PLATEMAIL.
14 - SCANTILY CLAD HUMAN FEMALE BEING THREATENED BY A GOBLIN.
15 - A CHAINED GOBLIN BEING FLAILED UNMERCIFULLY BY A HUMAN FEMALE.
16 - 200 ZOMBIES ARMED WITH STOUT STICKS.
17 - 50 GREMLINS WITH SHARP TEETH.
18 - 200 ANGRY ORCS ARMED WITH SPEARS.
19 - A HOODED MAN SITTING BEFORE A CHESS TABLE.
20 - 100 GHOULS INTENT ON MAKING YOU NUMBER 101.
21 - 5 DEMONS ON A MISSION TO FETCH YOU TO THE HIGH COUNCIL OF EVIL.
22 - A SWORDSMAN DRESSED IN WHITE DEMANDS YOU STEP FORTH AND FIGHT.
23 - 20 ORCS, 11 ZOMBIES, 15 DRAGONS, A CAMEL DRIVER & 3 CYCLOPS.
24 - 5 GRIFFIN GUARDING A THRONE AND THREE CHESTS. .
25 - 100 REANIMATED GARGOYLES LOOKING FOR A FIGHT.
26 - A CENTAUR, AN OGRE, A GOLEM AND A HUMAN PLAYING CARDS.
27 - A POOL 100' BY 30' BY 10' DEEP IN WATER WITH GOLD COINS ON BOTTOM.
28 - A GIGANTIC BIRD CAGE FILLED WITH EAGLES.
29 - 50 GIANT SHREWS ATTACKING.
30 - 1D30X10 EARTHWORMS 1D6X50 FEET LONG PROTECTING A CACHE OF EMERALDS.





YES - NO TABLE

Sometimes a question needs to be answered that requires an impartial decision. What could be more impartial than a 30 SIDED DICE

ROLL THREE TIMES AND ADD

A QUESTION OF YES OR NO

1-YES	2-YES	3-YES	4-NO	5-YES	6-NO	7-YES
8-YES	9-YES	10-YES	11-YES	12-NO	13-NO	14-NO
15-YES	16-YES	17-YES	18-NO	19-NO	20-YES	21-YES
22-NO	23-NO	24-YES	25-YES	26-YES	27-YES	28-NO
29-NO	30-YES	31-NO	32-YES	33-YES	34-NO	35-YES
36-YES	37-YES	38-NO	39-YES	40-NO	41-YES	42-NO
43-NO	44-NO	45-NO	46-NO	47-YES	48-NO	49-YES
50-NO	51-YES	52-NO	53-YES	54-NO	55-YES	56-NO
57-NO	58-YES	59-NO	60-NO	61-NO	62-NO	63-YES
64-NO	65-YES	66-NO	67-NO	68-YES	69-YES	70-YES
71-YES	72-YES	73-NO	74-NO	75-YES	76-NO	77-YES
78-YES	79-YES	80-NO	81-NO	82-YES	83-YES	84-NO
85-YES	86-NO	87-NO	88-NO	89-YES	90-NO	

YES or NO

>>>

A MATTER OF LIFE OR DEATH

ROLL THREE TIMES AND ADD

1-DEATH	2-DEATH	3-DEATH	4-LIFE	5-DEATH	6-LIFE
7-DEATH	8-DEATH	9-DEATH	10-DEATH	11-DEATH	12-LIFE
13-LIFE	14-LIFE	15-DEATH	16-DEATH	17-DEATH	18-LIFE
19-LIFE	20-DEATH	21-DEATH	22-LIFE	23-LIFE	24-DEATH
25-DEATH	26-DEATH	27-DEATH	28-LIFE	29-LIFE	30-DEATH
31-LIFE	32-DEATH	33-DEATH	34-LIFE	35-DEATH	36-DEATH
37-DEATH	38-LIFE	39-DEATH	40-LIFE	41-DEATH	42-LIFE
43-LIFE	44-LIFE	45-LIFE	46-LIFE	47-DEATH	48-LIFE
49-DEATH	50-LIFE	51-DEATH	52-LIFE	53-DEATH	54-LIFE
55-DEATH	56-LIFE	57-LIFE	58-DEATH	59-LIFE	60-LIFE
61-LIFE	62-LIFE	63-DEATH	64-LIFE	65-DEATH	66-LIFE
67-LIFE	68-DEATH	69-DEATH	70-DEATH	71-DEATH	72-DEATH
73-LIFE	74-LIFE	75-DEATH	76-LIFE	77-DEATH	78-DEATH
79-DEATH	80-LIFE	81-LIFE	82-DEATH	83-DEATH	84-LIFE
85-DEATH	86-LIFE	87-LIFE	88-LIFE	89-DEATH	90-LIFE

LIFE or DEATH

>>>

IS IT POISON OR SAFE ?

ROLL THREE TIMES AND ADD

1-SAFE	2-SAFE	3-SAFE	4-POISON	5-SAFE
6-POISON	7-SAFE	8-SAFE	9-SAFE	10-SAFE
11-SAFE	12-POISON	13-POISON	14-POISON	15-SAFE
16-SAFE	17-SAFE	18-POISON	19-POISON	20-SAFE
21-SAFE	22-POISON	23-POISON	24-SAFE	25-SAFE
26-SAFE	27-SAFE	28-POISON	29-POISON	30-SAFE
31-POISON	32-SAFE	33-SAFE	34-POISON	35-SAFE
36-SAFE	37-SAFE	38-POISON	39-SAFE	40-POISON
41-SAFE	42-POISON	43-POISON	44-POISON	45-POISON
46-POISON	47-SAFE	48-POISON	49-SAFE	50-POISON
51-SAFE	52-POISON	53-SAFE	54-POISON	55-SAFE
56-POISON	57-POISON	58-SAFE	59-POISON	60-POISON
61-POISON	62-POISON	63-SAFE	64-POISON	65-SAFE
66-POISON	67-POISON	68-SAFE	69-SAFE	70-SAFE
71-SAFE	72-SAFE	73-POISON	74-POISON	75-SAFE
76-POISON	77-SAFE	78-SAFE	79-SAFE	80-POISON
81-POISON	82-SAFE	83-SAFE	84-POISON	85-SAFE
86-POISON	87-POISON	88-POISON	89-SAFE	90-POISON

SAFE or POISON

>>>

TOO WIERD TO CLASSIFY

Sometimes things happen that don't fall into any catagory. When that occurs, come to this chart for directions. Any higher than 15 add 10 EP and roll again.

ROLL ONCE AND PLAY

01 - A glowing orb appears in front of you and beckons you to follow. It is soothing and makes a pleasant sound. You feel safe in going with it.

02 - You find yourself in a room with no windows or doors, devoid of furniture save for a wooden table cracked down the length. Poison gas is seeping in. You have 120 seconds to escape.

03 - A giant bat wearing a saddle invites you to climb aboard for a long ride. He says he will take you to the world's greatest treasure.

04 - A Goblin captain and sixteen troopers confront you angrily and demand ransom for safe passage.

05 - A fountain more beautiful than you've seen in the past beckons you to taste of it. A talking fountain, it will answer three questions and refresh your thirst. But will engulf and drown anyone who bathes in it.

06 - A wizard lies mortally wounded between the paws of a not too tired crimson dragon. He asks for help. Will you help him?

07 - An assassin is among you. He is blended in with the surroundings and is attacking your group by blowpipe.

08 - A pack of wild dogs all lay sleeping curled around a large treasure chest. Above, on a ledge, sit three stone gargoyles on guard.

09 - The floor gives way underneath you and you find yourself in a pit surrounding by writhing hissing vipers. They all seem to be trying to bite you at once. Armor helps but if you take a hit on skin, you are poisoned.

10 - You find a pair of loaded dice. When you throw them, they land on seven or eleven. Once every ten throws they will land on snake eyes. When that happens they explode. B L O O O E E Y! BAM! total destruction of a ten foot square.

11 - You encounter a Grippergrapper, a mechanical contraption that keeps the garden clean. It has whirring blades and crushing gears and weighs several thousand pounds. It takes a working knowledge of machinery to stop it, otherwise, it "mows" you down.

12 - Here comes Granny. She has a cane, her hair is gray and she wears a flowered print dress. She has cookies and milk which add two points to strenth if eaten and two points to charisma if treated politely.

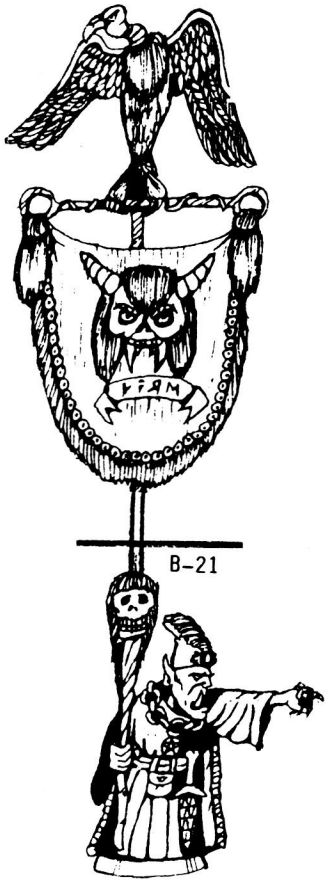
13 - You find a large chest in the middle of the area you are searching. Inside containers each hold a key. Red key opens a door to the Solar room, a mega hot sauna containing treasure. Blue opens the cold room, a deep freeze containing maps. Green opens the closet which houses the grippergrapper.

14 - Nothing is here. It gets larger until it consumes you. now you are nothing also, not dead or alive but nothing. unless you can escape quickly you will be absorbed. one hope is a hole in nowhere that leads somewhere. Try it.

15 - You find a gold coin. Picking it up triggers a stoning spell. You now join the other statues in the area.







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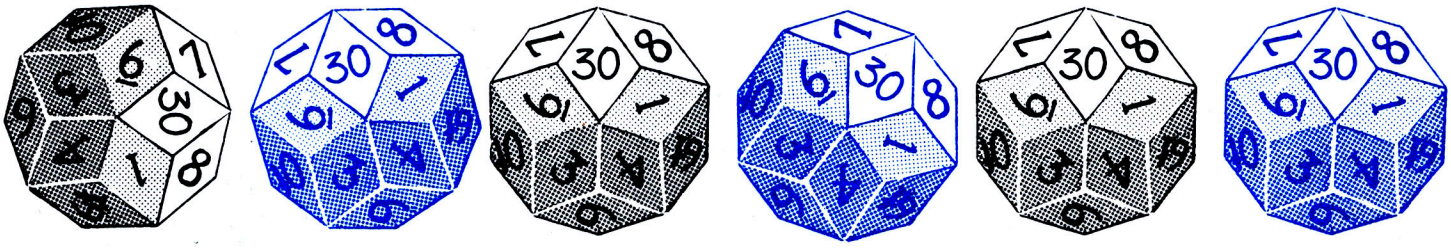

30 sided dice

DEALER INQUIRIES WELCOMED

METALLIC 30's

ITEM NUMBER	DESCRIPTION	U.S. RETAIL
7900	30D (1-30) METALLIC POLY DICE ASST.	1.50
7901	30D (1-30) METALLIC POLY DICE COPPER	1.50
7902	30D (1-30) METALLIC POLY DICE NICKEL	1.50
7903	30D (1-30) METALLIC POLY DICE GOLD	1.50
7904	30D (1-30) METALLIC POLY DICE BRONZE	1.50
7905	30D (1-30) METALLIC POLY DICE PEWTER	1.50

OPAQUE 30's

ITEM NUMBER	DESCRIPTION	U.S. RETAIL
T4400	1-30 INKED OPAQ DICE ASST.	1.00
T4401	1-30 INKED OPAQ DICE WHITE	1.00
T4402	1-30 INKED OPAQ DICE RED	1.00
T4403	1-30 INKED OPAQ DICE GREEN	1.00
T4404	1-30 INKED OPAQ DICE BROWN	1.00
T4405	1-30 INKED OPAQ DICE BLACK	1.00
T4406	1-30 INKED OPAQ DICE BLUE	1.00
T4407	1-30 INKED OPAQ DICE YELLOW	1.00
T4408	1-30 INKED OPAQ DICE ORANGE	1.00
T4409	1-30 INKED OPAQ DICE PURPLE	1.00

TRANSPARENT 30's

ITEM NUMBER	DESCRIPTION	U.S. RETAIL
T4500	1-30 INKED TRANS DICE ASST.	1.50
T4501	1-30 INKED TRANS DICE CLEAR	1.50
T4502	1-30 INKED TRANS DICE RED	1.50
T4503	1-30 INKED TRANS DICE GREEN	1.50
T4504	1-30 INKED TRANS DICE BLUE	1.50
T4505	1-30 INKED TRANS DICE YELLOW	1.50
T4506	1-30 INKED TRANS DICE ORANGE	1.50
T4507	1-30 INKED TRANS DICE PURPLE	1.50
T4508	1-30 INKED TRANS DICE SMOKE	1.50
T4509	1-30 INKED TRANS DICE ROOTBEER	1.50

BLISTER CARDED 30 SIDED DICE

ITEM NUMBER	DESCRIPTION	U.S. RETAIL
T4410	1-30 OPAQ CARDED PRS. ASST.	1.98
T4411	1-30 OPAQ CARDED PRS. WHITE	1.98
T4412	1-30 OPAQ CARDED PRS. RED	1.98
T4413	1-30 OPAQ CARDED PRS. GREEN	1.98
T4414	1-30 OPAQ CARDED PRS. BROWN	1.98
T4415	1-30 OPAQ CARDED PRS. BLACK	1.98
T4416	1-30 OPAQ CARDED PRS. BLUE	1.98
T4417	1-30 OPAQ CARDED PRS. YELLOW	1.98
T4418	1-30 OPAQ CARDED PRS. ORANGE	1.98
T4419	1-30 OPAQ CARDED PRS. PURPLE	1.98

ITEM NUMBER	DESCRIPTION	U.S. RETAIL
T4511	1-30 TRANS CARDED PRS CLEAR	2.98
T4512	1-30 TRANS CARDED PRS. RED	2.98
T4513	1-30 TRANS CARDED PRS. GREEN	2.98
T4514	1-30 TRANS CARDED PRS. BLUE	2.98
T4515	1-30 TRANS CARDED PRS. YELLOW	2.98
T4516	1-30 TRANS CARDED PRS. ORANGE	2.98
T4517	1-30 TRANS CARDED PRS. PURPLE	2.98
T4518	1-30 TRANS CARDED PRS. STRAWBERRY	2.98
T4519	1-30 TRANS CARDED PRS. SMOKE	2.98
T4520	1-30 TRANS CARDED PRS. ROOTBEER	2.98