

Random Treasure Generation

Poor			Common			High-End			Affluent					
Sim	Int	Adv	Sim	Int	Adv	Sim	Int	Adv	S	Int	Adv			
			Roll Twice More	1	1	Roll Twice More	1	1	1	Roll Twice More	1	1	1	
		1	Greater Artifact	2	2	Greater Artifact	2	2	2	Greater Artifact	2	2	2-3	
		2	Lesser Artifact	1	3	3-4	Lesser Artifact	3	3-4	3-4	Lesser Artifact	3	3	4-5
		3	Jewels	2	4	5-6 [‡]	Jewels	4	5-6 [‡]	5-6 [‡]	Jewels	4 [‡]	4 [‡]	6-8 [‡]
	1	4	Gold Bars	3	5-6	7-9	Gold Bars	5-6	7-9	7-8	Gold Bars	5	5-6	9-10
1	2	5-6	GP	4-6	7-9	10-14	GP	7-9	10-12	9-10	GP	6	7	11
2-3	3-5	7-11	SP x 5	7-12	10-15	15-19	SP x 5	10-14	13-17	11-12	SP x 5	7	8	12
4-8	6-10	12-20	CP x 25	13-20	16-20	20	CP x 25	15-20	18-20		CP x 25	8		

Treasure Types Artifact

Great	Less	
1		Special Artifact
2-3		ST Battery
4-5		Ring
6-7		Weapon
8-9		Armor/Shield
10-11		Rod
12	1	Amulet
13	2-3	Book
14-15	4-5	Gems
16-17	6-7	Scroll
18-20	8-10	Potion

Jewels, Bars, and Coins

	Poor		Com		H-E		Affl	
	J	B	C	J	B	C	J	B
1	d8	d12	d12	d20				
2	d6	d10	d10	d12				
3	d6	d8	d8	d10				
4	d4	d6	d8	d8				
5	d4	d6	d6	d6				
6	d4	d4	d4	d4				

(Jewel value is d20x10.

For [‡], if d20=20, jewel value is d100x100 and average value of jewel is \$347.5)

Artifact

(Descriptions in Appendix B)

Special Artifact

1	Wish Ring
2	Self-Powered Ring (1 Ability!)
3	Gem of Summoning (ST & IQ is Bonus25; +8 if <10)
4	Belt of Fetching
5	Gem of Maintain Illusion
6	Flying Carpet (Bonus25 Hexes)
7	Shapeshifter
8	Cloak of Vision
9	Gem of True Seeing
10	Lens of Translation
11	Charm (1=+2, 2-12=+1)
12	Unicorn Horn

ST Battery

roll Bonus25 for max ST recharge costs \$25/ST in town

Ring

roll Bonus5 for # abilities roll 1 Mental Ability per ability

Weapon

1	Roll twice more
2	Special (& roll again)
3-6	Dx+ (Bonus5)
7-9	ST+ (Bonus5)
9-12	Dam+ (Bonus5)
1-4	Sword
5-8	Ax/Mace/Hammer
9-11	Drawn Bow
12-13	Cross Bow
14-16	Thrown Weapon
17-19	Pole Weapon
20	Unusual Weapon

Special Weapon

1	Roll twice more
2	Animated (Bonus5 MH)
3	Changeling
4	Defender (Dx-Bonus5)
5	Electrified
6	Enhanced (see Ring)
7	EverPoisoned
8	AutoPoisoned
9	Flaming
10	Frosted
11	Guided
12	Replenisher

Sword

1	Great #
2	Two Handed #
3-4	Cladibus #
5-7	Broadsword
8-9	Shortsword
10	Matchet
11-12	Cutlass
13	Anelace
14-15	Rapier
16	Dirk *
17	Misericorde *
18-19	Dagger *
20	Großes Messer*

Ax / Mace / Hammer

1	Battle Ax #
2	Great Hammer #&
3-4	Morning Star &
5	Doloire Axe #&
6-8	Military Pick
9-11	Small Ax *
12-13	Mace *&
14	Francisca Th. Axe*
15-16	Hammer *&
17	Doloire Hand Axe *&
18	Hatchet *
19	Hurlbat *
20	Club #&

Drawn Bow / Crossbow (2d10 pellets / arrows / bolts)

1	Recurve Bow #
2-6	Long Bow #
7-10	Horse Bow #
11-13	Small Bow #
14	Sling &
15-16	Broadhead Arrows
17-19	Piercing Arrows
20	Sling Pellets
1	Scorpio (1-3) Arbalest (4)
2	Arbalest Bolt
3	Scorpio Bolt
4	Dbl Hv Crossbow #
5-9	Heavy Crossbow #
10	Dbl Lt Crossbow #
11-15	Light Crossbow #
16-20	Crossbow Bolts

Thrown Weapon

1	Military Fork *
2	Spear *
3	1-5 Trident * 2-6 Net *
4	Javelin *
5	Small Ax *
6	Mace *&
7	Francisca Throwing Axe*
8	Hammer *&
9	Doloire Hand Axe *&
10	Hatchet *
11	Hurlbat *
12	Club #*&
13	Dirk *
14	Misericorde *
15	Dagger *
16	Großes Messer*
17	Chakra *
18	Boomerang *
19	Bola *
20	Sha-Ken (2d6)*

Pole Weapon

1	Pike Ax #
2	Pike #
3-4	Halberd #
5	Mattock #
6-7	Naginata #
8-9	Military Fork **
10	Ranseur #
11-12	Spear **
13	Spetum #
14-15	Trident * (¾ add Net)
16-17	Plançon a picot #
18-19	Javelin *
20	Calvary Lance

Unusual Weapon Class

1	Blunt
2	Distance
3	Encumber
4	Knuckle
5	Tether
6	Whip

Unusual Weapon

1	Sanchaku
2-3	Quarterstaff #
4-6	Nunchuks

1	Chakra*
2-3	Boomerang*
4-5	Blowgun
6-8	Sha-Ken (12)*

1	Bola*
2-3	Lasso*
4-6	Net*

1	Bladed Cestus
2-3	Cestus
4-5	Fighting Fan
6-8	Brass Knuckles

1	Kyoketsu
2-3	Rope Dart
4-6	Manriki

1	Shaolin Chain Whip
2-3	Chain Whip
4-5	Cat o' Nine Tails
6-8	Whip

Armor/Shield

1	Roll twice more
2-4	Hit+
5-7	DX+
8-10	MA+ (x2)

1	Fine Plate Armor
2	Plate Armor
3	Half-plate Armor
4-5	Scale Armor
6-8	Chainmail
9-11	Leather Armor
12-13	Cloth Armor
14-15	Tower Shield
16-18	Large Shield
19	Spike Shield
20	Small Shield
1-5	Character
6	Mount (except shield)

Rod

roll Bonus5 for IQ
roll Bonus25 for max charges
roll Ethereal Bow for ability
recharge costs \$25/ST in town

Amulet

1	Roll twice more
2	Control Non-Player Char
3	“ Trainable Riding
4	“ Trainable Non-Riding
5	“ Non-Trainable Mammal
6	“ Non-Trainable Reptile
7	“ Non-Trainable Insect
8	“ Dragon
9	“ Elemental
10	Proof (q.v.)
11	Attribute+1 (roll d6: 1-2: ST 3-4: DX 5-6: IQ)
12	Skepticism (Bonus5 IQ+)

Book

roll Language
roll Bonus25 for # pages
roll 1 Ability¹ per page
can be rebound by Literacy²

Gem

roll Bonus5 for # gems
roll 1 Mental Ability per gem

Scroll

roll Language
roll Bonus5 for # abilities
roll 1 Mental Ability per ability

Potion

1-4	Healing (q.v.)
5-6	Poison (q.v.)
7-8	Other (q.v.)

Abilities

(Roll Bonus5 for IIQ)
(Add Counter Ability on d4=1)

Mental (d6=1-4)

1-3	Ethereal Bow
4	Aid [+Drain]
5	Avert [+Attract]
6	Beacon
7	Control Animal
8	Create [+ Destroy]
9	Flight / Swim [+ Ground]
10	Healing
11	Knock [+ Lock]
12	Proof [+Sensitize]
13	Rope [+ Untie]
14	Sleep [+ Awake]
15	Speed [+ Slow]
16	Stone Flesh
17	Storm [+ Calm]
18	Summon [+ Release]
19	Teleport [+ Recall]
20	Vision [+ Blind]

Physical (d6=5-6)

1-3	Weapon (see Weapon)
4	Animal Handler
5	Armor
6	Chemist
7	Leadership
8	Literacy (see Language)
9	Physical Fitness
10	Physicker
11	Stealth + Master Key
12	Unarmed Combat

Master Key is 2 + Bonus5;
if 7, add Bonus5 - 1;
if 11, add Bonus5 - 1

Ethereal Bow

1-2	Lightning Bolt
3-4	Ether Arrow
5-6	Iceball
7-8	Fireball
9-10	Boulder

Create

1-3	Fire
4-6	Shadow
7-9	Wall
10	Artifact (+Destroy)

Proof / Storm

1	Fire
2	Ice
3	Water
4	Electrical

Potions

Healing

1	Revival
2	Universal Antidote
3	Full flask (25)
4	d20+5
5-6	d12+5
7-9	d10+5
10-13	d8+5
14-17	d6+5
18-20	d4+5

Poison

1-5	Weapon
6-7	Grenade (gas)
8-9	Grenade (contact)
10	Grenade (water)

Other

1	Universal Solvent
2-3	ST+ (roll Bonus5)
4-5	DX+ (roll Bonus5)
6-7	IQ+ (roll Bonus5)
8-9	MA+ (roll Bonus5 x 2)
10	Ability (see Mental)

Poisons

Weapon

1	Dam+d100
2	Dam+d12 d4 doses
3	Dam+d10 d4 doses
4	Dam+2d20
5	Dam+d20
6-8	Drains 3/r for 6 rounds
9-10	Dam+d6 & Sleep
11-12	Dam+d6 & Freeze
13-14	Dam+d6 & Slow
15-17	Dam+d6
18-20	Dam+d20 once (d12: 1=Dragons, 2=Hydras, 3-4=Reptiles, 5-7=Mammals, 8-10=Insects, 11-12=Plants)

Grenade

1	Dam=d20 & d12 & d6
2	Dam =d12 & d10 & d4
3-4	Dam=d12 & d8
5-7	Dam=d10 & d6
8-10	Dam=d8 & d4

Language

1-12	Common
13-14	Elvish
15-16	Dwarvish
17	Goblin / Hobgoblin
18	Orcish
19	Giant
20	Rare (d6: 1=Dragon, 2=Troll, 3=Octopus, 4=Gargoyle, 5=Fog Runes, 6=Sasquatch)

Bonus 25 (+)

Sim	Int	Adv	
	1	1	25
1	2	2-3	d12+12
2	3	4-5	2d12
3-4	4-5	6-7	d12+4
5-6	6-7	8	2d8
7-8	8-9	9	d12
9-10	10	10	d8

Bonus 5 (+)

Sim	Int	Adv	
1	1-2	1-3	+5
2-3	3-5	4-7	+4
4-6	6-9	8-11	+3
7-11	10-14	12-17	+2
12-20	15-20	18-20	+1

1 If the Ability describes an Unusual Weapon, it also covers all other weapons in its class