Dungeon Treasure Maps

Dungeon Treasure Maps are a special type of item. When the characters decipher such a map, through use of a *Read Languages* spell if needed, the Ref rolls on the appropriate tables and places the heretofore undiscovered secret location of the treasure trove. It is impossible to find this secret trove before the map in question is deciphered.

Add this new item to the original Magic Table, like so:

Magic Items
d00
01-20: Swords
21-35: Armor
36-40: Misc. Weapons
41-59: Potions
60-74: Scrolls
75-85: DT Maps
86-90: Rings
91-95: Wands/Staffs
96-00: Misc. Magic

DT Maps Table
d00
01-12: False Map
13-22: -1 Level Trove
23-40: Same Level Trove
41-60: +1 Level Trove
61-78: +2 Levels Trove
79-88: +3 Levels Trove
89-00: Custom Map
Custom Maps: Reserved for Maps which lead to secret sub-levels of your dungeon. These bonus sub-levels are typically impossible to locate without the appropriate map.

Trove Contents

Level	Silver x 1000	Gold x 1000	Gems	Jewelry	Magic *
1,2	2d6	1d3	1d6	1d3	1M
3,4	3d6	1d6	2d6	1d6	1M, 1R
5,6	3d6+10	2d6	3d6	2d6	2R
7,8	3d6+20	3d6	3d6+10	3d6	1M, 2R
9,10	3d6+30	3d6+10	3d6+20	3d6+6	3R
11,12	3d6+40	3d6+20	3d6+30	3d6+12	1M, 3R

***** - M = Minor Item (Potion or Scroll), R = Random Item

DT Maps Language
d00
01-52: Encrypted (Requires *Read Languages* spell)
53-56: Gnoll
57-60: Gnome
61-64: Goblin
65-68: Hobgoblin
69-72: Kobold
73-76: Orc
77-80: Pixie
81-84: Ogre
85-88: Troll
89-91: Djinn
92-94: Efreet
95-97: Giant
98-00: Dragon
Maps which the characters cannot read or have translated require a *Read Languages* spell.

Trove Proximity
d00 upon Trove's level, roll for distance from steps/entry point.
01-08: 5 Rooms Distant
09-20: 6 Rooms Distant
21-40: 7 Rooms Distant
41-60: 8 Rooms Distant
61-80: 9 Rooms Distant
81-92: 10 Rooms Distant
93-00: Even Farther

How Trove is Hidden
d00
01-20: Buried: Need Picks and Shovels
21-36: Under Loose Stones: Need Pry-bars
37-50: Behind Wall: Need Sledge Hammer
51-64: Behind Locked Panel: Need Key or Lock-picker
65-73: Sealed Door: Need Hammer and Pry-bars
74-82: Sealed Door (G): Need Hammer and Pry-bars
83-91: Locked Stairwell: Need Key or Lock-picker
92-00: Locked Stairwell (G): Need Key or Lock-picker
(G): Guardians - typically Undead, Golems or other such Monsters able to lie dormant.

Notes: Tracking down lost or buried treasure should be an exciting endeavor for the players and their characters. There's always a chance they will hit the proverbial mother-lode. Special preparations might be in order for recovering these troves, and keep in mind the noise created from all of the excavating is sure to attract the hungry and/or curious.

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