

Random Material Tables:

Instructions: These tools were originally created to work with a random weapon table. I've adapted them to work with a generic fantasy system. Whenever you find a weapon which you would like to be unusual but not so powerful, use these tables. First roll for *ornamentation*, then an *adjective*, and lastly for *amaterial*. Use the Metallic Weapons Tables for most weapons and any weapon which is typically made of hard metals. Use the Wooden Weapons Tables for bows, wooden staffs, and any other weapon usually constructed of wood. Use the Leather Weapons Table for whips, slings, and the like. For a less extravagant result, roll percentile dice and consult the numbers in parenthesis instead of the die type listed at the beginning of each table. One of my players inherited a florescent-flaked, partly melted, glass dagger.

Metallic Weapons

Ornamentation d20

1.Undecorated (1-30%)

2.Painted – The player may choose the color of the paint. (31-60%)

3.Glass Bead Encrusted – The glass adds nothing to base value but may look very swanky at a distance. (61-70%)

4.Wooden Handled – If the rest of the weapon isn't extravagant, the GM may opt to have the player also roll on the Wooden Weapons: Materials Table to determine the type of wooden handle. (71-75%)

5.Mother-of-Pearl Handle – This custom made handle from a coastal weaponsmith adds +10% of base weapon value. In areas which are far removed from oceans and has no access to trade routes, the handle is ivory or bone instead. (76-77%)

6.Animal Shaped – The player chooses animal type. (78-79%)

7.Monster Shaped – The GM chooses monster type. (80-82%)

8.Silver Highlighted – The silver adds +25% of base weapon value. (83-84%)

9.Silver Plated – A thin layer of silver gives the weapon a bright, mirror- like sheen; it also adds +50% of base weapon value. Silver is not considered a hard metal, so this weapon is not recommended for frequent use without frequently being repaired by a skilled silversmith. (85%)

10.Gold Highlighted – The gold adds +50% of base weapon value. (86%)

11.Gold Plated – A thin layer of gold give the weapon a lustrous sheen like yellow sunlight, and it adds +200% of base weapon value; gold is a very soft metal, so actual combat usage would ruin the plating. (87%)

12.Platinum Highlighted – This white gold adds +60% of base weapon value. (88%)

13.Platinum Plated – A thin layer of white gold gives the weapon a brilliant moonlight appearing sheen, and it adds +225% of base weapon value; platinum is not considered a good combat material and is thus prone to damage. (89%)

14.Pearl Encrusted – The white, shiny pearls add +100 gold pieces of value. (90%)

15.Jewel Encrusted – Small semi-precious or precious jewels give the weapon an expensive, glittering look. They also add d100 x 10 gold pieces to the value. (91%)

16.Florescent Highlighted – Small ceramic tiles cover parts of the weapon. Some cultures like the Romans make these tiles are made with uranium flakes which give them a luminescent seafoam green glow. The levels of radiation produced by the weapon is not dangerous but may cause some radiation detection methods to acknowledge its presence.

17.Florescent Flaked – Minute uranium flakes added to material when forged, increase weight by 150%.

18.Imprinted with a Mysterious Symbol – This symbol may be a link to a secret society or a mark of family lineage. Only the gamemaster knows for certain. (92%)

19.Semi-Transparent – For unknown reason, the weapon at some point became enchanted. The creepy effect makes the weapon appear so that one may see through it somewhat like a thick fog.

20.Fancy – Roll again twice on this table. If this result is rolled a second time, ignore it. (93-100%)

Adjective d10

1.Plain (1-50%)

2.Rusty – The weapon is in bad condition and shows signs of oxidation. The weapon has not been maintained well and is nearing the end of its usefulness. Repairs are not possible because the weapon is too long neglected and too badly damaged. Decrease the weapon's value by 75% of its base value. If a non-rusting material is rolled on the next table, the weapon is not rusted but chipped, and all of the other details are the same. (51-60%)

3.Partly Melted – Someone got into a fight with a dragon or at least got drunk and dropped it into a campfire. Decrease the weapon's value by 50% of the base value. If a non-melting material is rolled on the next table, the weapon is not rusted but scorched and cracked, and all of the other details are the same. (61-70%)

4.Warped – This weapon has definitely seen some action. It is slightly bent due to a tremendous amount of strength being pressed against it. The damage is not bad and the weapon is still fully useful, but the damage does look much worse. Decrease the weapon value by 25% of its base value. (71-80%)

5.Curve Handled – Some warriors prefer the elegant curve for a different grip. Increase the weapon value by 10% of the base value for this unusual design. (81-85%)

6.Spiked – Wicked looking spikes jut out from odd angles on this weapon. It is clear that the weapon was meant to never be mistaken for anything other than a weapon. Add 10% of the base value to the final weapon value. (86-90%)

7.Polished – Oh, shiny! (91-95%)

8. Rune Covered – These decorative runes have no magical value but they may carry a hidden meaning to those who can read them. The runes might spell out the name of the weapon or its owner. (96-97%)

9.Ornate – This weapon is covered in intricate details. Some weaponsmith obviously spent a lot of time crafting this masterpiece. Add +100% of the base weapon value. (98-99%)

10.Superior – The amazing quality of this weapon adds +1 to strike. Increase value by +500% of the base weapon value. (100%)

Material d30 (or d20+d10)

1.Bone – Decrease weight by 50% (1-10%)

2.Lead – Triple the weight, decrease value by 50%, and remember that this is a soft metal (11-15%)

3.Tin – Decrease value by 50% (16-20%)

4.Copper – Decrease value by 50% (21-25%)

5.Pewter – Triple the weight and remember that this is a soft metal (26-30%)

6.Nickel – Decrease value by 25% (31-35%)

7.Ceramic – The player chooses color; decrease weight of the weapon by 30%. Earthenware weapons are prone to shattering instead of denting, but they are ideal for sneaking through a metal detector. (36-40%)

8.Glass -- Decrease weight by 25% (41-45%)

9.Ironwooden – This enhanced wood is as strong as most metals used extensively in mineral poor regions. Value may be increased or decreased based upon the unusualness of the material in a given region. Price change never exceeds 90% of the base weapon value.

- 10. Bronze** – This strong yellow tinted metal is the common metal of choice for armor, tools, and weapons in many cultures. (46-60%)
- 11. Brass** – A prettier alloy similar to bronze, this shiny yellow metal is sometimes mistaken for gold by the ignorant. It's slightly too soft, however, for serious combat. Increase value by +50% of base weapon value. (61-65%)
- 12. Swack Iron** -- Swack iron is a gray bastardized metal made of various iron ores swirled together. It's very strong but also very ugly. Decrease value by 10% of base weapon value. (66-70%)
- 13. Iron** (71-80%)
- 14. Blackened Iron** – This iron has been treated in boiling oil by a blacksmith. The black coating seeps into the porous metal and thus weatherproofs it. The process will need to be repeated every year or so. (81-85%)
- 15. Ivory** – Increase value by +200% of base weapon value and decrease weight by 50%. (86%)
- 16. Silver** – Increase value by +200% of base weapon value and remember that silver is a fairly soft metal which will lose its shape with use. (87%)
- 17. Sterling Silver** – Increase value by +220% of base weapon value (88%)
- 18. Electrium** – Increase value by +300% of base weapon value (89%)
- 19. Palladium** – Increase value by +400% of base weapon value (90%)
- 20. Fourteen Karat Gold** – Increase value by +500% of base weapon value (91%)
- 21. Twenty Karat Gold** – Increase value by +700% of base weapon value (92%)
- 22. Twenty-four Karat Gold** – Increase value by +1000% of base weapon value; 24 karat gold is extremely soft, so using the weapon even once would destroy it. (93%)
- 23. Jade** – This soft but valuable stone is prized in many cultures. Cultures range from white to dark green but most often are a cloudy mixture. Increase value by +800% of base weapon value, and decrease weight by 20% (94%)
- 24. Dragon Bone** – Stronger than most bone, this material takes time to carve into a useful shape. It is ideal for enhancing with enchantments. If dragons don't exist in this setting, use the largest monster available in its place. Increase value by +1000%. (95%)
- 25. Steel** – I'm running out of metals. This artificial metal looks much like iron but is incredibly stronger. If steel is already a common metal in this campaign setting, then the weapon is instead **titanium**. Increase value by +1000%. (96%)
- 28. Intertwined** – Roll twice again on this table and ignore rolls of 28 or higher. (97-98%)
- 29. Woven** – Roll twice again on this table and ignore rolls of 28 or higher. (99%)
- 30. Swirled** – Roll twice again on this table and ignore rolls of 28 or higher. (100%)

Wooden Weapons

Adjectives and Ornamentation d10

1. **Worm-eaten** (1-10%)
2. **Scorched** (11-20%)
3. **Barbed** (21-30%)
4. **Spiked** (31-40%)
5. **Twisted and Bumpy** (41-50%)
6. **Polished** (51-60%)
7. **Carved into an Animal or Monster Shape** – player's choice of which animal or monster (61-70%)
8. **Carved with an Intricate Design** – adds 50% to value (71-80%)
9. **Signed by a Famous Weaponsmith** – triples value, although there is a 90% chance of being a fake. (81-95%)
10. **Superior** – adds +1 to strike (96-100%)

Ornamented (If an “Intricate” or “Superior” result was rolled on the last table, then this weapon may be ornamented. Roll on the Ornamentation Table in the Metallic Weapons section.)

Materials d20

1-2.Pine – Decrease weapon value by 50%; this soft wood which is plentiful in most areas; (1-10%)

3-4.Maple (11-20%)

5-6.Apple (21-30%)

7.Pecan (31-40%)

8.Walnut (41-50%)

9-10.Cypress (51-55%)

11.Mahogany – Increase value by 20%; this dark red wood is highly valued for its appearance (56-60%)

12.Oak – Increase value by 40%; this strong wood is favored by bowyers and revered by druids (61-80%)

13.Ash – This excellent, strong wood has been used in the creation of some of the most powerful long bows ever created; increase value by 60%. (81-90%)

14.Teak – This unusual wood is crafted in a unique fashion. First it is carved. Then it is boiled in oil until it achieves a black, glossy appearance and texture. The resulting wood is impossible to glue, so expert carpenters will usually carve the pieces so that they fit together before boiling them. Increase value by 80%. (91-100%)

15.Wormwood – This wood is primarily desired for its wicked sounding name; increase value by 100%.

16.Ironwooden – This enhanced wood is as strong as most metals used extensively in mineral poor regions. Value may be increased or decreased based upon the unusualness of the material in a given region. Price change never exceeds 90% of the base weapon value.

17.Giant Holly – This sweet smelling wood comes from a giant, mutated version of the holly tree. Increase value by 100%.

18.Giant Rose – This rich smelling wood comes from a giant, mutated version of a rosebush. Increase value by 300%.

19.Artificial Wood – Some alchemist crafted this weapon out of a material of her own design. The weapon can be any color (even clear) and is fire resistant.

20.Customized – The weapon's handle and length are carved specifically for the character by a master bower, fletcher, or weapons maker; add +1 to initiative while using this weapon and roll again on this chart rerolling if you gain this result more than once.

Leather Weapons or Leather Armor

Adjective d10

1.Average (1-20%)

2.Frayed and Cracking – Decrease value by 75%. (21-30%)

3.Furry (31-40%)

4.Dyed – The player chooses color. (41-50%)

5.Tanned and Glossy (51-60%)

6.With the Face Still Attached (61-70%)

7.Studded – This leather has been modified with metal, stone, or coral of GM’s choice. It’s both functional and decorative; increase value by +100%. (71-80%)

8.Jewel Studded – Increase value by +d10 x 100% of base value. (81-90%)

9.Masterly Crafted – Add +1 to Strike. (91%)

10.Fancy – Roll twice again on this table and ignore this result. (92-100%)

Material d20

1.Skunk Pelt – This leather always stinks at least a little no matter how long it has been off the skunk, and is usually made from roadkill. Decrease value by 90% of the base value. (1-5%)

2.Cattle Hide – domestic cow (6-20%)

3.Cattle Hide – bison or buffalo or wild cow (21-40%)

4.Pig Skin (41-50%)

5.Deer Hide (51-60%)

6.Cat Pelt (61-70%)

7.Bear Hide – This thick hide offers excellent insulation. Add +20% to value and +50% to weight. (71-80%)

8-9.Alligator Hide – Add +20% to value. (81-85%)

10-11.Snake Hide – Add +30% to value and decrease weight by -20%. (86-90%)

12-13.Sharkskin – This waterproof material is somewhat soft but very light. Add +100% to value, and decrease weight by 50%. (91-95%)

14.Monster Cattle Hide – This leather was cut from the body of a large and monstrous herd animal such as a Tree Bison or Triceritops; increase weight and value by +150%.

15.Monster Predator Hide – This leather was cut from the body of a large carnivore like an Owlbear or T-Rex; Increase value by +200%.

16.Monster Behemoth Hide – This leather was cut from the body of a giant monster like a Gyant Badger or a whale or a roc. The material from this huge creature is plentiful if one manages to someone bring the beast down. Increase value by +300%.

17.Nagahide – How many nagas gave their all for this leather? Increase value by +400%.

18.Pleather – This strange material was reportedly imported by a traveler from another world; increase value by +500%; decrease weight by 25%

19.Suede Dragon Hide – This incredibly strong scaly leather feels and looks and feels rather like plate armor. Were it not for the secret sueding process which softens the material, this leather might be useless for anything other than roofing shingles. Increase weight by 100% and increase value by 1000%.

20.Woven Blend – Roll again twice and ignore this result. (95-100%)