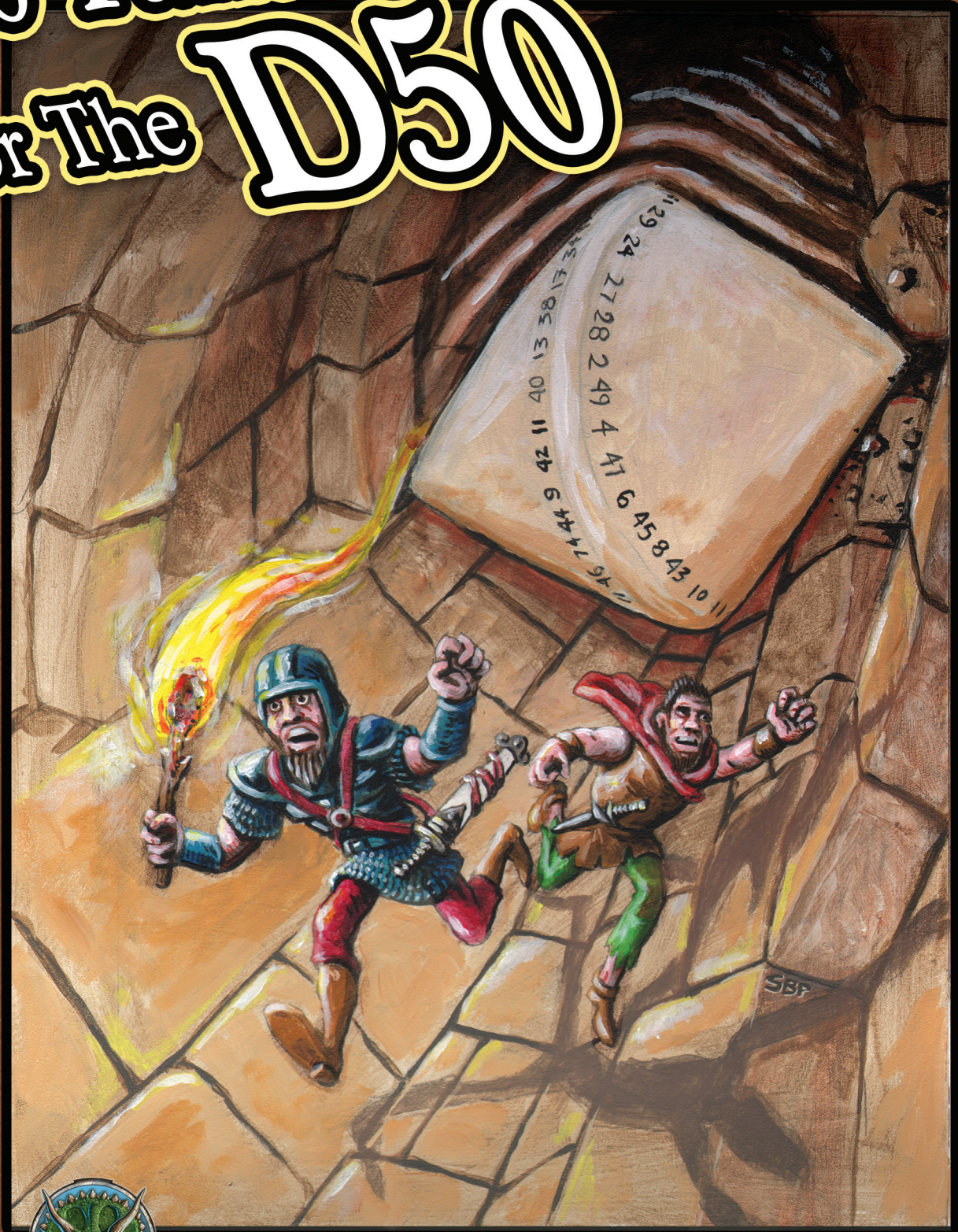


50 Fantastic Functions For The D50



A book of random tables and inspiration for fantasy and sci-fi gamers who love cool dice!

Usable with a D50 or D% divided by 2.

50 Fantastic Functions for the D50





Published by Goodman Games

www.goodman-games.com

Credits

Book concept by Joseph Goodman and Lou Zocchi

Written by Steven Bean, Daniel J. Bishop, Jobe Bittman, Tim Callahan, Michael Curtis, Tom Denmark, Jon Hershberger, Jon Hook, Edgar Johnson, Doug Kovacs, Brendan LaSalle, Brad McDevitt, Peter Mullen, Stephen Newton, Terry Olson, Stefan Poag, Harley Stroh, Jim Wampler, James M. Ward and Colonel Lou Zocchi

Cover art by Stefan Poag

Layout and interior art by Tom Denmark

Additional interior art by Stefan Poag, Doug Kovacs

Editing by Jeff Erwin

Metamorphosis Alpha is a trademark of James M. Ward and is used with permission.
Metamorphosis Alpha was created by James M. Ward.

Copyright © 2015 Goodman Games. All rights reserved.



TABLE OF CONTENTS

Introduction	by Joseph Goodman	4
Foreword	by Col. Lou Zocchi	5

d50	Result	Page	d50	Result	Page
	50 Super-Scientific Treasures	6	27	Fifty Unique Urbanisms	70
2	50 Seemingly Innocuous Things that will kill you on the Warden	7	28	Fifty Community Customs: Quaint, Cute, and Occasionally Creepy	77
3	50 Solar System Planets, Planetoids, and Satellites	11	29	50 Faces in a Crowd	80
4	d50 Random Table for Metamorphosis Alpha: 50 Passive Red Herring Encounters	12	30	50 Tavern Names and Their Crusty, Crotchety Proprietors	82
5	d50-powered Random Proper Name Generator	16	31	Muukkonen's Fine Spirits Presents The World Tour of Beer: 50 Brews for the Brewhaus	83
6	50 Minor Mishaps and Windfalls	18	32	50 Antique and Modern Handguns	84
7	50 Meaningful Motivations for NPCs	20	33	50 '80s Teens for "Old School" Adventuring	85
8	What has it got in its pockets? 50 Pickpocketing Results	22	34	d50-powered Eldritch Tower Generator	86
9	50 (Real or Imagined) Reasons for why THEY found YOU and want you DEAD or Worse.	23	35	d50-derived Lord & Liege Generator	86
10	A Plague Upon Your House: d50 Assassin Generator	26	36	50 Oddities Found in the Necromancer's Lair	87
11	d50-powered Spell Dueling	26	37	d50-concocted CRAVEN CONSORTIUMS	90
12	50 Minor Mercurial Effects for DCC	27	38	Patchwork Predators and Amalgam Antagonists	92
13	50 Gems for your Glittering Hoard	30	39	d50-powered Quick Monster Name Generator	93
14	50 Things found in that Bag, Box, or Hole	31	40	d50-fueled Ultra-Quick Stat Block Generator	94
15	50 Artifacts of the Ancient Ones	32	41	d50-reliant Random Encounter Roll	95
16	The Ancient Magical Artifact Damage Table	41	42	The d50 Weighs Whether to Leave your Dungeon Level	95
17	The Die of Fortune	42	43	50 Dungeon Doors and...	96
18	50 Unusual and Obscure Figurines of Wondrous Power	44	44	What Lies Beyond Them	97
19	50 Cursed Magic Trinkets	46	45	A d50's worth of Surreal Occurrences	99
20	50 Fantastic Mythical Treasures	50	46	D50 Venomous Creatures	102
21	50 Lurid Lovecraftian Insanities	51	47	Fifty Felines	104
22	d50 Treacherous Temples	54	48	50 Fantastic Faeries & Nature Spirits	106
23	50 Weird Altars for your Eerie Fane	55	49	Brawl! A d50 Opposed Roll Unarmed Combat System	108
24	d50 POTENT POISONS	57	00-1*	50 Ways to Whack a PC	110
25	50 Eldritch Gateways	63	00-2*	Mangle or Mutilate: the d50 Guide to Anatomy	111
26	50 Ways to Make an Elder God of your Very Own!	67	00-3*	The Miracle Roll	112

* on a roll of 00, roll 1d3 to determine the final result.

INTRODUCTION

by Joseph Goodman



olonel Lou Zocchi is a pioneer in the adventure gaming industry. He is known for many accomplishments, but the one most familiar to everyday gamers is for being "the original dice guy." Back in the 1970's, Lou was one of the first wholesalers to supply polyhedrons to D&D fans. He later went on to found Zocchi Distribution, where he supplied retailers nationwide with gaming supplies, and he also is responsible for building the dice company Gamescience. It was Gamescience that supplied precision polyhedrons to a generation of gamers. And it was Gamescience that released Lou's patented 100-sided die, the biggest news in dice for an entire decade.

Nowadays, Lou is retired but still active on the gaming circuit. You'll find his booth at Gen Con, Origins, and many other conventions. He still sells Gamescience dice, including the "classic" D&D set, as well as some other oddities like the d5, d7, and d24.

In a recent conversation, Lou showed me one of the more unusual dice in his assortment: the 50-sided die. It looks like a children's top, and it tends to roll instead of stopping immediately on a number. Like many of Lou's products, it comes with a story. Elsewhere in this book Lou tells you part of that story. When we spoke at a game convention regarding the 50-sided die, Lou lamented the fact that no game utilized the d50. It's a fun die and if more games used it, it would be more popular.

Being something of a "dice guy" myself, I could think of one simple way to remedy that! In this volume you'll find many ways to use a 50-sided die in your game. *Fifty* such ways, to be precise. Most of these are randomized tables, but some are mechanics and "sub-systems" inspired by Lou's treasure generation system (which he describes in his Foreword). Lou is a creative guy who has made a life's work of studying dice, and the ways he thinks about dice always surprise me. If you ever get a chance to chat with him in person, don't pass it up.

The book you hold in your hands has many entertaining and creative uses for the 50-sided die. A team of RPG writers (and artists) helped put together this tome, and I think you'll find it has application to almost any RPG – whether fantasy or science fiction. If you're not sure where to start, roll your d50 and consult the randomized table of contents on page 3. I personally love randomized tables – and dice – so a book like this is like music to my ears. I hope you enjoy it too.

– Joseph Goodman, October 2015

Where Do I Buy a d50?

You don't already own a d50? For shame! You can buy one from several places:

The Goodman Games web site at www.goodman-games.com

From Lou Zocchi's booth at any convention he attends. Look for Gamescience or Lou Zocchi in the exhibit hall. Lou attends Gen Con and Origins every year, and has also been seen at many other smaller cons.

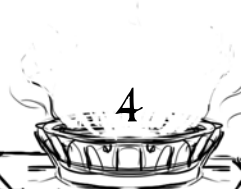
You can also contact Lou Zocchi's company, Gamescience, and purchase a die directly from them. Gamescience can be reached at www.gamesciencedice.com or (408) 634-2340.

What If I Don't Own a d50?

You can still use this book! Simply roll d% and divide the result by two. Or roll a d5 for the tens digit and a d10 for the ones digit. Of course you own a d5, right?

A Note on the d50 Numbering Convention

The d50 is not numbered 1-50. Look carefully and you'll notice it is actually numbered 00-49. Therefore, the tables in this book are also numbered 00-49.



FOREWORD

by Colonel Lou Zocchi



I can't remember how I first became aware of the 50-sided die, but I found its designer, Kayce Thompson, living in Janesville, Wisconsin. In 1996, the State of Wisconsin was going to have a state lottery that used the number 50 or less to identify its winner. Mr. Thompson contacted Koplow Games and told them he wanted to buy a 50-sided die. They informed him that he would have to buy 10,000 or more to justify the expenses involved. He sent them the money, and, months later, he received the dice. He and his wife spent hours putting each die into a 4"x4" Ziplock bag, along with a Big Winner card which provided instructions on how to read the die.

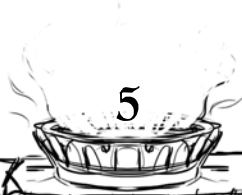
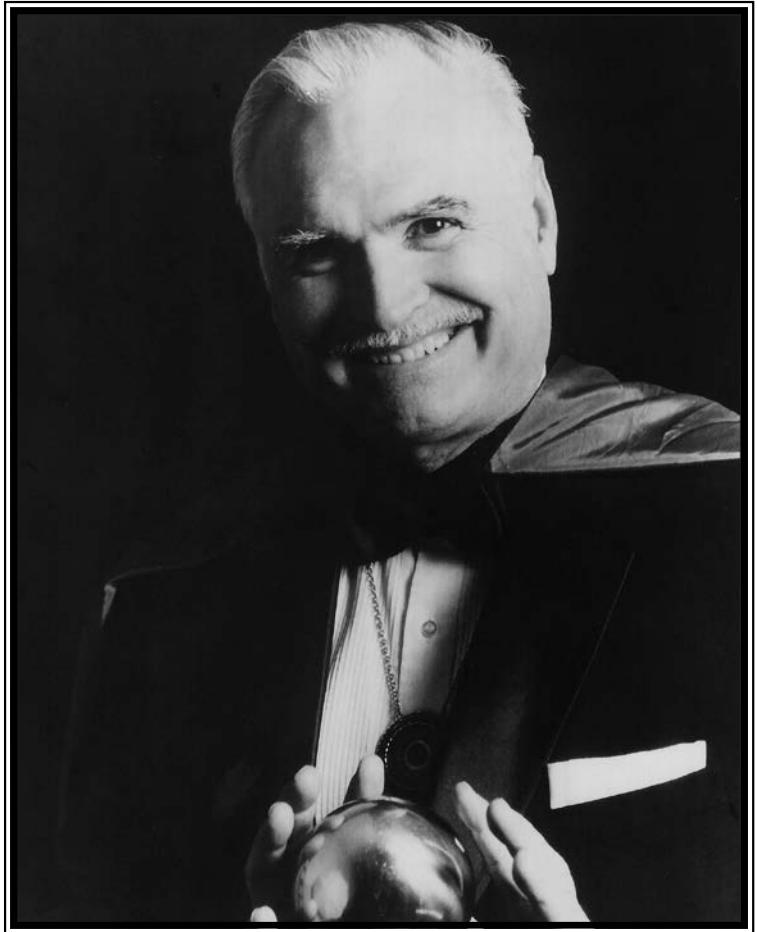
The dice were packaged in cartons of 24 under the Big Winner brand, so that they could be sold in stores. Unfortunately, the State never went into the lottery business, and Thompson was stuck with dice he couldn't sell. When I offered to buy 100 of them, he was interested and offered to deliver them to me in a Janesville restaurant. I picked them up the day before I needed to load in to the Gen Con convention in another nearby town. I sold about 25 of them at the con, and the rest of them trickled out at other cons, or went to collectors, and hardcore adventure game hobby shops.

When I tried to order more, he wasn't interested. He said he spent too much time taking them out of their packages. Furthermore, he had a friend who would sell them on the computer.

Each time I called him, the computer friend was going to list those dice soon, but never did. Finally, Mr. Thompson and his wife got a divorce. The state of Wisconsin has a law that states that the husband must pay half of the cash value of every asset to the wife. Those unsold dice were an asset that he had to sell. After attending a Gen Con, I visited his home, paid him his asking price, and loaded up all of his unsold dice.

I put his dice into 3"x4" ziplock bags along with a very simple set of use instructions and a contest for customers to send me suggestions on how to use this die. I received only one suggestion, so I declared that submitter the winner after a year passed with no other suggestions. The suggestion was to use the die to identify the number and types of coins found in a purse: copper pieces, silver pieces, or gold pieces. The first roll of the die told how many coins were found. Let's say that the number was 40. If the second roll was higher than the first, all of the coins were copper. If the second roll was less, let's say 35, 5 of the coins would be silver, and the die would be rolled again to see what would become of the 35 remaining coins. Every time the die roll is higher than the last number rolled, the remaining coins have the same value as those rolled last. If the 3rd roll generates a number smaller than the 2nd number, let's say 25, the 10 new coins are gold. If the next roll is greater than 25, all remaining 25 coins are gold. If the next number is smaller than 25, let's say 5, the older 20 coins become gold and the remaining 5 coins become magic or enchanted. I wanted uses for the die that were easy to remember, and didn't require a table or chart, and this was a perfect example.

This book gives a whole bunch of other uses for the 50-sided die. Enjoy!



FOR YEARS, LEGENDARY GAMING ICON COLONEL LOU ZOCCHI HAS SOLD THE ESOTERIC 50-SIDED DIE AT HIS CONVENTION BOOTHS. NOW GOODMAN GAMES BRINGS YOU, AT LONG LAST, FIFTY FANTASTIC FUNCTIONS FOR THE D50!

THIS ENTERTAINING BOOK CONTAINS MORE THAN 50 ENTRIES DESCRIBING HOW TO USE THE D50. RANGING FROM RANDOMIZED TABLES TO CUSTOMIZED GAME MECHANICS, THIS BOOK WILL ENSURE EVERYONE AT YOUR TABLE CAN'T WAIT TO USE THEIR D50!

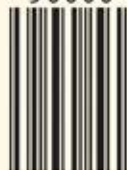
IF YOU DON'T HAVE A D50 YET, YOU CAN STILL USE THE BOOK BY ROLLING D% AND DIVIDING THE RESULT BY 2 – BUT AFTER A GLANCE THROUGH THIS TOME YOU WILL BE MOTIVATED TO RUN OUT AND BUY YOUR OWN D50!

ISBN 9780996618373



9 780996 618373

90000 >



GMG4379 \$19.99