

RANDOM TREASURE GENERATION

TABLE I. TREASURE

Dice	Without Monster	With Monster
01-25	1,000 copper pieces/level	Take two rolls on
26-50	1,000 silver pieces/level	"Without Monster"
51-65	750 electrum pieces/level	Table, add 10% to
66-80	250 gold pieces/level	the total of each
81-90	100 platinum pieces/level	roll.
91-94	1-4 gems/level	
95-97	1 piece jewelry/level	
98-00	Magic or Map (roll once on Magic Items Table)	

TABLE I. A.: TREASURE IS CONTAINED IN* (d20)

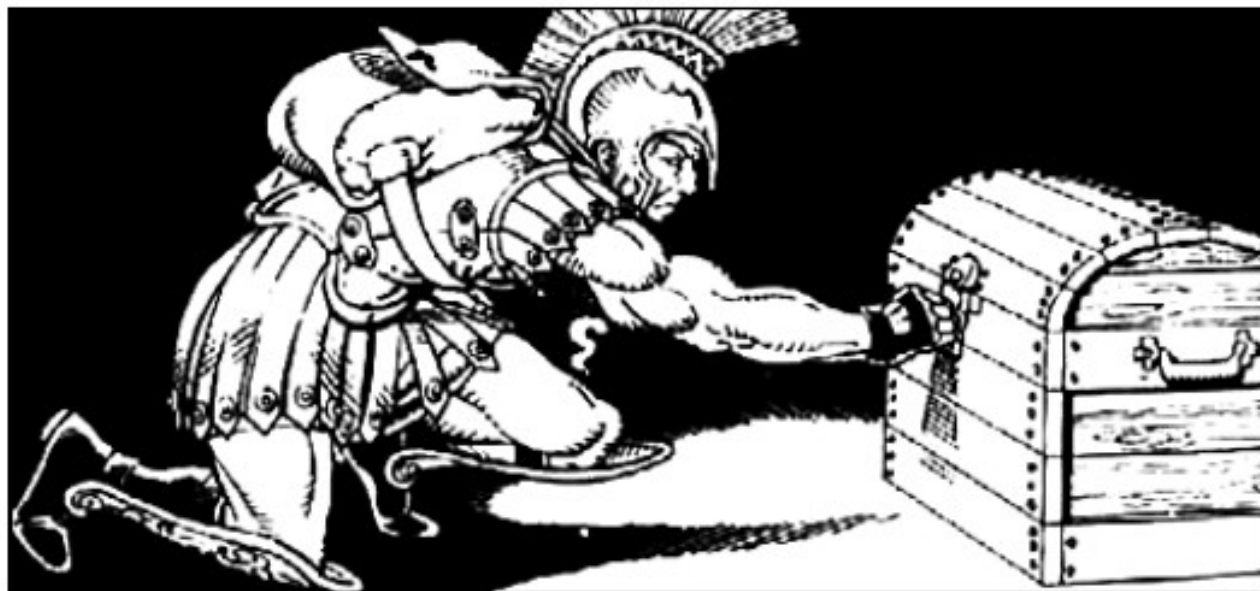
Die	Result	
1-2	Bags	On 1-8, roll on Table I.C to determine how treasure is guarded.
3-4	Sacks	
5-6	Small Coffers	
7-8	Chest	
9-10	Huge Chests	On 9-20, roll on Table I.B to determine how treasure is concealed.
11-12	Pottery Jars	
13-14	Metal Urns	
15-16	Stone Containers	
17-18	Iron Trunks	
19-20	Loose	

TABLE I.B.: TREASURE IS HIDDEN BY/IN (d20)

Die	Result
1-3	<i>Invisibility</i>
4-5	<i>Illusion</i> (to change or hide appearance)
6	Secret space under container
7-8	Secret compartment in container
9	Inside ordinary item in plain view
10	Disguised to appear as something else
11	Under a heap of trash/dung
12-13	Under a loose stone in the floor
14-15	Behind a loose stone in the wall
16-20	Inside a secret room nearby

TABLE I.C.: TREASURE IS GUARDED BY (d20)

Die	Result
1-2	Contact poison on container
3-4	Contact poison on treasure
5-6	Poisoned needles in lock
7	Poisoned needles in handles
8	Spring darts firing from front of container
9	Spring darts firing up from top of container
10	Spring darts firing up from inside bottom of container
11-12	Blade scything across inside
13	Poisonous insects or reptiles living inside container
14	Gas released by opening container
15	Trapdoor opening in front of container
16	Trapdoor opening 6' in front of container
17	Stone block dropping in front of the container
18	Spears released from walls when container opened
19	<i>Explosive runes</i>
20	<i>Symbol</i>



GEMS AND JEWELS

The base value of gems found in a treasure can be determined in whole or by lots of 5 or 10 stones by rolling percentile dice:

Dice Score	Base Value	Description	(or Size)
01-25	10 g.p. each	Ornamental Stones	very small
26-50	50 g.p. each	Semi-precious Stones	small
51-70	100 g.p. each	Fancy Stones	average
71-90	500 g.p. each	Fancy Stones (Precious)	large
91-99	1,000 g.p. each	Gem Stones	very large
00	5,000 g.p. each	Gem Stones (Jewels)	huge

Value of a gem depends upon its type, quality and weight. A huge semi-precious stone – carnelion, for example – is worth as much as an average gem stone, quality being equal. Size may vary from stone to stone, a 50 g.p. ornamental stone being of above average size, while a 50 g.p. gem would most likely be very small.

Increase Or Decrease Of Worth Beyond Base Value: If you do not place specific value on each gem in a treasure, showing rather the base value of each gem instead, then variation in the worth of each stone should be allowed. This variation will generally result in some increase, although there is a chance for decreasing value as well (see below). To find if a gem increases in value, roll a d10 for each stone, and consult the table below;

Die	Result
1	Stone increases to next higher base value; roll again ignoring results above 8. Stones above 5,000 gold piece value progress as follows: 10,000 GP, 25,000 GP, 50,000 GP, 100,000 GP, 250,000 GP, 500,000 GP, and 1,000,000 GP – the absolute maximum. No stone may increase beyond 7 places from its initial base value.
2	Stone is double base value. Do not roll again.
3	Stone is 10% to 60% above base value. Roll d6 to find new value. Do not roll again on this table.
4-8	Base value shown is unchanged.
9	Stone is 10% to 40% below base value. Roll d4 to find new value. Do not roll again on this table.
0	Stone decreases to next lower base value; roll again on this table, ignoring any result below 2. Stones below 10 gold piece value are 5 GP, 1 GP, 10 SP, 5 SP, and 1 SP. No stone may decrease beyond 5 places from its initial base value.

When base value only is known, use the table above, and roll for each stone. Stones for which a 1 or 0 is rolled must be diced for again on the table, but all others are excluded from such rolls. If large numbers of stones are in question, it is suggested that they be diced for in groups in order to make the process less time-consuming.

KEY TO GEM PROPERTIES

transparent	(no notation)
translucent	(italics)
opaque	(*)

ORNAMENTAL STONES, Base Value 10 g.p.:

1. Azurite*: mottled deep blue
2. *Banded Agate*: striped brown and blue and white and reddish
3. Blue Quartz: pale blue
4. *Eye Agate*: circles of gray, white, brown, blue and/or green
5. Hermatite*: gray-black
6. Lapis Lazuli*: light and dark blue with yellow flecks
7. Malachite*: striated light and dark green
8. *Moss Agate*: pink or yellow-white with grayish or greenish "moss markings".
9. Obsidian*: black
10. Rhodochrosite*: light pink
11. *Tiger Eye*: rich brown with golden center under-hue
12. Turquoise*: light blue-green

SEMI-PRECIOUS STONES, Base Value 50 g.p.:

1. Bloodstone*: dark gray with red flecks
2. Carnelian*: orange to reddish brown (also called Sard)
3. Chalcedony*: white
4. *Chrysoprase*: apple green to emerald green
5. Citrine: pale yellow brown
6. Jasper*: blue, black to brown
7. *Moonstone*: white with pale blue glow
8. Onyx*: bands of black and white or pure black or white
9. Rock Crystal: clear
10. Sardonyx*: bands of sard (red) and onyx (white) or sard*
11. Smoky Quartz: gray, yellow, or blue (Cairngorm), all light
12. Star Rose Quarts: translucent rosy stone with white "star" center
13. Zircon: clear pale blue-green

FANCY STONES, Base Value 100 to 500 g.p.:

1. Amber: watery gold to rich gold (100)
2. Alexandrite: dark green (100)
3. Amethyst: deep purple (100)
4. Aquamarine: pale blue green (500)
5. Chrysoberyl: yellow green to green (100)
6. Coral*: crimson (100)
7. Garnet: red, brown-green, or violet (the most prized) (100)(500)
8. Jade: light green, deep green, green and white, white (100)
9. Jet*: deep black (100)
10. Pearl*: lustrous white, yellowish, pinkish, etc. to pure black (the most prized) (100) (500)
11. Peridot: rich olive green (Chrysolite) (500)
12. Spinel: red, red-brown, deep green, or very deep blue (the most prized) (100) (500)
13. Topaz: golden yellow (500)
14. Tourmaline: green pale, blue pale, brown pale, or reddish pale (100)

GEM STONES: 1,000 or more g.p. Base Value:

1. *Black Opal*: dark green with black mottling and golden flecks
2. *Black Sapphire*: lustrous black with glowing highlights (5,000)
3. Diamond: clear blue-white with lesser stones clear white or pale tints (5,000)
4. Emerald: deep bright green
5. *Fire Opal*: fiery red
6. Jacinth: fiery orange (Corundum) (5,000)
7. *Opal*: pale blue with green and golden mottling
8. Oriental Amethyst: rich purple (Corundum)
9. Oriental Emerald: clear bright green (Corundum) (5,000)
10. Oriental Topaz: fiery yellow (Corundum)
11. Ruby: clear red to deep crimson (Corundum) (5,000)
12. Sapphire: clear to medium blue (Corundum)
13. *Star Ruby*: translucent ruby with white "star" center
14. *Star Sapphire*: translucent sapphire with white "star" center

Jewelry

The base value of jewelry is determined by percentile dice roll, just as with gems:

Die Roll	Base Value	Description
01-10	100-1,000 g.p.	Ivory or wrought silver
11-20	200-1,200 g.p.	Wrought silver and gold
21-40	300-1,800 g.p.	Wrought gold
41-50	500-3,000 g.p.	Jade, coral or wrought platinum
51-70	1,000-6,000 g.p.	Silver with gems
71-90	2,000-8,000 g.p.	Gold with gems
91-00	2,000-12,000 g.p.	Platinum with gems

Once jewelry's base value is determined, each piece should be checked for workmanship and design by rolling a 10-sided die. Each 1 rolled indicates the piece of jewelry in question is of exceptional value and thus either goes to the highest possible value in its class or to the next higher class (where its base value is re-determined and its workmanship and design are again checked). Any piece of jewelry set with gems must also be checked for the possibility of an exceptional stone in the setting. Any score of 1 on an 8-sided die indicates that the value of the piece of jewelry increases by 5,000 gold pieces, and these exceptional pieces are further checked by rolling a 6-sided die, each successive 1 doubling the increase, i.e., 10,000 g.p., 20,000 g.p., 40,000 g.p., 80,000 g.p., to a maximum of 640,000 gold pieces.

The Dungeon Master can, of course, name what each piece of jewelry is (bracelet, brooch, crown, earrings, necklace, pendant, ring, tiara, etc.), giving its substance and the number and value of its stones.



TREASURE

TABLE II. TREASURE LEVEL DETERMINATION MATRIX (d20)

Equivalent Level Of The Dungeon	Treasure Table Which Must Be Consulted									
	I	II	III	IV	V	VI	VII	VIII	IX	X
1st	1-16	17-19	20	–	–	–	–	–	–	–
2nd-3rd	1-12	13-16	17-18	19	20	–	–	–	–	–
4th	1-5	6-10	11-16	17-18	19	20	–	–	–	–
5th	1-3	4-6	7-12	13-16	17-18	19	20	–	–	–
6th	1-2	3-4	5-6	7-12	13-16	17-18	19	20	–	–
7th	1	2-3	4-5	6-10	11-14	15-16	17-18	19	20	–
8th	1	2	3-4	5-7	8-10	11-14	15-16	17-18	19	20
9th	1	2	3	4-5	6-8	9-12	13-15	16-17	18-19	20
10th-11th	1	2	3	4	5-6	7-9	10-12	13-16	17-19	20
12th-13th	1	2	3	4	5	6-7	8-9	10-12	13-18	19-20
14th-15th	1	2	3	4	5	6	7-8	9-11	12-17	18-20
16th & down	1	2	3	4	5	6	7	8-10	11-16	17-20

LEVEL I ITEMS

TABLE 1.

Roll	Table to Consult
01-45	Table I.A. – Potions
46-69	Table I.B. – Spell Scroll
70-85	Table I.C. – Miscellaneous Weapon
85-90	Table I.D. – Cursed Item
91-00	Map (-20% on tables M1 and M4, -4 on tables M2 and M3)

TABLE I.A.: POTIONS

Roll	Potion	Experience Point Value	Gold Piece Sale Value
01-04	<i>Animal Control</i> *	250	400
05-08	<i>Clairaudience</i>	250	400
09-12	<i>Clairvoyance</i>	300	500
13-16	<i>Climbing</i>	300	500
17-19	<i>Diminution</i>	30	500
20-23	<i>ESP</i>	500	850
24-26	<i>Extra-Healing</i>	400	800
27-28	<i>Fire Breath</i>	400	4,000
29-31	<i>Fire Resistance</i>	250	400
32-34	<i>Flying</i>	500	750
35-36	<i>Gaseous Form</i>	300	400
37-38	<i>Giant Control</i> *	400-900	1,000-6,000
39-41	<i>Giant Strength</i> * (F)	500-750	900-1,400
42-43	<i>Growth</i>	250	300
44-50	<i>Healing</i>	200	400
51-53	<i>Heroism</i> (F)	300	500
54-55	<i>Human Control</i> *	500	900
56-59	<i>Invisibility</i>	250	500
60-62	<i>Invulnerability</i> (F)	350	500
63-66	<i>Levitation</i>	250	400
67-69	<i>Oil of Slipperiness</i>	400	750
70-72	<i>Philter of Love</i>	200	300
73-75	<i>Philter of Persuasiveness</i>	400	850
76-79	<i>Plant Control</i>	250	300
80-82	<i>Polymorph</i> (self)	200	350
83-84	<i>Rainbow Hues</i>	200	800
85-87	<i>Speed</i>	200	450
88-90	<i>Super-Heroism</i> (F)	450	750
91-93	<i>Sweet water</i>	200	250
94-96	<i>Ventriloquism</i>	200	800
97-00	<i>Water Breathing</i>	400	900

* Effectiveness on type of creature controlled must be determined by die roll; consult item explanation.

Potions are typically found in ceramic, crystal, glass, or metal flasks in enough quantity to provide one person with one complete dose so as to be able to achieve the effects which are given hereafter for each type of potion. As a general rule they should bear no identifying marks, so that the players must sample from each container in order to determine the nature of the liquid. However, even a small taste should suffice to identify a potion in some way – even if just a slight urge.

Unless otherwise stated, the effects of a potion will last for 4 complete turns plus 1-4 additional turns (d4). If half of a potion is quaffed, the effects will last one-half as long in some cases.

TABLE I.B.: SPELL SCROLLS

Roll	Class	Number of Spells	Spell Level Range
01-23	Cleric	1	1-4
24-30	Druid	1	1-4
31-93	Magic-User	1	1-4
94-00	Illusionist	1	1-4

Experience Points (x.p.) Value:

Awarded only to characters who can use the spell(s); the award should be 100 x.p. per spell level.

Gold Piece (g.p.) Value:

Any scroll can be sold on the "open market" for three times its x.p. value.

TABLE I.C.: MISCELLANEOUS WEAPONS

Roll	Weapon	Experience Point Value	Gold Piece Sale Value
01-16	<i>Arrow +1, 2-24 in number</i>	20	120
17-24	<i>Arrow +2, 2-16 in number</i>	50	300
25-37	<i>Bolt +1, 6-36 in number</i>	20	120
38-47	<i>Bolt +2, 2-20 in number</i>	50	300
48-56	<i>Bullet, Sling, +1, 5-20 in number</i>	20	120
57-64	<i>Bullet, Sling, +2, 3-12 in number</i>	50	300
65-66	<i>Bullet, Sling, of Impact, 1-4 in number</i>	100	750
67-82	<i>Dagger +1</i>	75	500
83-92	<i>Dagger +1, +2 vs. creatures smaller than man sized</i>	100	750
93-00	<i>Dart +1, 3-12 in number</i>	50	500

TABLE I.D.: CURSED ITEMS

Roll	Cursed Item	Gold Piece Sale Value
01-29	<i>Oil of Fumbling</i>	1,000
30-68	<i>Philter of Stammering and Stuttering</i>	1,500
69-00	<i>Potion of Delusion</i>	150



LEVEL II ITEMS

TABLE 2.

Roll	Table to Consult
01-23	Table II.A. – Potions
24-40	Table II.B. – Spell Scrolls
41-56	Table II.C. – Armor & Shield
57-68	Table II.D. – Swords
69-84	Table II.E. – Miscellaneous Weapons
85-90	Table II.F. – Cursed Item
91-00	Map (-15% on tables M1 and M4, -3 on tables M2 and M3)

TABLE II.A.: POTIONS

Roll	Potion	Experience Point Value	Gold Piece Sale Value
01-05	<i>Dragon Control *</i>	500-1,000	5,000-9,000
06-10	<i>Elixir of Health</i>	350	2,000
11-15	<i>Elixir of Life</i>	250	2,500
16-19	<i>Elixir of Youth</i>	500	10,000
20-25	<i>Longevity</i>	500	1,000
26-32	<i>Oil of Acid Resistance</i>	500	5,000
33-37	<i>Oil of Disenchantment</i>	750	3,500
38-42	<i>Oil of Elemental Invulnerability</i>	1,000	5,000
43-49	<i>Oil of Etherealness</i>	600	1,500
50-55	<i>Oil of Fiery Burning</i>	500	4,000
56-60	<i>Oil of Impact</i>	750	5,000
61-66	<i>Oil of Sharpness</i>	100/appl.	1,000/appl.
67-72	<i>Oil of Timelessness</i>	500	2,000
73-78	<i>Philter of Beauty</i>	250	1,500
79-84	<i>Philter of Glibness</i>	500	2,500
85-91	<i>Treasure Finding</i>	600	2,000
92-94	<i>Undead control *</i>	700	2,500
95-00	<i>Vitality</i>	300	2,500

* Effectiveness on type of creature controlled must be determined by die roll; consult item explanation.

TABLE II.B.: SPELL SCROLLS

Roll	Class	Number of Spells	Spell Level Range
01-10	Cleric	1	1-6
11-13	Druid	1	1-6
14-40	Magic-User	1	1-6
41-43	Illusionist	1	1-6
44-49	Cleric	1	2-7
50-51	Druid	1	2-7
52-65	Magic-User	1	2-9
66-67	Illusionist	1	2-9
68-75	Cleric	2	1-4
76-77	Druid	2	1-4
78-98	Magic-User	2	1-4
99-00	Illusionist	2	1-4

Experience Points (x.p.) Value:

Awarded only to characters who can use the spell(s); the award should be 100 x.p. per spell level.

Gold Piece (g.p.) Value:

Any scroll can be sold on the "open market" for three times its x.p. value.

TABLE II.C – ARMOR & SHIELD

Roll	Armor or Shield	Experience Point Value	Gold Piece Sale Value
01-32	<i>Leather Armor +1</i>	300	2,000
33-60	<i>Ring Mail +1</i>	400	2,500
61-00	<i>Shield +1</i>	250	2,500

Roll (d20)	Armor Size
1-13	Human
14-17	Elf
18-90	Dwarf
20	Halfling or Gnome

TABLE II.D.: SWORDS

Roll	Sword	Experience Point Value	Gold Piece Sale Value
01-88	<i>Sword +1</i>	400	2,000
89-00	<i>Sword +1, +2 vs. magic-using and enchanted creatures</i>	600	3,000

Roll	Sword Type
01-70	Long sword
71-90	Broad sword
91-95	Short sword
96-99	Bastard sword
00	Two-handed sword

TABLE II.E.: MISCELLANEOUS WEAPONS

Roll	Miscellaneous Weapon	Experience Point Value	Gold Piece Sale Value
01-06	<i>Arrow +3, 2-12 in number</i>	75	450
07-18	<i>Axe +1</i>	300	1,750
19-26	<i>Battle Axe +1</i>	400	2,500
27-33	<i>Bolt +3, 3-12 in number</i>	75	450
34-38	<i>Bullet, Sling, +3, 2-8 in number</i>	75	450
39-47	<i>Dagger +2</i>	200	1,500
48-54	<i>Dart +2, 2-8 in number</i>	125	1,250
55-65	<i>Hammer +1</i>	300	2,500
66-79	<i>Javelin +1</i>	300	2,000
80-88	<i>Military Pick +1</i>	350	2,500
89-92	<i>Quarterstaff, Magic +1</i>	250	1,500
93-00	<i>Scimitar +1</i>	300	2,000

TABLE II.F.: CURSED ITEMS

Roll	Cursed Item	Gold Piece Sale Value
01-31	<i>Incense of Obsession (C)</i>	500
32-00	<i>Spear, Cursed Backbiter</i>	1,000

LEVEL III ITEMS

TABLE 3.

Roll	Table to Consult
01-10	Table III.A – Spell Scrolls
11-18	Table III.B. – Protection Scrolls
19-36	Table III.C. – Armor & Shield
37-49	Table III.D. – Swords
50-66	Table III.E. – Miscellaneous Weapons
67-84	Table III.F. – Miscellaneous Items
85-90	Table III.G. – Cursed Item
91-00	Map (-10% on Tables M1 and M4, -2 on tables M2 and M3)

TABLE III.A.: SPELL SCROLLS

Roll	Class	Spell Level	
		Number of Spells	Range
01-08	Cleric	2	1-6
09-11	Druid	2	1-6
12-32	Magic-User	2	1-8
33-35	Illusionist	2	1-8
36-43	Cleric	3	1-4
44-46	Druid	3	1-4
47-67	Magic-User	3	1-4
68-70	Illusionist	3	1-4
71-77	Cleric	3	2-7
78-79	Druid	3	2-7
80-98	Magic-User	3	2-9
99-00	Illusionist	3	2-9

Experience Points (x.p.) Value:

Awarded only to characters who can use the spell(s); the award should be 100 x.p. per spell level.

Gold Piece (g.p.) Value:

Any scroll can be sold on the "open market" for three times its x.p. value.

TABLE III.B.: PROTECTION SCROLLS

Roll	Scroll	Experience Point Value	Gold Piece Sale Value
01-07	<i>Lycanthropes</i>	1,000	5,000
08-13	<i>Plants</i>	1,000	5,000
14-20	<i>Poison</i>	1,000	5,000
21-26	<i>Weapons, Magical blunt</i>	1,000	5,000
27-32	<i>Weapons, Magical edged</i>	1,000	5,000
33-38	<i>Weapons, Magical missile</i>	1,000	5,000
39-44	<i>Weapons, Non-magic blunt</i>	1,000	5,000
45-50	<i>Weapons, Non-magic edged</i>	1,000	5,000
51-56	<i>Weapons, Non-magic missile</i>	1,000	5,000
57-63	<i>Elementals</i>	1,500	7,500
64-71	<i>Magic</i>	1,500	7,500
72-78	<i>Undead</i>	1,500	7,500
79-83	<i>Electricity</i>	1,500	7,500
84-90	<i>Illusions</i>	1,500	7,500
91-95	<i>Paralyzation</i>	1,500	7,500
96-00	<i>Water</i>	1,500	7,500

TABLE III.C.: ARMOR & SHIELD

Roll	Armor or Shield	Experience Point Value	Gold Piece Sale Value
01-17	<i>Bronze Plate Mail +1</i>	500	3,000
18-32	<i>Chain Mail +1</i>	600	3,500
33-58	<i>Leather Armor +2</i>	1,000	7,500
59-72	<i>Scale Mail +1</i>	500	3,000
73-83	<i>Splint Mail +1</i>	700	4,000
84-00	<i>Studded Leather +1</i>	400	2,500

Roll (d20)	Armor Size
1-13	Human
14-17	Elf
18-90	Dwarf
20	Halfling or Gnome

TABLE III.D.: SWORDS

Roll	Sword	Experience Point Value	Gold Piece Sale Value
01-33	<i>Sword + 1, + 3 vs. lycanthropes & shape changers</i>	700	3,500
34-67	<i>Sword + 1, + 3 vs. regenerating creatures</i>	800	4,000
68-00	<i>Sword +1, +4 vs. reptiles</i>	800	4,000

Roll	Sword Type
01-70	Long sword
71-90	Broad sword
91-95	Short sword
96-99	Bastard sword
00	Two-handed sword

TABLE III.E.: MISCELLANEOUS WEAPONS

Roll	Miscellaneous Weapon	Experience Point Value	Gold Piece Sale Value
01-05	<i>Arrow +4, 2-8 in number</i>	100	800
06-10	<i>Axe +2</i>	600	3,750
11-17	<i>Bow +1</i>	500	3,500
18-26	<i>Dagger +2, +3 vs. creatures larger than man-sized</i>	250	2,000
27-31	<i>Dagger +3</i>	350	2,500
32-33	<i>Dagger of Throwing +1</i>	250	2,500
34-38	<i>Dart +3, 1-4 in number</i>	300	3,000
39-49	<i>Flail +1</i>	450	4,000
50-51	<i>Hornblade</i>	*	*
52-58	<i>Javelin +2</i>	750	5,000
59-63	<i>Lance +1</i>	600	3,500
64-75	<i>Mace +1</i>	350	3,000
76-82	<i>Morning Star +1</i>	400	3,000
83-84	<i>Pole Arm +1</i>	500	3,000
85-89	<i>Quarterstaff, Magic +2</i>	500	3,000
90-00	<i>Spear +1</i>	500	3,000

* Value varies; see description of item

TABLE III.F.: MISCELLANEOUS ITEMS

Roll	Miscellaneous Item	Experience Point Value	Gold Piece Sale Value
01	<i>Bag of Beans</i>	1,000	5,000
02-04	<i>Boots of Elvenkind</i>	1,000	5,000
05	<i>Boots of the North</i>	1,500	7,500
06	<i>Boots of Varied Tracks</i>	1,500	7,500
07	<i>Bracers of Defense – AC 8</i>	1,000	6,000
08-10	<i>Candle of Invocation (C)</i>	1,000	5,000
11-12	<i>Cloak of Elvenkind</i>	1,000	6,000
13-19	<i>Crystal Ball (M)</i>	1,000	5,000
14-21	<i>Dart of the Hornets' Nest</i>	750	7,500
22	<i>Decanter of Endless Water</i>	1,000	3,000
23-24	<i>Dust of Appearance</i>	1,000	4,000
25	<i>Dust of Illusion</i>	1,500	15,000
26-27	<i>Dust of Tracelessness</i>	500	200/pinch
28	<i>Egg of Desire</i>	*	*
29-30	<i>Egg of Reason</i>	250	2,500
31	<i>Eversmoking Bottle</i>	500	2,500
32-34	<i>Figurine of Wondrous Power¹</i>	100 per hd	1,000 per hd
35	<i>Gem of Insight</i>	3,000	3,000
36-37	<i>Gloves of Thievery</i>	1,000	5,000
38-39	<i>Hat of Disguise</i>	1,000	7,500
40-41	<i>Horn of Fog</i>	400	4,000
42	<i>Horn of Goodness (Evil)</i>	750	5,000
43	<i>Horseshoes of a Zephyr</i>	1,500	7,500
44-45	<i>Incense of Meditation (C)</i>	500	7,500
46	<i>Instrument of the Bards – fochlucan bandore</i>	1,000	5,000
47-49	<i>Iron Bands of Bilarro</i>	750	5,000
50-51	<i>Javelin of Lightning (F)</i>	250	3,000
52-53	<i>Javelin of Piercing (F)</i>	250	3,000
54-55	<i>Lens of Detection</i>	250	1,500
56	<i>Lens of Ultravision</i>	750	5,000
57	<i>Mattock of the Titans (F)</i>	3,500	7,000
58	<i>Maul of the Titans</i>	4,000	12,000
59	<i>Murlynd's Spoon</i>	750	4,000
60-61	<i>Necklace of Missiles</i>	50 ²	200 ²
62	<i>Net of Entrapment (C, F, T)</i>	1,000	7,500
63-64	<i>Net of Snaring (C, F, T)</i>	1,000	6,000
65	<i>Nolzur's Marvelous Pigments</i>	500/pot	3,000/pot
	<i>Pearl of Power (M)</i>		
66	– 1st level	200	2,000
67	– 2nd level	400	4,000
68	– 3rd level	600	6,000
69	<i>Pearl of the Sirens</i>	900	4,500
70	<i>Pearl of Wisdom (C)</i>	500	5,000
71-73	<i>Phylactery of Faithfulness (C)</i>	1,000	7,500
74-75	<i>Quaal's Feather Token</i>	500/1,000	2,000/7,000
76	<i>Scarab Versus Golems</i>	*	*
77-78	<i>Shadow Lanthorn</i>	750	6,000
79-80	<i>Slippers of Kicking</i>	750	6,000
81	<i>Sovereign Glue</i>	1,000/oz	
82	<i>Spade of Colossal Excavation (F)</i>	1,000	6,500
83-84	<i>Spoon of Stirring</i>	500	5,000
85-87	<i>Trident of Fish Command (C,F,T)</i>	500	4,000
88	<i>Ultimate Solution</i>	1,000	7,000
90	<i>Wind Fan</i>	500	2,500
94	<i>Wings of Flying</i>	750	7,500
96	<i>Zagyg's Flowing Flagon</i>	750	3,500
97-00	<i>Zagyg's Spell Component</i>	100/use	1,000/use

¹ Figurine of Wondrous Powerful

Roll	Figurine
01-25	Ivory Goats
26-68	Only Dog
69-00	Serpentine Owl

² Per hit die of each missile

* See item description

TABLE III.G.: CURSED ITEMS

Roll	Cursed Item	Gold Piece Sale Value
01-11	<i>Amulet of Inescapable Location</i>	1,000
12-17	<i>Bag of Transmuting</i>	500
18-23	<i>Crystal Hypnosis Ball (M)</i>	3,000
24-51	<i>Hat of Stupidity</i>	1,000
52-62	<i>Medallion of Thought Projection</i>	1,000
63-68	<i>Shield -1, missile attractor</i>	4,000
69-92	<i>Sword +1, Cursed</i>	---
93-00	<i>Sword, Cursed Berserker</i>	---



LEVEL IV ITEMS

TABLE 4.

Roll	Table to Consult
01-10	Table IV.A. – Spell Scrolls
11-17	Table IV.B. – Protection Scrolls
18-23	Table IV.C. – Rings
24-29	Table IV.D. – Rods, Staves, and Wands
30-44	Table IV.E. – Armor & Shield
45-55	Table IV.F. – Swords
56-69	Table IV.G. – Miscellaneous Weapons
70-84	Table IV.H. – Miscellaneous Items
85-90	Table IV.I. – Cursed Item
91-00	Map (-5% on Tables M1 and M4, -1 on tables M2 and M3)

TABLE IV.A.: SPELL SCROLLS

Roll	Class	Number of Spells	Spell Level Range
01-08	Cleric	4	1-6
09-10	Druid	4	1-6
11-31	Magic-User	4	1-6
32-34	Illusionist	4	1-6
35-41	Cleric	4	1-6
42-44	Druid	4	1-6
45-64	Magic-User	4	1-8
65-67	Illusionist	4	1-8
68-75	Cleric	5	1-6
76-77	Druid	5	1-6
78-97	Magic-User	5	1-6
98-00	Illusionist	5	1-6

Experience Points (x.p.) Value:

Awarded only to characters who can use the spell(s); the award should be 100 x.p. per spell level.

Gold Piece (g.p.) Value:

Any scroll can be sold on the "open market" for three times its x.p. value.

TABLE IV.B.: PROTECTION SCROLLS

Roll	Scroll	Experience Point Value	Gold Piece Sale Value
01-07	<i>Acid</i>	2,500	12,500
08-17	<i>Breath Weapons, Dragon</i>	2,000	10,000
18-24	<i>Breath Weapons, Non-dragon</i>	2,000	10,000
24-31	<i>Cold</i>	2,000	10,000
32-38	<i>Demons</i>	2,500	12,500
39-45	<i>Devils</i>	2,500	12,500
46-55	<i>Fire</i>	2,000	10,000
56-62	<i>Gas</i>	2,000	10,000
63-76	<i>Petrification</i>	2,000	10,000
77-90	<i>Possession</i>	2,000	10,000
91-00	<i>Traps</i>	2,000	10,000

TABLE IV.C.: RINGS

Roll	Ring	Experience Point Value	Gold Piece Sale Value
01-09	<i>Animal Friendship</i>	1,000	5,000
10-11	<i>Baccob</i>	250	2,500
12-21	<i>Chameleon Power</i>	1,000	5,000
22-35	<i>Feather Falling</i>	1,000	5,000
36-45	<i>Jumping</i>	1,000	5,000
46-60	<i>Sustenance</i>	500	3,500
61-74	<i>Swimming</i>	1,000	5,000
75-88	<i>Warmth</i>	1,000	5,000
89-00	<i>Water Walking</i>	1,000	5,000

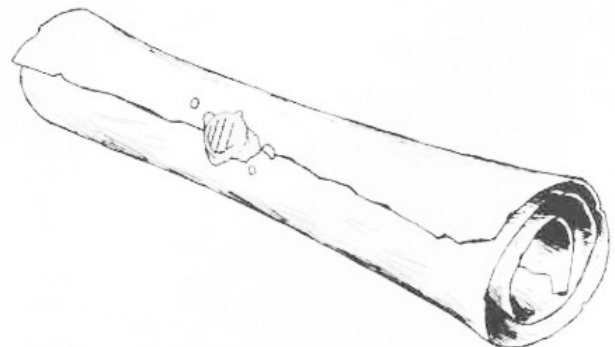
TABLE IV.D.: RODS, STAVES, & WANDS

Roll	Rod, Staff, or Wand	Experience Point Value	Gold Piece Sale Value
	<i>Staff Spear</i>		
01-07	+1	1,000	5,000
08-11	+2	1,500	7,500
12-13	+3	2,000	10,000
14-29	<i>Staff Mace</i>	1,500	12,500
30-45	<i>Buckler Wand (F,M,T)</i>	500	5,000
46-56	<i>Wand of Defoliation</i>	1,000	6,000
57-70	<i>Wand of Enemy Detection</i>	2,000	10,000
71-86	<i>Wand of Metal and Mineral Detection</i>	1,500	7,500
87-100	<i>Wand of Flame Extinguishing</i>	1,250	10,000

TABLE IV.E.: ARMOR & SHIELD

Roll	Armor or Shield	Experience Point Value	Gold Piece Sale Value
01-16	<i>Bronze Plate Mail +2</i>	1,000	7,500
17-44	<i>Plate Mail +1</i>	800	5,000
45-60	<i>Scale Mail +2</i>	1,100	6,750
61-80	<i>Shield +2</i>	500	5,000
81-00	<i>Studded Leather +2</i>	1,250	6,500

Roll (d20)	Armor Size
1-13	Human
14-17	Elf
18-90	Dwarf
20	Halfling or Gnome



LEVEL IV.F.: SWORDS

Roll	Sword	Experience Point Value	Gold Piece Sale Value
01-40	Sword +2	800	4,000
41-60	Sword +1, <i>Flame Tongue</i> , +2 vs. regenerating creatures +3 vs. cold-using, avian, or inflammable creatures +4 vs. undead	900	4,500
61-80	Sword, +2, <i>Giant Slayer</i>	900	4,500
81-00	Sword +2, <i>Dragon Slayer</i>	900	4,500

Roll	Sword Type
01-70	Long sword
71-90	Broad sword
91-95	Short sword
96-99	Bastard sword
00	Two-handed sword

TABLE IV.G.: MISCELLANEOUS WEAPONS

Roll	Miscellaneous Weapon	Experience Point Value	Gold Piece Sale Value
01-05	<i>Arrow of Slaying</i>	250	2,500
06-09	<i>Axe +2, Throwing</i>	750	4,500
10-34	<i>Battle Axe +2</i>	800	5,000
35-38	<i>Dagger +2, Longtooth</i>	250	2,500
39-42	<i>Dagger of Throwing +2</i>	750	4,500
43-46	<i>Dart of Homing, 1-2 in number</i>	450	4,500
47-54	<i>Hammer +2</i>	650	6,000
55-67	<i>Mace +2</i>	700	4,500
68-71	<i>Quarterstaff, Magic +3</i>	750	4,500
72-92	<i>Scimitar +2 *</i>	750	6,000
93-00	<i>Spear +2</i>	1,000	6,500

* 10% of all scimitars will be khopesh swords



TABLE IV.H.: MISCELLANEOUS ITEMS

Roll	Miscellaneous Item	Experience Point Value	Gold Piece Sale Value
01-03	<i>Amulet Versus Undead</i>	200/level	1,000/level
04	<i>Beads of Force</i>	200 ea.	1,000 ea.
05-07	<i>Bracers of Archery (F)</i>	1,000	10,000
08-09	<i>Bracers of Brachiation</i>	1,000	10,000
10-12	<i>Bracers of Defense – AC 7</i>	1,500	9,000
13-17	<i>Brooch of Shielding</i>	1,000	10,000
18-20	<i>Broom of Flying</i>	2,000	10,000
21-25	<i>Cloak of Protection +1</i>	1,000	10,000
26	<i>Crystal Ball with clairaudience</i>	2,000	10,000
27	<i>Crystal Ball with ESP</i>	2,000	10,000
28	<i>Crystal Ball with telepathy</i>	2,000	10,000
29-31	<i>Dust of Disappearance</i>	2,000	8,000
32-33	<i>Dust of Dryness</i>	1,000	8,000
34-37	<i>Figurine of Wondrous Power¹</i>	100 per hd	1,000 per hd
38-39	<i>Gauntlets of Dexterity</i>	1,000	10,000
40-41	<i>Gauntlets of Ogre Power (C,F,T)</i>	1,000	10,000
42-43	<i>Gauntlets of Swimming and Climbing (C,F,T)</i>	1,000	10,000
44-47	<i>Girdle of Many Pouches</i>	1,000	10,000
48-50	<i>Gloves of Missile Snaring</i>	1,500	10,000
51-52	<i>Hat of Difference</i>	1,000	7,500
53-56	<i>Helm of Underwater Action</i>	1,000	10,000
57-59	<i>Horseshoes of Speed</i>	2,000	10,000
60	<i>Instrument of the Bards – mac-fuirimh cittern</i>	2,000	10,000
61-63	<i>Keoghtom's Ointment</i>	500	10,000
64-66	<i>Medallion of ESP</i>	1,000	10,000
67-69	<i>Necklace of Adaptation</i>	1,000	10,000
	<i>Pearl of Power (M)</i>		
70	– 4th level	800	8,000
71	– 5th level	1,000	10,000
72-73	<i>Periapt of Health</i>	1,000	10,000
74-75	<i>Periapt of Wound Closure</i>	1,000	10,000
76-77	<i>Philosopher's Stone</i>	1,000	10,000
78-80	<i>Pipes of the Sewers</i>	1,750	8,500
81-82	<i>Quiver of Ehlonna</i>	1,500	10,000
83-86	<i>Rope of Climbing</i>	1,000	10,000
87-88	<i>Scarab of Enraging Enemies</i>	1,000	8,000
89-91	<i>Slippers of Spider Climbing</i>	1,000	10,000
92	<i>Talisman of the Sphere (M)</i>	100	10,000
93-96	<i>Talisman of Zagy</i>	1,000	10,000
97-00	<i>Trident of Warning (C,F,T)</i>	1,000	10,000

¹ Figurine of Wondrous Powerful

Roll	Figurine
01-28	<i>Ebony Fly</i>
29-55	<i>Golden Lions</i>
56-82	<i>Marble Elephant</i>
83-00	<i>Obsidian Steed</i>

TABLE IV.I.: CURSED ITEMS

Roll	Cursed Item	Gold Piece Sale Value
01-07	<i>Boots of Dancing</i>	5,000
08-14	<i>Broom of Animated Attack</i>	3,000
15-22	<i>Flask of Curses</i>	1,000
23-36	<i>Gauntlets of Fumbling</i>	1,000
37-43	<i>Jewel of Attacks</i>	1,000
44-72	<i>Potion of Poison</i>	---
73-86	<i>Ring of Delusion</i>	2,000
87-00	<i>Stone of Weight (Loadstone)</i>	1,000

LEVEL V ITEMS

TABLE 5.

Roll	Table to Consult
01-10	Table V.A. – Spell Scrolls
11-16	Table V.B. – Rings
17-22	Table V.C. – Rods, Staves, and Wands
23-39	Table V.D. – Armor & Shield
40-51	Table V.E. – Swords
52-67	Table V.F. – Miscellaneous Weapons
68-84	Table V.G. – Miscellaneous Items
85-90	Table V.H. – Cursed Item
91-00	Map

TABLE V.A.: SPELL SCROLLS

Roll	Class	Number of Spells	Spell Level Range
01-08	Cleric	5	1-6
09-10	Druid	5	1-6
11-33	Magic-User	5	1-8
34-35	Illusionist	5	1-8
36-43	Cleric	6	1-6
44-45	Druid	6	1-6
46-68	Magic-User	6	1-6
69-70	Illusionist	6	1-6
71-77	Cleric	6	3-6
78-79	Druid	6	3-6
80-98	Magic-User	6	3-8
99-00	Illusionist	6	3-8

Experience Points (x.p.) Value:

Awarded only to characters who can use the spell(s); the award should be 100 x.p. per spell level.

Gold Piece (g.p.) Value:

Any scroll can be sold on the "open market" for three times its x.p. value.

TABLE V.B.: RINGS

Roll	Ring	Experience Point Value	Gold Piece Sale Value
01-19	<i>Blinking</i>	1,000	5,000
20-41	<i>Fire Resistance</i>	1,000	5,000
42-66	<i>Invisibility</i>	1,500	7,500
67-85	<i>Protection +2</i>	2,500	12,500
86-00	<i>Ram (of the)</i>	750	7,500

TABLE V.C.: RODS, STAVES, & WANDS

Roll	Rod, Staff, or Wand	Experience Point Value	Gold Piece Sale Value
01-12	<i>Staff of Slinging (D)</i>	2,000	10,000
13-24	<i>Staff of Striking (C,M)</i>	6,000	15,000
25-35	<i>Staff Spear +4</i>	2,500	15,000
36-47	<i>Wand of Fear (C,M)</i>	3,000	15,000
48-59	<i>Wand of Illumination</i>	2,000	10,000
60-71	<i>Wand of Magic Detection</i>	2,500	25,000
72-79	<i>Wand of Metal Command</i>	2,500	10,000
80-00	<i>Wand of Wonder</i>	6,000	10,000

TABLE V.D.: ARMOR & SHIELD

Roll	Armor or Shield	Experience Point Value	Gold Piece Sale Value
01-22	<i>Chain Mail +2</i>	1,200	7,500
23-55	<i>Plate Mail +2</i>	1,750	10,500
56-77	<i>Shield +3</i>	800	8,000
78-83	<i>Shield, large, +1, +4 vs missiles</i>	400	4,000
84-00	<i>Splint Mail +2</i>	1,500	8,500

Roll (d20)	Armor Size
1-13	Human
14-17	Elf
18-90	Dwarf
20	Halfling or Gnome

TABLE V.E.: SWORDS

Roll	Sword	Experience Point Value	Gold Piece Sale Value
01-09	<i>Sword, +1 Luck Blade</i>	1,000	5,000
10-64	<i>Sword +3</i>	1,400	7,000
65-00	<i>Sword, Short, Quickness (+2)</i>	1,000	8,000

Roll	Sword Type
01-70	Long sword
71-90	Broad sword
91-95	Short sword
96-99	Bastard sword
00	Two-handed sword

TABLE V.F.: MISCELLANEOUS WEAPONS

Roll	Miscellaneous Weapon	Experience Point Value	Gold Piece Sale Value
01-16	<i>Dagger of Throwing +3</i>	450	4,500
17-45	<i>Dagger of Venom</i>	350	3,000
46-86	<i>Morning Star +2</i>	900	7,000
87-00	<i>Sling of Seeking +2</i>	700	7,000



TABLE V.G.: MISCELLANEOUS ITEMS

Roll	Miscellaneous Item	Experience Point Value	Gold Piece Sale Value
01-04	<i>Alchemy Jug</i>	3,000	12,000
05-08	<i>Beaker of Plentiful Potions</i>	1,500	12,500
09-13	<i>Bracers of Defense – AC 6</i>	2,000	12,000
14-18	<i>Cloak of Manta Ray</i>	2,000	12,500
19-21	<i>Eyes of Minute Seeing</i>	2,000	12,500
22	<i>Girdle of Hill Giant Strength (C,F,T)</i>	1,400	17,500
23-31	<i>Helm of Comprehending Languages & Reading Magic</i>	1,000	12,500
32	<i>Instrument of the Bards – dross lute</i>	3,000	15,000
33-36	<i>Medallion of ESP with empathy</i>	3,000	30,000
37-38	<i>Pearl of Power (M) – sixth level</i>	1,200	12,000
39-50	<i>Periapt of Proof Against Poison</i>	1,500	12,500
51-60	<i>Pouch of Accessibility</i>	1,250	12,500
61-64	<i>Robe of Stars (M)</i>	4,000	12,000
65-70	<i>Rope of Entanglement</i>	1,250	12,000
71-72	<i>Saw of Mighty Cutting (F)</i>	1,750	12,500
73-76	<i>Scarab of Insanity</i>	1,500	11,000
77-81	<i>Sheet of Smallness</i>	1,250	12,500
82-87	<i>Stone Horse</i>	2,000	12,000
88-91	<i>Stone of Controlling Earth Elementals</i>	1,500	12,500
92-95	<i>Trident of Submission (F)</i>	1,250	12,500
96-00	<i>Well of Many Worlds</i>	6,000	12,000

TABLE V.H.: CURSED ITEMS

Roll	Cursed Item	Gold Piece Sale Value
01-02	<i>Bracers of Defenselessness</i>	2,000
03-04	<i>Egg of Shattering</i>	500
05-20	<i>Elixir of Madness</i>	---
21-22	<i>Horn of Bubbles</i>	---
23-39	<i>Plate Mail of Vulnerability</i>	1,500
40-46	<i>Ring of Clumsiness</i>	3,000
47-58	<i>Ring of Weakness</i>	1,000
59-64	<i>Robe of Vermin (M)</i>	1,000
65-81	<i>Scroll – Level I Curse</i>	---
82-00	<i>Sword -2, Cursed</i>	---



LEVEL VI ITEMS

TABLE 6.

Roll	Table to Consult
01-10	Table VI.A. – Spell Scrolls
11-17	Table VI.B. – Rings
18-24	Table VI.C. – Rods, Staves, and Wands
25-40	Table VI.D. – Armor & Shield
41-52	Table VI.E. – Swords
53-67	Table VI.F. – Miscellaneous Weapons
68-84	Table VI.G. – Miscellaneous Items
85-90	Table VI.H. – Cursed Item
91-00	Map (+5% on Tables M1 and M4, +1 on tables M2 and M3)

TABLE VI.A.: SPELL SCROLLS

Roll	Class	Number of Spells	Spell Level Range
01-12	Cleric	7	2-7
13-15	Druid	7	2-7
16-47	Magic-User	7	1-8
48-50	Illusionist	7	1-8
51-58	Cleric	7	2-7
59-60	Druid	7	2-7
61-81	Magic-User	7	2-9
82-83	Illusionist	7	2-9
84-87	Cleric	7	4-7
88	Druid	7	4-7
89-99	Magic-User	7	4-9
00	Illusionist	7	4-9

Experience Points (x.p.) Value:

Awarded only to characters who can use the spell(s); the award should be 100 x.p. per spell level.

Gold Piece (g.p.) Value:

Any scroll can be sold on the "open market" for three times its x.p. value.

TABLE VI.B.: RINGS

Roll	Ring	Experience Point Value	Gold Piece Sale Value
01-20	<i>Faerie</i>	1,000	7,500
21-33	<i>Free Action</i>	1,000	5,000
34-53	<i>Mind Shielding</i>	500	5,000
54-70	<i>Shocking Grasp</i>	1,000	5,000
71-82	<i>Shooting Stars</i>	3,000	15,000
83-00	<i>Truth</i>	1,000	5,000

TABLE VI.C.: RODS, STAVES, & WANDS

Roll	Rod, Staff, or Wand	Experience Point Value	Gold Piece Sale Value
01-24	<i>Rod of Cancellation</i>	10,000	15,000
25-36	<i>Rod of Flailing</i>	2,000	20,000
37-39	<i>Rod of Smiting (C.F)</i>	4,000	15,000
40-53	<i>Wand of Fireballs</i>	2,000	16,000
54-64	<i>Wand of Ice Storms</i>	2,500	20,000
65-79	<i>Wand of Lightning Bolts</i>	2,000	16,000
80-00	<i>Wand of Negation</i>	3,500	15,000

TABLE VI.D.: ARMOR & SHIELD

Roll	Armor or Shield	Experience Point Value	Gold Piece Sale Value
01-29	<i>Chain Mail +3</i>	2,000	12,500
30-71	<i>Plate Mail +3</i>	2,750	15,500
72-00	<i>Splint Mail +3</i>	2,250	14,500

Roll (d20)	Armor Size
1-13	Human
14-17	Elf
18-90	Dwarf
20	Halfling or Gnome

TABLE IV.E.: SWORDS

Roll	Sword	Experience Point Value	Gold Piece Sale Value
01-49	<i>Sword +3, Frostbrand</i>	1,600	8,000
50-51	<i>Sword +2, Nine Lives Stealer, +6 vs fire-using/dwelling creatures</i>	1,600	8,000
52-00	<i>Sword +4</i>	2,000	10,000

Roll	Sword Type
01-70	Long sword
71-90	Broad sword
91-95	Short sword
96-99	Bastard sword
00	Two-handed sword

TABLE VI.F.: MISCELLANEOUS WEAPONS

Roll	Miscellaneous Weapon	Experience Point Value	Gold Piece Sale Value
01-06	<i>Axe +3</i>	1,000	7,000
07-09	<i>Axe of Hurling +1</i>	1,500	15,000
10-28	<i>Battle Axe +3</i>	1,200	9,000
29-34	<i>Crossbow of Distance</i>	1,500	7,500
35-41	<i>Crossbow of Speed</i>	1,500	7,500
42-66	<i>Flail +2</i>	1,000	9,000
67-79	<i>Javelin +3</i>	1,250	7,500
80-84	<i>Quarterstaff, Magic +4</i>	1,000	6,000
85-90	<i>Scimitar +3</i>	1,250	10,000
91-94	<i>Scimitar of Speed +1</i>	2,500	9,000
95-00	<i>Spear +3</i>	1,750	15,000



TABLE VI.G.: MISCELLANEOUS ITEMS

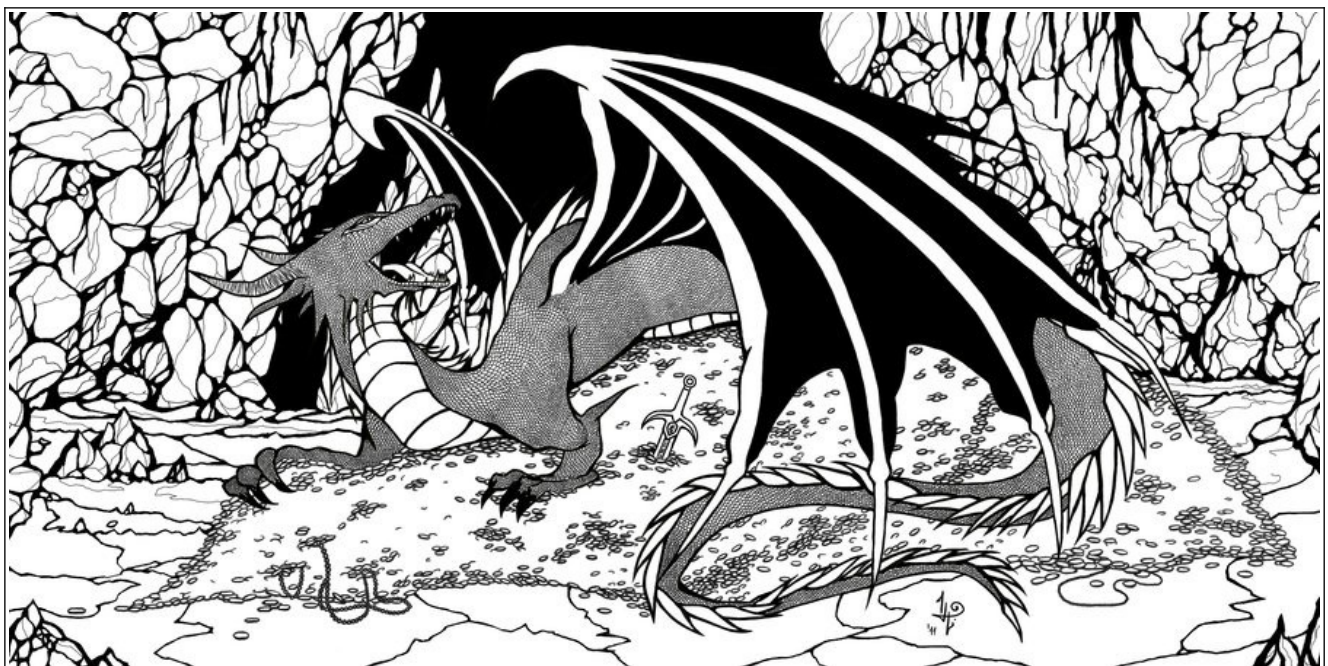
Roll	Miscellaneous Item	Experience Point	Gold Piece Value	Sale Value
01-06	<i>Amulet of Proof Against Detection and Location</i>	4,000	15,000	
07-10	<i>Arrow of Direction</i>	2,500	17,500	
11-13	<i>Bag of Tricks</i>	2,500	15,000	
14-20	<i>Boots of Levitation</i>	2,000	15,000	
21-24	<i>Bracers of Defense – AC 5</i> <i>Bucknard's Everfull Purse</i>	2,500	15,000	
25-26	– Type 1	1,500	15,000	
27-28	– Type 2	2,500	25,000	
29	– Type 3	4,000	40,000	
30-35	<i>Cloak of Displacement</i>	3,000	17,500	
36-41	<i>Cloak of the Bat</i>	1,500	15,000	
42-44	<i>Cube of Frost Resistance</i>	2,000	14,000	
45-47	<i>Cubic Gate</i>	5,000	17,500	
48-49	<i>Cyclocone (M)</i>	300	15,000	
50-51	<i>Deck of Illusions</i>	10/pinch	100/pinch	
52-53	<i>Gem of Brightness</i>	2,000	17,500	
54-55	<i>Girdle of Stone Giant Strength (C,F,T)</i>	1,600	20,000	
56-61	<i>Horn of the Tritons (C, F)</i> <i>Horn of Valhalla</i>	2,000	17,500	
62-65	– Silver	1,000	15,000	
66-68	– Brass	1,000	15,000	
69-70	– Bronze	2,000	30,000	
71	– Iron	3,000	45,000	
72	<i>Instrument of the Bards – canaith mandolin</i>	4,000	20,000	
73-74	<i>loun Stones</i>	300 ¹	5,000 ¹	
75-77	<i>Mantle of Celestian</i>	1,500	15,000	
78-86	<i>Necklace of Prayer Beads (C)</i>	500 ²	3,000 ²	
87-88	<i>Pearl of Power (M) – eighth level</i>	1,600	16,000	
89-00	<i>Robe of Useful Items (M)</i>			

¹ Per stone

² Per special Bead

TABLE VI.H. : CURSED ITEMS

Roll	Cursed Item	Gold Piece Sale Value
01-04	<i>Chime of Hunger</i>	---
05-35	<i>Ring of Contrariness</i>	1,000
36-93	<i>Scroll – Level II Curse</i>	---
94-00	<i>Vacuous Grimoire</i>	1,000



LEVEL VII ITEMS

TABLE 7.

Roll	Table to Consult
01-07	Table VII.A. – Rings
08-14	Table VII.B. – Rods, Staves, and Wands
15-33	Table VII.C. – Armor & Shield
34-47	Table VII.D. – Swords
48-65	Table VII.E. – Miscellaneous Weapons
66-84	Table VII.F. – Miscellaneous Items
85-90	Table VII.G. – Cursed Item
91-00	Map (+10% on Tables M1 and M4, +2 on tables M2 and M3)

TABLE VII.A.: RINGS

Roll	Ring	Experience Point Value	Gold Piece Sale Value
01-29	<i>Three Wishes</i> *	3,000	15,000
30-72	<i>Protection +3</i>	3,000	15,000
73-00	<i>Djinni Summoning</i> *	3,000	20,000

* These rings contain the most powerful magical abilities and may possess only a limited number of magical charges before being depleted, at the DM's option.

TABLE VII.B.: RODS, STAVES, & WANDS

Roll	Rod, Staff, or Wand	Experience Point Value	Gold Piece Sale Value
01-02	<i>Rod of Lordly Might (F)</i>	6,000	20,000
03-09	<i>Rod of Splendor</i>	2,500	25,000
10-26	<i>Staff of Curing (C)</i>	6,000	25,000
27-32	<i>Staff of Swarming Insects (C,M)</i>	100/charge	500/charge
33-36	<i>Wand of Earth and Stone</i>	1,000	10,000
37-40	– additional powers	5,000	15,000
41-55	<i>Wand of Illusion (M)</i>	3,000	20,000
56-70	<i>Wand of Paralyzation (M)</i>	3,500	25,000
71-85	<i>Wand of Polymorphing (M)</i>	3,500	25,000
86-00	<i>Wand of Size Alteration</i>	3,000	20,000

TABLE VII.C.: ARMOR & SHIELD

Roll	Armor or Shield	Experience Point Value	Gold Piece Sale Value
01-66	<i>Shield +4</i>	1,200	12,000
67-00	<i>Splint Mail +4</i>	3,000	19,000

Roll (d20)	Armor Size
1-13	Human
14-17	Elf
18-90	Dwarf
20	Halfling or Gnome

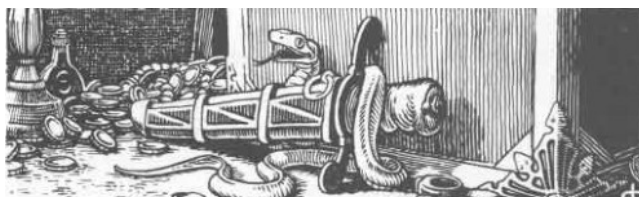


TABLE VII.D.: SWORDS

Roll	Sword	Experience Point Value	Gold Piece Sale Value
01-33	<i>Sword of the Planes</i>	2,000	15,000
34-67	<i>Sword +4, Defender</i>	3,000	15,000
68-00	<i>Sword +5</i>	3,000	15,000

Roll	Sword Type
01-70	Long sword
71-90	Broad sword
91-95	Short sword
96-99	Bastard sword
00	Two-handed sword

TABLE VII.E.: MISCELLANEOUS WEAPONS

Roll	Miscellaneous Weapon	Experience Point Value	Gold Piece Sale Value
01-07	<i>Axe +4</i>	1,500	12,000
08-15	<i>Axe of Hurling +2</i>	3,000	30,000
16-23	<i>Crossbow of Accuracy, +3</i>	2,000	12,000
24-31	<i>Dagger of Throwing +4</i>	550	5,500
32-39	<i>Hammer +4</i>	1,500	10,000
40-54	<i>Mace +3</i>	1,000	10,000
55-62	<i>Scimitar +4</i>	2,000	20,000
63-70	<i>Scimitar of Speed +2</i>	3,000	12,000
71-90	<i>Spear +4</i>	2,500	25,000
91-00	<i>Trident (Military Fork) +3</i>	1,500	12,500

TABLE VII.F.: MISCELLANEOUS ITEMS

Roll	Miscellaneous Item	Experience Point Value	Gold Piece Sale Value
01-03	<i>Amulet of Life Protection</i>	5,000	20,000
04-15	<i>Boots of Speed</i>	2,500	20,000
16-27	<i>Boots of Striding and Springing</i>	2,500	20,000
28-30	<i>Boots, Winged</i>	2,000	20,000
31-39	<i>Bracers of Defense – AC 4</i>	3,000	18,000
40-45	<i>Chime of Interruption</i>	2,000	20,000
50-51	<i>Chime of Opening</i>	3,500	20,000
52-69	<i>Cloak of Protection +2</i>	2,000	20,000
70-75	<i>Cube of Force</i>	3,000	20,000
76-81	<i>Eyes of the Eagle</i>	3,500	18,000
82-89	<i>Girdle of Dwarvenkind</i>	3,500	20,000
90-92	<i>Girdle of Frost Giant Strength (C,F,T)</i>	1,800	22,500
93-95	<i>Instrument of the Bards – cli lyre</i>	6,000	30,000
96-00	<i>Shoes of Fharlanghn</i>		

TABLE VII.G.: CURSED ITEMS

Roll	Cursed Item	Gold Piece Sale Value
01-5	<i>Drums of Deafening</i>	500
06-10	<i>Girdle of Femininity/Masculinity (C,F,T)</i>	1,000
11-19	<i>Helm of Opposite Alignment</i>	1,000
20-24	<i>Robe of Powerlessness (M)</i>	1,000
25-00	<i>Scroll – Level III Curse</i>	---

LEVEL VIII ITEMS

TABLE 8.

Roll	Table to Consult
01-07	Table VIII.A. – Rings
08-14	Table VIII.B. – Rods, Staves, and Wands
15-33	Table VIII.C. – Armor & Shield
34-47	Table VIII.D. – Swords
48-65	Table VIII.E. – Miscellaneous Weapons
66-84	Table VIII.F. – Miscellaneous Items
85-90	Table VIII.G. – Cursed Item
91-00	Map (+15% on Tables M1 and M4, +3 on tables M2 and M3)

TABLE VIII.A.: RINGS

Roll	Ring	Experience Point Value	Gold Piece Sale Value
01-07	<i>Elemental Command</i>	5,000	25,000
08-24	<i>Mammal Control</i> *	1,000	5,000
25-30	<i>Multiple Wishes</i> *	5,000	25,000
31-53	<i>Protection +4</i>	3,500	17,500
54-65	<i>Spell Storing</i>	2,500	22,500
66-88	<i>Spell Turning</i>	2,000	17,500
89-00	<i>Telekinesis</i> *	2,000	10,000

* These rings contain the most powerful magical abilities and may possess only a limited number of magical charges before being depleted, at the DM's option.

TABLE VIII.B.: RODS, STAVES, & WANDS

Roll	Rod, Staff, or Wand	Experience Point Value	Gold Piece Sale Value
01-17	<i>Rod of Security</i>	3,000	30,000
18	<i>Staff of Command (C,M)</i>	5,000	25,000
19	<i>Staff of Thunder & Lightning</i>	8,000	20,000
20	<i>Staff Spear +3 (ranseur)</i>	3,500	25,000
21	<i>Staff Spear +5</i>	3,000	20,000
22-37	<i>Staff of the Serpent – phthon (C)</i>	7,000	35,000
38-47	<i>Staff of the Serpent – adder (C)</i>	7,000	35,000
48-56	<i>Wand of Fire (M)</i>	4,500	25,000
57-89	<i>Wand of Secret Door and Trap Location</i>	5,000	40,000
90-98	<i>Wand of Steam & Vapor (C,M)</i>	4,500	25,000
99-00	<i>Wand, Anything</i>	2,500	12,500

TABLE VIII.C.: ARMOR & SHIELD

Roll	Armor or Shield	Experience Point Value	Gold Piece Sale Value
01-00	<i>Plate Mail +4</i>	3,500	20,500

Roll (d20)	Armor Size
1-13	Human
14-17	Elf
18-90	Dwarf
20	Halfling or Gnome

TABLE VIII.D.: SWORDS

Roll	Sword	Experience Point Value	Gold Piece Sale Value
01-33	<i>Sun Blade</i>	3,000	20,000
34-67	<i>Sword +5, Defender</i>	3,600	18,000
68-00	<i>Sword, +5 Holy Avenger</i>	4,000	20,000

Roll	Sword Type
01-70	Long sword
71-90	Broad sword
91-95	Short sword
96-99	Bastard sword
00	Two-handed sword

TABLE VIII.E.: MISCELLANEOUS WEAPONS

Roll	Miscellaneous Weapon	Experience Point Value	Gold Piece Sale Value
01-16	<i>Axe of Hurling +3</i>	4,500	45,000
17-33	<i>Hammer +3, Dwarven Thrower</i>	1,500	15,000
34-50	<i>Mace +4</i>	1,500	15,000
51-66	<i>Quarterstaff, Magic +5</i>	1,250	7,500
67-83	<i>Scimitar of Speed +3</i>	3,500	15,000
84-00	<i>Spear +5</i>	3,000	30,000

TABLE VIII.F.: MISCELLANEOUS ITEMS

Roll	Miscellaneous Item	Experience Point Value	Gold Piece Sale Value
01-10	<i>Bag of Holding</i>	5,000	25,000
11-12	<i>Boat, Folding</i>	10,000	25,000
13-14	<i>Book of Vile Darkness (C)</i>	8,000	40,000
15-20	<i>Bowl Commanding Water Elementals (M)</i>	4,000	25,000
21-26	<i>Bracers of Defense – AC 3</i>	3,500	21,000
27-33	<i>Brazier Commanding Fire Elementals (M)</i>	4,000	25,000
34-38	<i>Carpet of Flying</i>	7,500	25,000
39-42	<i>Censer Controlling Air Elementals (M)</i>	4,000	25,000
43-46	<i>Cloak of Arachnida</i>	3,000	25,000
47-53	<i>Deck of Many Things</i>	---	10,000
54-57	<i>Dicerion of Light & Darkness (C)</i>	2,500	25,000
58-59	<i>Eyes of Charming (M)</i>	4,000	24,000
60-61	<i>Gem of Seeing</i>	2,000	25,000
62-63	<i>Girdle of Fire Giant Strength (C,F,T)</i>	2,000	25,000
64-65	<i>Horn of Collapsing</i>		
66-67	<i>Instrument of the Bards – anstruth harp</i>	7,000	35,000
68-71	<i>Iron Flask</i>	---	---
72-73	<i>Mirror of Life Trapping (M)</i>	2,500	25,000
74-80	<i>Phylactery of Long Years (C)</i>	3,000	25,000
81-82	<i>Prison of Zagyg (M)</i>	2,750	25,000
83-84	<i>Robe of Scintillating Colors (C,M)</i>	2,750	25,000
85-88	<i>Robe of Blending</i>	3,500	35,000
89-96	<i>scarab of Protection</i>	2,500	25,000
97-00	<i>Stone of Good Luck (Luckstone)</i>	3,000	25,000

TABLE VIII.G.: CURSED ITEM

Roll	Cursed Item	Gold Piece Sale Value
01-04	<i>Bag of Devouring</i>	1,500
05-08	<i>Brazier of Sleep Smoke (M)</i>	1,000
09-12	<i>Censor of Summoning</i> <i>Hostile Air Elementals (M)</i>	1,000
13-17	<i>Dust of Sneezing and Choking</i>	1,000
18-21	<i>Mirror of Opposition</i>	2,000
22-25	<i>Scarab of Death</i>	2,500
26-00	<i>Scroll – Level IV Curse</i>	---



"Well, either it allows a magic-user to throw the various Bigby's hand spells, or it's a +2 backscratcher. So far we're not sure which"

LEVEL IX ITEMS

TABLE 9.

Roll	Table to Consult
01-07	Table IX.A. – Rings
08-14	Table IX.B. – Rods, Staves, and Wands
15-33	Table IX.C. – Armor & Shield
34-47	Table IX.D. – Swords
46-65	Table IX.E. – Miscellaneous Weapons
66-84	Table IX.F. – Miscellaneous Items
85-90	Table IX.G. – Cursed Item
91-00	Map (+20% on Tables M1 and M4, +4 on tables M2 and M3)

TABLE IX.A.: RINGS

Roll	Ring	Experience Point Value	Gold Piece Sale Value
01-37	<i>Human Influence</i> *	2,000	10,000
38-74	<i>Protection +5</i>	4,000	20,000
75-87	<i>Regeneration</i>	5,000	40,000
88-00	<i>X-Ray Vision</i>	4,000	35,000

* These rings contain the most powerful magical abilities and may possess only a limited number of magical charges before being depleted, at the DM's option.

TABLE IX.B.: RODS, STAVES, & WANDS

Roll	Rod, Staff, or Wand	Experience Point Value	Gold Piece Sale Value
01-12	<i>Rod of Alertness</i>	7,000	50,000
13-16	<i>Rod of Beguiling (C,M,T)</i>	5,000	30,000
17-26	<i>Rod of Passage</i>	5,000	50,000
27-30	<i>Rod of Rulership</i>	8,000	35,000
31-40	<i>Wand of Conjunction (M)</i>	7,000	35,000
41-45	<i>Wand of Force (F,M)</i>	3,000	30,000
46-50	<i>Wand of Frost (M)</i>	6,000	50,000
51-60	<i>Wand of Lightning (M)</i>	4,000	30,000
61-00	<i>Wand of Magic Missiles</i>	4,000	35,000

TABLE IX.C.: ARMOR & SHIELD

Roll	Armor or Shield	Experience Point Value	Gold Piece Sale Value
01-40	<i>Plate Mail +4</i>	3,500	20,500
41-60	<i>Plate Mail +5</i>	4,500	27,500
61-80	<i>Plate Mail of Etherealness</i>	5,000	30,000
81-00	<i>Shield +5</i>	1,750	17,500

Roll (d20)	Armor Size
1-13	Human
14-17	Elf
18-90	Dwarf
20	Halfling or Gnome

TABLE IX.D.: SWORDS

Roll	Sword	Experience Point Value	Gold Piece Sale Value
01-65	<i>Sword of Dancing</i>	4,000	22,000
66-75	<i>Sword of Life Stealing</i>	5,000	25,000
76-85	<i>Sword of Sharpness</i>	7,000	35,000
86-90	<i>Sword of Wounding</i>	4,400	22,000
91-00	<i>Sword, Anything</i>	5,000	35,000

Roll	Sword Type
01-70	Long sword
71-90	Broad sword
91-95	Short sword
96-99	Bastard sword
00	Two-handed sword

TABLE IX.E – MISCELLANEOUS WEAPONS

Roll	Miscellaneous Weapon	Experience Point Value	Gold Piece Sale Value
01-33	<i>Axe of Hurling +4</i>	6,000	60,000
34-67	<i>Mace of Disruption</i>	1,750	17,500
68-00	<i>Scimitar of Speed +4</i>	4,000	18,000

TABLE IX.F. – MISCELLANEOUS ITEMS

Roll	Miscellaneous Item	Experience Point Value	Gold Piece Sale Value
01-03	<i>Amulet of the Planes</i>	6,000	30,000
04-5	<i>Anything Item</i>	4,000	40,000
06-08	<i>Apparatus of Kwalish</i>	8,000	35,000
09-19	<i>Boccob's Blessed Book (M)</i>	4,500	35,000
20-21	<i>Book of Exalted Deeds (C)</i>	8,000	40,000
22-26	<i>Bracers of Defense – AC 2</i>	4,000	24,000
27-36	<i>Cloak of Protection +3</i>	3,000	30,000
37-41	<i>Cloak of Protection +4</i>	4,000	40,000
42-44	<i>Daern's Instant Fortress</i>	7,000	27,500
45-47	<i>Drums of Panic</i>	6,500	35,000
48-49	<i>Girdle of Cloud Giant Strength (C,F,T)</i>	2,200	27,500
50-52	<i>Helm of Telepathy</i>	3,000	35,000
53-54	<i>Helm of Teleportation</i>	2,500	30,000
55-61	<i>Heward's Handy Haversack</i>	3,000	30,000
62-63	<i>Instrument of the Bards – ollamh harp</i>	8,000	40,000
64-65	<i>Libram of Gainful Conjunction (M)</i>	8,000	40,000
66-67	<i>Libram of Ineffable Damnation (M)</i>	8,000	40,000
68-69	<i>Libram of Silver Magic (M)</i>	8,000	40,000
70-71	<i>Lyre of Building</i>	5,000	30,000
72-73	<i>Manual of Golems (C, M)</i>	3,000	30,000
74-75	<i>Manual of Puissant Skill at Arms (F)</i>	8,000	40,000
76-77	<i>Manual of Stealthy Pilfering (T)</i>	8,000	40,000
	<i>Robe of the Archmagi (M)</i>	6,000	65,000
89-90	<i>Sphere of Annihilation (M)</i>	3,750	30,000
91-95	<i>Talisman of Pure Good (C)</i>	3,500	27,500
96-98	<i>Talisman of Ultimate Evil (C)</i>	3,500	32,500
99-00	<i>Tome of Leadership and Influence</i>	7,500	40,000

TABLE IX.G.: CURSED ITEMS

Roll	Cursed Item	Gold Piece Sale Value
01-04	<i>Bowl of Watery Death (M)</i>	1,000
05-10	<i>Peridapt of Foul Rotting</i>	1,000
11-22	<i>Phylactery of Monstrous Attention (C)</i>	2,000
23-28	<i>Rope of Constriction</i>	1,000
29-84	<i>Scroll – Level V Curse</i>	---
85-00	<i>Trident of Yearning</i>	1,000

LEVEL X ITEMS

TABLE 10.

Roll	Table to Consult
01-08	Table X.A. – Rings
09-16	Table X.B. – Rods, Staves, and Wands
17-33	Table X.C. – Swords
34-54	Table X.D. – Miscellaneous Weapons
55-76	Table X.E. – Miscellaneous Items
77-84	Table X.F. – Artifact or Relic
85-90	Table X.G. – Cursed Item
91-00	Map (+25% on Tables M1 and M4, +5 on tables M2 and M3)

TABLE X.A.: RINGS

Roll	Ring	Experience Point Value	Gold Piece Sale Value
01-50	<i>Anything Ring</i>	5,000	55,000
51-00	<i>Ring of Wizardry * (M)</i>	4,000	50,000

* These rings contain the most powerful magical abilities and may possess only a limited number of magical charges before being depleted, at the DM's option.

TABLE X.B.: RODS, STAVES, & WANDS

Roll	Rod, Staff, or Wand	Experience Point Value	Gold Piece Sale Value
01-05	<i>Rod of Resurrection (C)</i>	10,000	35,000
06-22	<i>Staff of Withering (C)</i>	8,000	35,000
23-48	<i>Rod of Absorption (C,M)</i>	7,500	40,000
49-91	<i>Staff of the Woodlands (D)</i>	8,000	40,000
92-96	<i>Staff of Power (M)</i>	12,000	60,000
97-00	<i>Staff of the Magi (M)</i>	15,000	75,000

TABLE X.C.: SWORDS

Roll	Sword	Experience Point Value	Gold Piece Sale Value
01-85	<i>Sword, Broad, "Final Word" Type</i>	10,000	50,000
86-00	<i>Sword, Vorpal Weapon</i>	10,000	50,000

* Includes gem value

Roll	Sword Type
01-70	Long sword
71-90	Broad sword
91-95	Short sword
96-99	Bastard sword
00	Two-handed sword

TABLE X.D.: MISCELLANEOUS WEAPONS

Roll	Miscellaneous Weapon	Experience Point Value	Gold Piece Sale Value
01-33	<i>Axe of Hurling +5</i>	7,500	75,000
34-67	<i>Hammer of Thunderbolts</i>	2,500	25,000
68-00	<i>Scimitar of Speed +5</i>	4,500	21,000

TABLE X.E.: MISCELLANEOUS ITEMS

Roll	Miscellaneous Item	Experience Point Value	Gold Piece Sale Value
01-05	<i>Book of Infinite Spells</i>	9,000	50,000
06-27	<i>Cloak of Protection +5</i>	5,000	50,000
28-33	<i>Efreeti Bottle</i>	9,000	45,000
34-38	<i>Eyes of Petrification, reversed</i>	12,500	50,000
39-43	<i>Girdle of Storm Giant Strength (C,F,T)</i>	2,400	30,000
44-48	<i>Helm of Brilliance</i>	2,500	60,000
49-53	<i>Horn of Blasting</i>	1,000	55,000
54-58	<i>Jewel of Flawlessness</i>	---	1,000/facet
59-62	<i>Manual of Bodily Health</i>	5,000	50,000
63-66	<i>Manual of Gainful Exercise</i>	5,000	50,000
67-70	<i>Manual of Quickness of Action</i>	5,000	50,000
71-75	<i>Mirror of Mental Prowess</i>	5,000	50,000
76-80	<i>Portable Hole</i>	5,000	50,000
81-85	<i>Robe of Eyes (M)</i>	4,500	50,000
86-90	<i>Rug of Welcome (M)</i>	6,500	45,000
91-95	<i>Tome of Clear Thought</i>	8,000	48,000
96-00	<i>Tome of Understanding</i>	8,000	43,500

TABLE X.F.: ARTIFACT OR RELIC

Roll	Artifact or Relic	Gold Piece Sale Value
01	<i>Axe of the Dwarvish Lords</i>	55,000
02	<i>Baba Yaga's Hut</i>	90,000
03-04	<i>Codex of the Infinite Planes</i>	62,500
05-20	<i>Crown of Might</i>	50,000
21	<i>Crystal of the Ebon Flame</i>	75,000
22	<i>Cup and Talisman of Al' Akbar</i>	85,000
23-24	<i>Eye of Vecna</i>	35,000
25	<i>Hand of Vecna</i>	60,000
26	<i>Heward's Mystical Organ</i>	25,000
27	<i>Horn of Change</i>	20,000
28-29	<i>Invulnerable Coat of Arnd</i>	47,500
30-31	<i>Iron Flask of Tuerny the Merciless</i>	50,000
32	<i>Jacinth of Inestimable Beauty</i>	100,000
33	<i>Johydee's Mask</i>	40,000
34-35	<i>Kuroth's Quill</i>	27,500
36-37	<i>Mace of Cuthbert</i>	35,000
38	<i>Machine of Lum the Mod</i>	72,500
39-40	<i>Mighty Servant of Leuk-o</i>	185,000
41-47	<i>Orb of the Dragonkind</i>	10-80,000
48-63	<i>Orb of Might</i>	100,000
64	<i>Queen Ehlissa's Marvelous Nightingale</i>	112,500
65-66	<i>Recorder of Ye'Cind</i>	80,000
67-68	<i>Ring of Gaxx</i>	17,500
69-74	<i>Rod of Seven Parts</i>	25,000
75-91	<i>Sceptre of Might</i>	150,000
92	<i>Sword of Kas</i>	97,000
93-98	<i>Teeth of Dahlver-Nor</i>	5,000/tooth
99	<i>Throne of the Gods</i>	---
00	<i>Wand of Orcus</i>	10,000

TABLE X.G.: CURSED ITEMS

Roll	Cursed Item	Gold Piece Sale Value
01-08	<i>Cloak of Poisonousness</i>	2,500
09-13	<i>Eyes of Petrification</i>	---
14-21	<i>Necklace of Strangulation</i>	1,000
22-26	<i>Rug of Smothering</i>	1,500
27-00	<i>Scroll – Level VI Curse</i>	---

MAPS

If a map is indicated, you must generate a number between 01 and 00 to discover what the map leads to. However, the contents of the map itself are a problem, for how can it be possible to direct each DM properly considering the infinite number of possibilities under which the map will be located? The answer is that this writer can only suggest. A map should **never** list its treasure, only show its location.

TABLE M1: MAP LEADS TO:

Roll	Result
01-05	False Map
06-70	Map to monetary treasure
71-90	Map to magical treasure
91-00	Combined horde

Maps found outdoors in a monster's lair can lead into an underground labyrinth, a few miles in the wilderness or some hidey-hole, lair, ruins, or even in a town. Direction is easily determined by a quick roll of d8, basing the compass on 1 being north (or whatever) and simply counting round (2 is northeast, 3 is east, etc.). The table below may be used as a guide if you wish:

01-20	labyrinth of caves found in lair
21-60*	outdoors, 5-8 miles distant
61-90*	outdoors, 10-40 miles distant
91-00*	outdoors, 50-500 miles distant

* Treasure shown on the map is:

01-10	buried and unguarded
11-20	hidden in water
21-70	guarded in a lair
71-80	somewhere in a ruins
81-90	in a burial crypt
91-00	secreted in a town

Note that relatively low-value treasures will not be as well guarded as those of great value.

TABLE M2: MONETARY TREASURE

Roll	Result
1-2	20,000-80,000 copper pieces (2d4), 20,000-50,000 silver pieces (d4+1)
3-5	5,000-30,000 electrum pieces (5d6)
6-10	3,000-18,000 gold pieces (3d6)
11-12	500-2,000 platinum pieces (5d4)
13-15	10-100 gems
16-17	5-50 pieces of jewelry
18	Roll twice, discounting rolls above 17
19	Roll thrice, discounting rolls above 17
20	Each monetary item above

TABLE M3: MAGIC TREASURE

Roll	Result
1-5	Any item rolled on Magic Item Table, plus 4 potions
6-8	Any 2 items rolled on Magic Item Table
9-12	1 Sword, 1 Armor or Shield, 1 Miscellaneous Weapons
13-14	Any 3 items, no Sword or Potions
15-18	Any 6 potions and any 6 scrolls
19	Any 4 items, 1 is a Ring, 1 is a Rod
20	Any 5 items, 1 is a Rod, 1 is a Miscellaneous Magic

M4: COMBINED HOARD

Dice	Result
01-20	1-2 Monetary Treasure and 1-5 Magic Treasure
21-40	6-10 Monetary Treasure and 1-5 Magic Treasure
41-55	3-5 & 6-10 Monetary Treasure and 1-5 & 15-18 Magic Treasure
56-65	1-2, 3-5 & 6-10 Monetary Treasure and 9-12 & 13-14 Magic Treasure
66-75	6-10 & 11-12 Monetary Treasure and 6-8 & 15-18 Magic Treasure
76-80	3-5, 6-10, 11-12, & 16-17 Monetary Treasure and 1-5 & 9-12 Magic Treasure
81-85	20 Monetary Treasure and map to 1-5 Magic Treasure
86-90	20 Monetary Treasure and map to 19 Magic Treasure
91-96	Map to 1-2 & 3-5 Monetary Treasure, 20 Magical Treasure on hand
97-00	Map to 11-12 & 13-15 Monetary Treasure plus 15-18 Magic Treasure, 20 Magic Treasure on hand

