

# Non-magical Items (N.M.I)

There will be LEATHER, STEEL AND WOOD items found in this section.

To know the specifics for each item, look up the following subjects:

“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 W section of the “Basic Rules Book”

## Notes:

The armors have all that you need to roll up complete sets (leather qualities, steel alloys and wood types included).

If you roll up a weapon, use the "Weapons, Magical" section to roll it up.

Roll on the "General Items Table" for specifics on each item found:

%Roll: General Items Table:

01-14: Armors

Go to “[Armor, Magical](#)” in this book and roll up the armor you have gotten (it will be class-0 (non-magical)).

15-17: Boats and supplies

Roll on the “Boats and supplies” chart

18-30: Camping equipment

Roll on the “Camping equipment” chart

31-40: Clothing

Roll on the “Clothing” chart

41-50: Horse equipment

Roll on the “Horse equipment” chart

51-54: Instrument, Musical

Roll on the “Instrument, Musical” chart

55-60: Jewelry

Roll on the “Jewelry” chart

61-65: Liquor

Roll on the “Liquor” chart

66-75: Medical supplies

Roll on the “Medical supplies” chart

77-80: Miscellaneous

Roll on the “Miscellaneous” chart

81-84: Religious

Roll on the “Religious” chart

85-90: Tools: %Roll: Tool types:

01-10: Black Smithing

11-20: Carpentry

21-30: Farming

31-40: Leather Worker

41-50: Lock Smith

51-60: Lumberjack

61-70: Mining

71-80: Sailor

81-90: Seamstress

91-00: Stone Mason

91-00: Weapons

Go to “[Weapons, Magical](#)” in this book and roll up the weapon you have gotten (it will be rank-0 (non-magical)).