



1	Garrote, <i>Cestus</i>	2	Minor Weapon, Whip, Staff	3-4	Small Weapon, Rapier, Spear	5	Medium Weapon, <i>Mancatcher</i>	6	<i>Great Weapon, Polearm, Lance</i>	7+	Roll again -or- Minor Silver Weapon
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Chain Armor

6

11	CITIZEN 1	12	CITIZEN 2	13	CITIZEN 3	14	LABORER 1	15	LABORER 2	16	LABORER 3
1	Instrument	1	Steel Mirror	1	Cooking Pots	1	Pouch	1	Lantern	1	10' Pole (3m)
2	Lard	2	Oil Flask	2	Tinderbox	2	Mallet	2	Drill	2	50' of Rope (15m)
3	Tinderbox	3	Oil Flask	3	Bowl	3	Miner Pickaxe	3	Crowbar	3	Lock
4	Mallet	4	Lantern	4	Bundle of Wood	4	50' of Rope (15m)	4	Mallet	4	Wire Cutters
5	Torch	5	Book	5	Wine Bottle	5	Block and Tackle	5	Shovel	5	Torch
6	<i>Wooden Holy Symbol</i>	6	<i>Mug-or- Cup</i>	6	<i>Fork and Spoon</i>	6	<i>10 Wooden Spikes</i>	6	<i>5 Iron Spikes</i>	6	<i>Ink and Quill</i>
7	<i>4 Candles</i>	7	<i>Fork and Spoon</i>	7	<i>Garlic Head</i>	7	<i>Handful of Nails</i>	7	<i>Whistle</i>	7	<i>3 Sheets of Paper</i>
8	<i>Spoon</i>	8	<i>Candle</i>	8	<i>Handful of Salt</i>	8	<i>2 Sacks</i>	8	<i>Bottle of Beer</i>	8	<i>4 Chalks</i>
9	<i>10 Nails</i>	9	<i>Soap</i>	9	<i>Local Map</i>	9	<i>Work Gloves</i>	9	<i>10' of String (3m)</i>	9	<i>1 Sack</i>
10	<i>Scissors</i>	10	<i>Empty Bottle</i>	10	<i>Handful of Pepper</i>	10	<i>3 Chalks</i>	10	<i>1 Sack</i>	10	<i>Mule</i>

5-6

Iron Rations

21	BEARER	22	COOK	23	GUIDE	24	PRIEST	25	SOLDIER 1	26	SOLDIER 2
1	Pouch	1	Cooking Pots	1	Animal Feed (1 day)	1	Holy Book	1	Pouch	1	Personal Tent
2	Pouch	2	Fishing Gear	2	Animal Feed (1 day)	2	Vial of Holy Water	2	4' of Chain (120cm)	2	Bag of Caltrops
3	Waterskin	3	Tinderbox	3	3' of Chain (90cm)	3	Sacred Ritual Garments	3	Shovel	3	Lantern
4	Waterskin	4	Lard	4	3' of Chain (90cm)	4	Pouch	4	Fur Coat (various uses)	4	Oil Flask
5	50' of Rope (15m)	5	Book of Recipes	5	50' of Rope (15m)	5	Wine Flask	5	Tobacco	5	Tinderbox
6	<i>5 Sacks</i>	6	<i>Bag of Flour</i>	6	<i>Whistle</i>	6	<i>Iron Holy Symbol</i>	6	<i>2 Sacks</i>	6	<i>Piece of Coal</i>
7	<i>20' of String (6m)</i>	7	<i>2 Garlic Heads</i>	7	<i>Local Map</i>	7	<i>4 Candles</i>	7	<i>Wooden Holy Symbol</i>	7	<i>Whistle</i>
8	<i>10 Nails</i>	8	<i>Handful of Salt</i>	8	<i>Perfume</i>	8	<i>10 Incense Sticks</i>	8	<i>Smoking Pipe</i>	8	<i>Sheet of Poetries -or- Doll</i>
9	<i>Chalk</i>	9	<i>Handful of Pepper</i>	9	<i>Mouse Trap</i>	9	<i>Holy Pendant</i>	9	<i>10 Iron Spikes</i>	9	<i>Chalk</i>
10	<i>Mule</i>	10	<i>5 Spoons</i>	10	<i>2 Dogs</i>	10	<i>Chalk</i>	10	<i>3 Candles</i>	10	<i>4 Nails</i>

2-4

Standard Rations

31	MEDIC	32	SCHOLAR	33	EXPLORER 1	34	EXPLORER 2	35	THIEF 1	36	THIEF 2
1	Personal Medical Journal	1	Knowledge Book (your choosing)	1	50' of Rope (15m)	1	Personal Tent	1	Drill -or- Specialist's Tools	1	Manacles
2	Pouch -or- Medical Tools*	2	Knowledge Book (your choosing)	2	Lantern	2	Torch	2	Bag of Caltrops	2	Drill
3	Laudanum Bottle	3	Personal Diary	3	Oil Flask	3	Tinderbox	3	50' of Rope (15m)	3	Glass Cutter
4	Bottle of Strong Spirit	4	Steel Mirror	4	Winter Clothes	4	Fishing Gear	4	Grappling Hook	4	Glass Mirror
5	Bone Saw	5	Scroll Case	5	Tinderbox	5	Cooking Pots	5	Crowbar	5	Oil Flask
6	<i>Ink</i>	6	<i>Kingdom Map</i>	6	<i>3 Sacks</i>	6	<i>3 Sacks</i>	6	<i>Vial of Laudanum</i>	6	<i>Cloth Stripes</i>
7	<i>3 Candles</i>	7	<i>Ink</i>	7	<i>Handful of Salt</i>	7	<i>Local -or- Kingdom Map</i>	7	<i>Thief Clothes</i>	7	<i>10' of String (3m)</i>
8	<i>Soap</i>	8	<i>10 Sheets of Paper</i>	8	<i>Waxed Cloak</i>	8	<i>10' of String (3m)</i>	8	<i>3 Candles</i>	8	<i>Candle</i>
9	<i>Garlic Head</i>	9	<i>4 Candles</i>	9	<i>5 Bells</i>	9	<i>4 Wooden Spikes</i>	9	<i>Vial of Acid</i>	9	<i>Piece of Coal</i>
10	<i>6 Empty Vials</i>	10	<i>Chewing Tobacco</i>	10	<i>10' of String (3m)</i>	10	<i>Dog</i>	10	<i>3' of Wire (90cm)</i>	10	<i>Mouse Trap</i>

* Equivalent to Specialist's Tools

Leather Armor

41	MUSKETEER	42	BOUNTY HUNTER 1	43	BOUNTY HUNTER 2	44	NOBLEMAN	45	RICH	46	SET OF POTIONS IN VIALS
1-2	Horn of Fine Gunpowder	1	10' of Chain (3m)	1	50' of Rope (15m)	1	Personal Diary	1-2	Ruff	1	<i>Weak Poison</i>
3-4	Horn of Coarse Gunpowder	2	Manacles	2	Manacles	2	Good Quality Tobacco	3-4	Decorated Pouch	2	<i>Strong Poison</i>
5-6	Shot Bag (1d12)	3	Manacles	3	Mallet	3	Glass Mirror	5-6	<i>Silver Plated Smoking Pipe</i>	3	<i>Paralyzing Poison</i>
7-8	Firearms Cleaning Kit	4	Bag of Caltrops	4	Lock	4	Pouch	7-8	<i>Exquisite Quality Clothes</i>	4	<i>Poison of Dementia</i>
9-10	<i>2m of Match Cord</i>	5	Bear Trap	5	Torch	5	Book	9-10	<i>Engraved Paper Knife</i>	5	<i>Poison of the Burning Bowels</i>
1-6 Pistol 7-10 Arquebus	Replace a weapon of your choice with a Pistol -or- an Arquebus -otherwise- replace two weapons for a Brace of Pistols -or- a Musket	6	<i>Kingdom Map</i>	6	<i>2 Sacks</i>	6	<i>Engraved Smoking Pipe</i>	1 roll for Money With +2 mod	Two Servants payed for two weeks -or- one Servant payed for one month in addition roll again for the Money with a +2 modifier	6	<i>Potion of Truth</i>
		7	<i>4 Sacks</i>	7	<i>10 Wooden Spikes</i>	7	<i>Perfume</i>			7	<i>Sleeping Drug</i>
		8	<i>5 Iron Spikes</i>	8	<i>20 Nails</i>	8	<i>Silver Ember Tong</i>			8	<i>Antidote</i>
		9	<i>Smoking Pipe</i>	9	<i>Cloth Stripes</i>	9	<i>Ink and Quill</i>			9	<i>Antidote</i>
		10	<i>Vial of Laudanum</i>	10	<i>Whistle</i>	10	<i>Perfumed Soap</i>			10	<i>Panacea</i>

51	ARCANIST	52	CULTIST	53	HUNTER 1	54	HUNTER 2	55	WITCH HUNTER	56	MADMAN
1	Book of Arcane Knowledge	1	Ritual Dagger	1	50' of Rope (15m)	1	Animal Trap (your choosing)	1	Occultism Book	1 roll on random table	If you have one or more random tables of mundane or non-magical items or equipment (like this one) you can roll on them up to 10 times total. Keep all the results, even if repeated.
2	Vial of Holy Water	2	Vial of Holy Water	2	Bear Trap	2	Animal Trap (your choosing)	2	Mallet		
3	Scroll Case	3	Ritual Mask	3	Torch	3	Animal Feed (1 day)	3	Vial of Holy Water		
4	Sickle	4	Book of Rituals	4	Tinderbox	4	Animal Feed (1 day)	4	Torch		
5	Pyroil Bottle	5	50' of Black Silk Rope	5	Bait for Animals	5	50' of Rope (15m)	5	Tinderbox		
6	<i>Ink and Quill</i>	6	<i>Grains of Black Incense</i>	6	<i>5 Sacks</i>	6	<i>2 Oilcloth Sacks</i>	6	<i>Iron Holy Symbol</i>		
7	<i>10 Sheets of Paper</i>	7	<i>Paintbrush</i>	7	<i>10' of String (3m)</i>	7	<i>Birds Call</i>	7	<i>Bunch of Aconite</i>		
8	<i>Handful of Salt</i>	8	<i>5 Black Candles</i>	8	<i>Bag of Salt</i>	8	<i>Whistle</i>	8	<i>2 Impure Silver Spikes</i>		
9	<i>Pulverized Gems</i>	9	<i>Bag of Ashes</i>	9	<i>4 Chalks</i>	9	<i>Oilcloth (various uses)</i>	9	<i>5 Ash Wood Spikes</i>		
10	<i>5 Red Candles</i>	10	<i>Ritual Garments</i>	10	<i>Waxed Cloak</i>	10	<i>Dog</i>	10	<i>Bag of Blessed Salt</i>		

61	ASSASSIN	62	BARBARIAN	63	CLIMBER	64	ALICE / ALISTAIR *	65	STAR EXPLORER	66	TOMB ROBBER
1	Laudanum Bottle	1	Pelt (various uses)	1	Crampons	1	Magnifying Glass	1-2	Sphere of the Sidereal Light	1	10' Pole (3m)
2	Bag of Caltrops	2	Instrument	2	50' of Rope (15m)	2	50' of Silk Ribbon (15m)	3-4	Ropethrower, 50' (15m)	2	50' of Rope (15m)
3	Mallet -or- Specialist's Tools	3	Tobacco	3	Grappling Hook	3	Bag of Candies	5-6	Rewritable Tablet	3	Crowbar
4	Glass Cutter	4	Winter Clothes	4	Mallet	4	Glass Mirror	7-8	Elm of the Long Breath	4	Tinderbox
5	Frightful Mask	5	Pouch	5	Winter Clothes	5	Wicker Basket	9-10	Noise Reminder Stone	5	Torch
6	<i>10' of String (3m)</i>	6	<i>Smoking Pipe</i>	6	<i>10 Iron Spikes</i>	6	<i>6 Colored Vials</i>	1-6: 1 Weapon 7-10: 2 Weapons	Weapons have 70 style sci-fi names, increase to the the higher Damage Die and ignore 2 Armor points. Weapons and items have 1d8 uses, then they must "cool down" for 1d20 hours.	6	<i>4 Candles</i>
7	<i>2 Candles</i>	7	<i>Pouch of Marbles -or- Glass Pieces</i>	7	<i>Bag of Pulverized Chalk</i>	7	<i>4 Hair Combs</i>			7	<i>5 Chalks</i>
8	<i>Vial of Weak Poison</i>	8	<i>Bag of Salt</i>	8	<i>2 Chalks</i>	8	<i>Scissors</i>			8	<i>3 Sacks</i>
9	<i>Vial of Strong Poison</i>	9	<i>Leather Stripes</i>	9	<i>3' of Wire (90cm)</i>	9	<i>2 Perfumed Candles</i>			9	<i>Bag of Flour</i>
10	<i>Vial of Paralyzing Poison</i>	10	<i>1 Sack</i>	10	<i>Empty Bottle</i>	10	<i>10 Marbles</i>			10	<i>3 Marbles</i>

* The Alice class by Zak Smith - dndwithpornstars.blogspot.com/2013/01/the-alice-pc-class-for-any-kind-of-d.html



1	Nothing	2-3	Sling, Darts (x3), Blowgun	4-5	Short Bow	6	Long Bow , Light Crossbow	7+	Heavy Crossbow
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Nothing

Random Complete Equipment Generator for Lamentations of the Flame Princess – Weird Fantasy Role-Playing and other fantasy OSR games

by Dismaster FraNe ~ <http://dismastersden.blogspot.com>

DROP DIE RANDOM TABLE

Print the table, throw the dice over it and follow the instructions!

TO GENERATE A COMPLETE EQUIPMENT SET +

- Roll 1d6, 1d4 and a dice of your choice over the printed table.
 - Look at where the d6 and the d4 have landed and refer to the table below:
 - the arrows will point you whether to look up, down, right or left and the meaning of the dice result.
 - The box where the third dice landed indicates the Equipment Kit.
- The meaning of the dice result is your choice! Is it the Health Points? The number of starting spells? Or a result on another random table?

	Armor Type		Ranged Weapon*
	Melee Weapon*		Rations Type
	(x 5) Silver Coins		Number of Rations

Dice of your choice:
Equipment Kit

TO GENERATE RANDOM ITEMS

- Throw on the table as many d10s as the number of items you want to randomly generate.
- On the boxes where the d10s landed look at the items corresponding to the results on the dice faces.

- + Magic-users and Elves start with their Spellbook, Clerics with a *Iron Holy Symbol*, Specialists with Specialists' Tools.
- * Fighters, Dwarves, Halflings and Elves get the next higher result on the Weapons tables (e.g.: *if the result is Small Weapon, they get Medium*)

Italicized items are considered non-encumbering, those listed in **both italics and bold** are considered oversized. Animals are underlined.

- d6:** Leather Armor; Small Weapon, Rapier or Spear (your choice); 20 Silver Coins.
- d4:** Longbow or Light Crossbow; 3 Standard Rations.
- dX:** Cultist Equipment Kit; the meaning of the dice result is your choice.

CLASSIC RANDOM TABLE

Roll your dice and find the result on the table!

TO GENERATE A COMPLETE EQUIPMENT SET +

- Roll 1d6 for every type of equipment on the sides of the table (Armor, Melee Weapons*, Ranged Weapons*, Type of Rations); furthermore roll 1d6 x 5 for Silver Coins and 1d4 for the Number of Rations.
- Roll a d66 (i.e.: 2d6) for the Equipment Kit: the first d6 is for the tens digits (10-60), the second is for the units (1-6).
- If you want to generate a single item from the Kit, the result of 1d10 indicates which item you get.

With this table, if printed, you can generate the complete starting equipment for a first level character with a single throw of three dice.

Furthermore, thanks to the numbers on the side of every item, this table can also be used in the same fashion of the classic random ones.

The table can also be easily used to generate different kinds of results, from the complete equipment set to random items.

Just follow the instructions on this page, or invent yourself the method you prefer!

How many guards are stationed in the manor, and how are they armed? How many items do you find on the corpse? What armor does it carries?