

# Magic Weapons Determination

Damage caused by a Magic Weapon will increase by 1 per rank.

The value will increase by 500 white-gold x the rank of the weapon.

After rolling up a weapon, if there is a sub-bookmark with that particular weapon's title, roll for further information on that weapon. If there is not, go to the "Weapons Book" for information on the weapon rolled up.

Example: If you roll up an "Axe", notice there is a sub-bookmark titled, "Axe". You will need to roll again to see if it is a large or small axe. After you have done this, go to the "Weapons Book" for the stats on that weapon.

Links to use to know the specifics of a weapon found:

"Weapons, Magic:" in the W section of the Basic Rules Book.

"Leather Qualities" in the L section of the Basic Rules Book.

"Steel Alloys" in the S section of the Basic Rules Book.

"Wood Types" in the section of the Basic Rules Book.

Roll on Chart #1 for the Rank of the Magic Weapon found:

# Chart #1 (Ranks: 1-5)

%Roll: Rank:

01-36: 1	Roll on Chart #7: "Weapon Types, Random Determination of:"
37-51: 2	Roll on Chart #7: "Weapon Types, Random Determination of:"
52-65: 3	Roll on Chart #7: "Weapon Types, Random Determination of:"
66-78: 4	Roll on Chart #7: "Weapon Types, Random Determination of:"
79-90: 5	Roll on Chart #7: "Weapon Types, Random Determination of:"
91-00:	Roll on chart #2

# Chart #2 (Ranks: 6-10)

%Roll: Rank:

01-36: 6	Roll on Chart #7: "Weapon Types, Random Determination of:"
37-51: 7	Roll on Chart #7: "Weapon Types, Random Determination of:"
52-65: 8	Roll on Chart #7: "Weapon Types, Random Determination of:"
66-78: 9	Roll on Chart #7: "Weapon Types, Random Determination of:"
79-90: 10	Roll on Chart #7: "Weapon Types, Random Determination of:"
91-00:	Roll on chart #3

# Chart #3 (Ranks: 11-15)

%Roll: Rank:

01-36: 11	Roll on Chart #7: "Weapon Types, Random Determination of:"
37-51: 12	Roll on Chart #7: "Weapon Types, Random Determination of:"
52-65: 13	Roll on Chart #7: "Weapon Types, Random Determination of:"
66-78: 14	Roll on Chart #7: "Weapon Types, Random Determination of:"
79-90: 15	Roll on Chart #7: "Weapon Types, Random Determination of:"
91-00:	Roll on chart #4

# Chart #4 (Ranks: 16-20)

%Roll: Rank:

01-36: 16	Roll on Chart #7: "Weapon Types, Random Determination of:"
37-51: 17	Roll on Chart #7: "Weapon Types, Random Determination of:"
52-65: 18	Roll on Chart #7: "Weapon Types, Random Determination of:"
66-78: 19	Roll on Chart #7: "Weapon Types, Random Determination of:"
79-90: 20	Roll on Chart #7: "Weapon Types, Random Determination of:"
91-00:	Roll on chart #5

# Chart #5 (Ranks: 21-25)

%Roll: Rank:

01-36: 21	Roll on Chart #7: "Weapon Types, Random Determination of:"
37-51: 22	Roll on Chart #7: "Weapon Types, Random Determination of:"
52-65: 23	Roll on Chart #7: "Weapon Types, Random Determination of:"
66-78: 24	Roll on Chart #7: "Weapon Types, Random Determination of:"
79-90: 25	Roll on Chart #7: "Weapon Types, Random Determination of:"
91-00:	Roll on chart #6

# Chart #6 (Ranks: 26-30)

%Roll: Rank:

01-36: 26	Roll on Chart #7: "Weapon Types, Random Determination of:"
37-51: 27	Roll on Chart #7: "Weapon Types, Random Determination of:"
52-65: 28	Roll on Chart #7: "Weapon Types, Random Determination of:"
66-78: 29	Roll on Chart #7: "Weapon Types, Random Determination of:"
79-90: 30	Roll on Chart #7: "Weapon Types, Random Determination of:"
91-00: 35	Roll on Chart #7: "Weapon Types, Random Determination of:"

# Chart #7

## Weapon Types, Random Determination of:

%Roll: Weapon types:

01-06: A	Roll on Chart #8
07-13: B	Roll on Chart #9
14-20: C	Roll on Chart #10
21-27: D	Roll on Chart #11
28-33: E	Roll on Chart #12
34-39: F	Roll on Chart #13
40-45: G	Roll on Chart #14
46-51: H	Roll on Chart #15
52-57: J	Roll on Chart #16
58-63: K	Roll on Chart #17
64-69: L	Roll on Chart #18
70-74: M	Roll on Chart #19
75-80: P	Roll on Chart #20
81-87: S	Roll on Chart #21
88-93: T	Roll on Chart #22
94-00: W	Roll on Chart #23

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# Chart #8

%Roll: Weapon type A:

01-50: Arrow

51-00: Axe

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Arrow		
%Roll: Arrow types:		
01-33: Barb-tipped		(# found: 1-D12)
34-67: Hunting-tipped		(# found: 2-D12)
68-00: Target-tipped		(# found: 3-D12)
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# Axe, Battle

%Roll: Axe types:

01-40: Large

41-00: Small

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# Chart #9

%Roll: Weapon type B:

01-15: Ball and Chain

16-30: Ballast

31-44: Battering Ram

45-58: Blowpipe

59-72: Bolt

73-86: Bow

87-00: Bullet

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# Ball and Chain

%Roll: Ball and Chain types

01-33: Blunt

34-67: Spiked

68-00: Studded

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# Ballast

%Roll: Ballast Poundage:

01-46: 300 LB.  
47-56: 400 LB.  
57-65: 500 LB.  
66-73: 600 LB.  
74-80: 700 LB.  
81-86: 800 LB.  
87-91: 900 LB.  
92-95: 1,000 LB.  
96-98: 1,100 LB.  
99-00: 1,200 LB.

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# Battering Ram

%Roll: Battering Ram Sizes:

01-70: 12" x 10'

71-90: 16" x 14'

91-99: 20" x 18'

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# Blowpipe

%Roll: Blowpipe types:

01-50: 12" Blowpipe

51-80: 24" Blowpipe

81-00: 36" Blowpipe

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# Bolts

%Roll: Bolt types:

01-33: Ballast	(roll on the "Ballast Bolts" chart)
34-67: Crossbow	(roll on the "Crossbow Bolts" chart)
68-00: Pistol-Crossbow	(roll on the "Pistol-Crossbow Bolts" chart)
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# Ballast Bolts

%Roll: Bolt types:

01-25: Barb-tipped	(# found: 1-D12)
26-50: Blunt-tipped	(# found: 1-D12)
51-75: Hunting-tipped	(# found: 1-D12)
76-00: Target-tipped	(# found: 1-D12)

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# Crossbow Bolts

%Roll: Bolt types:

01-33: Barb-tipped (# found: 1-D12)

34-67: Hunting-tipped (# found: 2-D12)

68-00: Target-tipped (# found: 3-D12)

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# Pistol-Crossbow Bolts

%Roll: Pistol-Crossbow Bolt types:

01-33: Barb-tipped (# found: 2-D8)

34-67: Hunting-tipped (# found: 3-D8)

68-00: Target-tipped (# found: 4-D8)

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# Bows

%Roll: Bow types:

01-33: Long	(roll on the "Long Bow" chart)
34-67: Recurve	(roll on the "Recurve Bow" chart)
68-00: Short	(roll on the "Short Bow" chart)
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# Long Bow

%Roll: Long Bow poundage:

01-47: 30 lb.

48-56: 60 lb.

57-65: 90 lb.

66-73: 120 lb.

74-80: 150 lb.

81-86: 180 lb.

87-91: 210 lb.

92-95: 240 lb.

96-98: 270 lb.

99-00: 300 lb.

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# Recurve Bow

%Roll: Recurve Bow poundage:

01-47: 30 lb.  
48-56: 60 lb.  
57-65: 90 lb.  
66-73: 120 lb.  
74-80: 150 lb.  
81-86: 180 lb.  
87-91: 210 lb.  
92-95: 240 lb.  
96-98: 270 lb.  
99-00: 300 lb.

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# Short Bow

%Roll: Short Bow poundage:

01-47: 30 lb.  
48-56: 60 lb.  
57-65: 90 lb.  
66-73: 120 lb.  
74-80: 150 lb.  
81-86: 180 lb.  
87-91: 210 lb.  
92-95: 240 lb.  
96-98: 270 lb.  
99-00: 300 lb.

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# Bullet

%Roll: Type of Bullets found:

01-33: Lead (# found: 1-D12)

34-67: Rock (# found: 1-D12)

68-00: Steel (# found: 1-D12)

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# Chart #10

%Roll: Weapon type C:

01-25: Catapult

26-50: Chain, War

51-75: Club

76-00: Crossbow

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# Club

%Roll: Club size:

01-50: Large

51-00: Small

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%Roll: Club types:

01-50: Steel

51-00: Wood

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# Crossbow

%Roll: Crossbow poundage:

01-47: 60 lb.

48-56: 120 lb.

57-65: 180 lb.

66-73: 240 lb.

74-80: 300 lb.

81-86: 360 lb.

87-91: 420 lb.

92-95: 480 lb.

96-98: 540 lb.

99-00: 600 lb.

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# Chart #11

%Roll: Weapon type D:

01-50: Dagger

51-00: Dart

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# Darts

%Roll: Dart types:

01-50: Blowpipe (roll on the "Blowpipe Darts" chart)

51-00: Throwing (roll on the "Throwing Darts" chart)

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# Blowpipe Darts

%Roll: Blowpipe Dart types:

01-50: Barb-tipped (# found: 3-D12)

51-00: Needle-point (# found: 4-D12)

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# Throwing Darts

%Roll: Throwing Dart types:

01-33: Barb-tipped (# found: 2-D12)

34-67: Hunting-tipped (# found: 2-D12)

68-00: Target-tipped (# found: 3-D12)

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# Chart #12

%Roll: Weapon type E:

01-50: Elbow-Blade

51-00: Elbow-Spike

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# Chart #13

%Roll: Weapon type F:

01-15: Finger-Blades

16-30: Finger-Spikes

31-44: Fist-Blades

45-58: Fist-Spikes

59-72: Flail

73-86: Foot-Blade

87-00: Foot-Spike

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# Chart #14

%Roll: Weapon type G:

01-00: Glaive

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# Chart #15

%Roll: Weapon type H:

01-33: Halberd

34-67: Hammer

68-00: Hatchet

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# Hammer, Battle

%Roll: Hammer types:

01-40: Large

41-00: Small

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# Chart #16

%Roll: Weapon type J:

01-00: Javelin

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# Javelin

%Roll: Javelin types:

01-50: Common

51-00: Barb-tipped

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# Chart #17

%Roll: Weapon type K:

01-25: Knee-Blade

26-50: Knee-Spike

51-75: Knife

76-00: Kubaton

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# Chart #18

%Roll: Weapon type L:

01-00: Lance

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# Lance

%Roll: Length:

01-25: 8'

26-50: 10'

51-75: 12'

76-00: 14'

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%Roll: Sections:

01-70: 1 (Lance is one section only).

71-90: 2 (Lance divides into two equal sections).

91-00: 3 (Lance divides into three equal sections).

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# Chart #19

%Roll: Weapon type M:

01-50: Mace

51-00: Morning Star

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# Mace

%Roll: Mace types:

01-33: Blunt

34-67: Spiked

68-00: Studded

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# Morning-Star

%Roll: Morning-Star types:

01-33: Blunt

34-67: Spiked

68-00: Studded

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# Chart #20

%Roll: Weapon type P:

01-50: Pendulum & Chain

51-00: Pistol-Crossbow

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# Pistol-Crossbow

%Roll: Pistol-Crossbow poundage:

01-50: 30 lb.

51-85: 60 lb.

86-00: 90 lb.

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# Chart #21

%Roll: Weapon type S:

01-17: Scythe

18-34: Sickle

35-51: Sling

52-68: Spear

69-84: Staff

85-00: Sword

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# Spear

%Roll: Spear types:

01-25: Long, Broad-tipped  
26-50: Long, Narrow-tipped  
51-75: Short, Broad-tipped  
76-00: Short, Narrow-tipped

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# Staff

%Roll: Staff types:

01-33: Quarter

34-67: Short

68-00: Tri-Section

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# Sword

%Roll: Sword types:

01-10: Broad

11-20: Cur

21-30: Katana

31-40: Long

41-50: Mandoble

## 51-60: Scimitar

61-70: Short

71-80: Tithian

81-90: Toothed

91-00: War

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# Chart #22

%Roll: Weapon type T:

01-33: Tonto

34-67: Trident

68-00: Tri-Hand-Blades

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# Chart #23

%Roll: Weapon type W:

01-33: Warpick

34-67: Whip

68-00: Wrist-Blade

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