

D240



*Dungeon
Search Results*



d240 Dungeon Search Results

d20	d12	value	d20	d12	value
1	1	arrow trap	6	5	rabbit's foot pendant
1	2	acid trap	6	6	rusty iron key
1	3	alarm trap	6	7	tincture of myrrh
1	4	falling block	6	8	weasel pelt
1	5	pit trap	6	9	wooden bucket
1	6	poison darts	6	10	wool cap
1	7	scything blade	6	11	tinderbox with flint & striking iron
1	8	sleeping gas	6	12	birch-wood coffin (empty)
1	9	spear trap	7	1	bronze rattle
1	10	teleporter OR chute	7	2	fresh corpse
1	11	warding glyph	7	3	mortar and pestle
1	12	yellow mold OR mimic	7	4	painted clay mask
2	1	blood trail	7	5	rusty spoke-shave
2	2	broken barrel	7	6	small jar of ointment
2	3	claw marks	7	7	12 loom weights
2	4	dire warning	7	8	3 silver coins
2	5	fetid stench	7	9	bronze cow bell
2	6	fresh tracks	7	10	butter churn
2	7	human jawbone	7	11	clay pot of honey
2	8	musty aroma	7	12	copper adze
2	9	rancid odour	8	1	flask of oil
2	10	scorch marks	8	2	haunch of smoked meat
2	11	soiled rags	8	3	iron manacles
2	12	spoiled meat	8	4	oil lamp
3	1	large bundle of twigs	8	5	saddle blanket
3	2	loaf of stale bread	8	6	small wooden table
3	3	tallow candle	8	7	wicker birdcage
3	4	unlit torch	8	8	10-foot iron chain
3	5	ball of twine	8	9	carved ivory playing piece
3	6	bed of rushes	8	10	healing salve
3	7	bone needle	8	11	large basket
3	8	child's doll	8	12	pair of bone dice
3	9	clay figurine	9	1	bronze axe head
3	10	ear of corn	9	2	quern stone
3	11	10-foot pole	9	3	small anvil
3	12	a single long-stem rose	9	4	wheel of mature cheese (12 pounds)
4	1	bone fish hook	9	5	wizard's hat
4	2	burlap sack	9	6	pewter tankard
4	3	hawthorn stake	9	7	50-foot coil of hempen rope
4	4	pan pipes	9	8	6 iron spikes
4	5	sack of charcoal	9	9	bag of hard biscuits (1 days rations)
4	6	sheet of vellum	9	10	goat's foot lever
4	7	spindle whorl	9	11	hand axe
4	8	spiked club	9	12	iron-shod shovel
4	9	wooden bowl	10	1	large box of chalk
4	10	deer antler	10	2	long iron rod
4	11	jar of barley grain (1 bushel)	10	3	purse with 2 electrum pieces
4	12	pint of lard	10	4	quill and ink
5	1	small whetstone	10	5	rosewood prayer beads
5	2	clay pot of beeswax	10	6	sewing awl
5	3	iron horseshoe	10	7	silver spoon
5	4	hand puppet	10	8	skinning knife
5	5	small wooden horse	10	9	small bellows
5	6	6 copper nails	10	10	sprig of wolfsbane
5	7	milking stool	10	11	pouch with thieves tools
5	8	box of pepper (1 pound)	10	12	rusted breast plate
5	9	brass key	11	1	set of lead weights
5	10	bronze cloak pin	11	2	small iron box
5	11	clay pipe	11	3	blacksmith's tongs
5	12	copper ladle	11	4	bolt of sack cloth (40 yards)
6	1	drinking horn	11	5	carpenter's saw
6	2	four-leaf clover	11	6	cobbler's last
6	3	iron ingot (1 pound)	11	7	copperwood nightstand
6	4	peacock feather	11	8	iron hammer

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d20	d12	value
11	9	ivory comb 2gp
11	10	leather backpack (empty) 2gp
11	11	3 gold coins 3gp
11	12	block of incense 3gp
12	1	broad axe 3gp
12	2	bronze ear-horn 3gp
12	3	bronze-work dagger 3gp
12	4	ceramic frog statuette 3gp
12	5	iron crowbar 3gp
12	6	large copper kettle 3gp
12	7	ornate silver fork 3gp
12	8	severed hand with gold ring 3gp
12	9	silk handkerchief 3gp
12	10	wolf pelt 3gp
12	11	writing tablet & bronze stylus 3gp
12	12	12 silver belt plaques 36sp
13	1	bill hook 4gp
13	2	small jade idol 4gp
13	3	bone scroll case (empty) 5gp
13	4	dented bronze helm 5gp
13	5	gold belt buckle 5gp
13	6	iron rations (1 week) 5gp
13	7	silver-tipped arrow 5gp
13	8	small iron-bound chest 5gp
13	9	azurite crystal 7gp
13	10	hooded lantern 7gp
13	11	large iron brazier 7gp
13	12	rusty falchion 7gp
14	1	small devotional altar 7gp
14	2	soapstone urn 7gp
14	3	grappling hook 9gp
14	4	gold salt cellar 10gp
14	5	huge morning star 10gp
14	6	silver ring set with garnet 10gp
14	7	small flask of lion's blood 10gp
14	8	spiked buckler 10gp
14	9	alabaster foot stool 12gp
14	10	large bronze gong 12gp
14	11	pile of mosaic floor tiles 13gp
14	12	ancient broadsword 14gp
15	1	silver ewer 14gp
15	2	broken jade statuette 15gp
15	3	bronze reliquary 15gp
15	4	cask of pink salt (15 pounds) 15gp
15	5	glass cruet & decanter 15gp
15	6	jack of studded leather 15gp
15	7	silver holy symbol 15gp
15	8	small book of poetry 15gp
15	9	sphere of malachite 15gp
15	10	amphora of wine (8 gallons) 16gp
15	11	9 rolls of papyrus 18gp
15	12	ingot of electrum (1 pound) 20gp
16	1	small silver mirror 20gp
16	2	hogshead of ale (48 gallons) 24gp
16	3	5 platinum pieces 25gp
16	4	vial of holy water 25gp
16	5	barrel of pickled herring (32 gallons) 30gp
16	6	electrum armlet 30gp
16	7	fine-crafted scimitar 30gp
16	8	gill of rare unguent 30gp
16	9	ornate hourglass 30gp
16	10	silk robes 30gp
16	11	silver compass bowl 30gp
16	12	tarnished silver platter 30gp

d20	d12	value
17	1	kilderkin of mead (16 gallons) 32gp
17	2	bottle of red phosphorus 35gp
17	3	bronzewood door 35gp
17	4	crystal reading glass 35gp
17	5	golden sickle 35gp
17	6	<i>Osman's Principles of Nautical Navigation</i> 35gp
17	7	silver astrolabe 35gp
17	8	spell book with missing pages 35gp
17	9	square of rich tapestry 35gp
17	10	bear skin rug 50gp
17	11	carved ivory tusk 50gp
17	12	pearl earring 50gp
18	1	pint of strong acid 50gp
18	2	fur-trimmed cape 75gp
18	3	gold neck torc 75gp
18	4	silver earring with jasper 75gp
18	5	small rowboat & pair of oars 75gp
18	6	<i>Zoltan's Almanac of Days</i> 75gp
18	7	tierce of good wine (42 gallons) 84gp
18	8	water clock 90gp
18	9	bag of 4 amber rods 100gp
18	10	bolt of silk (36 yards) 100gp
18	11	carved ivory box 100gp
18	12	jade cup 100gp
19	1	silver goblet 100gp
19	2	crystal carafe 120gp
19	3	<i>Ulrik's Psalter of Heavenly Hymns</i> 130gp
19	4	large gold beaker 150gp
19	5	short sword set with topaz 150gp
19	6	silver chain of office 150gp
19	7	<i>Treatise on the Properties of Gemstones</i> 150gp
19	8	cloak of brown velvet 200gp
19	9	golden chalice 250gp
19	10	barrel of fine brandy (32 gallons) 256gp
19	11	silver idol of Ptolos 350gp
19	12	gold skull 375gp
20	1	potion of healing 400gp
20	2	6 arrows of true-flight 720gp
20	3	scroll of seven spells 2,100gp
20	4	elven boots 5,000gp
20	5	pearl of wisdom 5,000gp
20	6	ring of feather fall 5,000gp
20	7	cloak of elvenkind 6,000gp
20	8	deck of wondrous items 10,000gp
20	9	girdle of ogre strength 15,000gp
20	10	sandals of speed 20,000gp
20	11	wand of summoning 35,000gp
20	12	<i>Balthazar's Tome of Influence</i> 40,000gp

How to use this table

Roll a **d20** and a **d12**, then consult the table. For example, a result of '13' and '7' reveals a single silver-tipped arrow.

The suggested re-sale value (if any) for each item is expressed in copper pieces (cp), silver pieces (sp), or gold pieces (gp).

$$1 \text{ gp} = 10 \text{ sp} = 100 \text{ cp}$$

The values listed are estimates only; feel free to adjust the value of individual items to suit your game or campaign setting.

New Magic Items

Arrows of True-Flight

Usable with any bow, these arrows suffer no penalty 'to hit' when targeting enemies at **long-range**.

Balthazar's Tome of Influence

The successful study of this tome permanently increases the reader's **Presence† (Pre)** by **1**. Gaining this benefit requires a one-week period of uninterrupted study followed by a successful **DC15** skill check. This item may be used by **any** creature literate in the common tongue. A failed skill check **may not** be attempted a second or subsequent time. Once read, no benefit is gained from repeated readings of this tome.

Deck of Wondrous Items

What appears to be a mundane deck of twenty playing cards is actually a powerful magic item capable of conjuring ordinary or wonderful objects and creatures. Each card is inscribed with arcane markings denoting one of the twenty items listed below. A successful **DC20** skill check is required to decipher the markings, allowing specific cards to be drawn. The deck may still be used **without** a successful check, however, the conjuring result is randomised among the remaining cards in the deck.

- | | |
|--------------------------------|-----------------------------|
| 1. 1000 silver coins | 11. peacock |
| 2. blacksmith's anvil | 12. pitcher of wine |
| 3. blessed spring | 13. portal to another realm |
| 4. catapult, loaded | 14. rainbow |
| 5. feasting table, fully laden | 15. riding pony |
| 6. giant snapping turtle | 16. rope bridge |
| 7. large oak tree | 17. ship's anchor |
| 8. lit torch | 18. small cottage |
| 9. longboat | 19. stone dolmen |
| 10. mountain goat | 20. writing desk and stool |

Once thrown or discarded, each card is instantly transformed into the item denoted. Each card may be used **once** only. Items or creatures conjured **cannot** be dispelled. There is no known way to replace a card once it is discarded from the deck.

Girdle of Ogre Strength

While worn, this item increases the wearer's **Strength (Str)** to **19**. This item has no effect when worn by creatures of **Strength 19** or greater.

Sandals of Speed

This footwear is usable by any human-sized biped. When worn, the sandals function in all respects as **boots of speed**.

Wand of Summoning

This item may be used to summon extra-planar creatures of a combined level† total **equal** to that of the wielder. Determine creatures randomly as appropriate to your game or campaign-setting. Once summoned, creatures are bound to carry out the will of the wielder and can only be dispelled if the wand is broken or destroyed.

†Wisdom OR Charisma

†Hit Dice