# HACK & SLASH
# COMPENDIUM



*Blog Collection II*

A compiled volume of information for players of Classic Fantasy Role-Playing Games. Including: creating a functioning game economy, creating useful and interesting treasure, weights and capacities for the transportation of valuable goods, hundreds of unique and interesting items, the fast generation of random treasure values, and random generation of treasure containers, art objects, bejeweled items, trade goods, furnishings, books and scrolls, coins, clothing, gems, weapons and armor.


CAMPBELL

WITH BELL, KEMP, AND FITZGERALD



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# HACK & SLASH



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## ON THE DISTRIBUTION OF WEALTH

Let it be known: unless you hand out boarding passes for your campaign, the distribution of treasure is an art not a science.

If you give agency to players, then players can die, players can mismanage treasure, and players can miss treasure. You cannot control wealth distribution, just influence it.

### What is the point of treasure?

In all older editions of the game treasure makes up the largest percentage of advancement experience. This is eliminated in the later editions making treasure part of expected character power level, turning it from an award into a pre-calculated part of the player advancement curve.

The primary purpose of treasure is to keep score. It also provides advancement (social advancement in game as wealth accumulates, *and* as a means to increase personal power), rewards, tools to solve problems, a method to drive adventure, and a means of changing the scope of the game.

Many of the techniques of interesting treasure design will actually be detrimental to a encounter-heavy modern game (i.e. no empty rooms, all treasure is assumed to be found). These techniques will merely obfuscate what treasure is for those games, a required power-up that fits into a slot so that the character can engage encounters appropriate to his level. Many of the advantages of 'treasure' have been internalized to the character build process.

The most efficient way to distribute treasure in modern games it to give out treasure in gold pieces and/or residuum, and be prepared for any other items to be converted to their gold piece value so that characters can quickly shop for or craft for the items they need; while keeping in mind that any treasure you give the party that is useful to a specific member is effectively giving them the same reward that a character who can craft items receives—full gold value of the item.*

### How Should Treasure Be Distributed in an Old School Game?

It depends on the desired pace of advancement and scope of the game. What is important is that there is enough treasure to provide for advancement in spite of player death (wasting treasure advancement), mismanaged treasure (taking too many henchmen along, spending too much money), and missed treasure.

My personal rule of thumb is to provide 4 times the amount of treasure the party needs to reach the next level distributed among the rooms with treasure (usually around 20%, or 1 room in 5). I usually start a campaign with around half a dozen adventure sites with perhaps 100 rooms among them. Treasure is rarely in coin, and often down played in encounters. A leather sofa (175gp) or a stone bust (1,500gp) might be overlooked.

There are several different stances in regard to treasure distribution. Any distribution will take its clues from all three.

**Naturalistic:** What type of treasure would logically be here? Who owned this building? What does this culture of creatures collect? How strong are these monsters? What is the intelligence level of the monsters? What industries are nearby? Where is anything regarded as treasure likely to have come from?

**Narrative:** What level are the characters? How powerful are they currently? How much treasure do they need? Does your campaign require training? Does your campaign have taxes, tariffs and fees? What upkeep costs are you charging your characters? Are these magical items too powerful?

**Classic:** What does the bestiary say in regards to treasure usually found in the lair? Is it a horde? Do they carry Scrolls? Gems? Potions?

Some things to be kept in mind:

Treasure will not be accumulated in simple gold piles—or even piles of coins. The treasure of a marauding band will include livestock, grain, personal goods, and assorted other objects. These categories are Art, Jeweled Items, Goods, Coins, Furnishings (including clothing), Gems, and Magic Items. Guides to generating these items are found in the rear of this compendium.

Note that just because you have discovered a gem or painting worth 1,000,000+ gp, you only gain the experience when you turn that into coin, and good luck surviving the problems inherent in that process.

Random generation is an important part of this process, but by no means should it be used blindly and without thought. The randomness that's important is in things such as determination of the type of magical weapon, less so the bonus. How useful is that +5 Halbred, when no one is proficient in it? Randomly determining items makes choices like double and triple specialization meaningful for the players. Most 'troublesome' items upon a close reading of the rules come with a variety of subtle drawbacks and controls to their use. Some items to be cautious with are staves and rods, certain miscellaneous items (deck of many things, cube of force, etc.), and artifacts. These can be made to work quite successfully, but each requires a change in focus in the nature of the campaign.

*It is perfectly acceptable to do the math and recalculate all encounters to be of a lower challenge and change the default assumptions of the game so that treasure is not an assumed part of character power, or using a system such as automatic bonuses on leveling or changing the game to an E6 scale. This is not the default stance of the systems however. The default stance is as above, you need the treasure to be powered appropriate to your level





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## ON INTERESTING TREASURE HOARDS

Interesting treasure hoards should intersect with the theme of the setting, the reality of play, and the mechanics of the game.

### Theme of the Setting

This is treasure that provides information about the environment the players are in, e.g. What do the men of the west craft? What does the armor of the elven green look like? It is impossible to use a random table to generate this type of treasure without the setting being implicit in the random table. This is one specific, concrete way game rules can be used to define setting without laborious text or decadent pages of in-game fiction. It is a way that players must engage the game world that improves the quality of play for them, exceptionally so for those willing to invest more.

### Reality of Play

This is treasure that does not break the players ability to suspend disbelief and provides cultural and anthropological information of the setting through play. That monsters pit should contain adventurer gear. A spellcaster will not be carrying a bunch of weapons and armor.

The treasure describes the habits of creatures, their predilections, and grants in-game information to the players that allows for better decision making.  Looking for pearls? The Men of Merr have them. Gems? Those strange bat-like creatures like to collect them. How do we know there's Hobgoblins about? Hobgoblins covet jade.

Treasure should be found in places that are logical or have some kind of believability. Burnt out, water soaked ruins should not have unprotected valuable paintings or scrolls. Iron, steel, and copper weapons underwater are not going to be in great shape. Organic materials such as leather will probably not be found in a hoard of a creature that eats its prey whole. Any treasure placed that doesn't follow default assumptions can spark player interest.

### Mechanics of the Game

Treasure serves a purpose beyond keeping score. Games are much more engaging when there are concrete options for what you can spend your treasure on, whether that is character improvement, information, new resources or abilities, or access to new areas. It grants ownership of the setting to the players.

It is not necessary to simply have gold prices be the cost of training, learning special abilities, spells, unlocking new areas. Sometimes the cost of unlocking those areas could be different kinds of treasure:



A door that only unlocks when fed gems. A temple that only rises when a gem of a certain value is placed inside. A dwarf who will show you the way only in exchange for dwarven forged gold. A trainer who will only accept the craftsmanship of the primitive Mabden as payment. An undead guardian who will only accept grave goods as payment.

### Designing Treasure Hoards

A treasure hoard is any grouping of found treasure within your campaign.

All these things must be taken into account when designing treasure hoards. This means that unless you are running a prepared setting, there's a lot of work for you. What are the ancient cultures? Who are the current craftsmen? What are the habitats and lairs of creatures?  etc.

That's creating work that doesn't need to be done. You'll already have the answers for the most common questions.

- Who are the bad guys?
- Where do they live?
- Who used to live there?
- Who lives nearby?

Answer those questions, and you'll have the answers for treasure for your first 5 or 10 sessions of play. You'll need to answer them four or five times for a small sandbox.

The great thing about treasure is that it's hidden, so you can always add a new faction, culture, idea, or other plot hook in the next treasure hoard the characters find.





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## WHAT DIFFERENT KINDS OF HOARDS ARE THERE?

**Bandit/Smuggler:** Weapons, Armor, Contraband goods (huge variety), Trade Goods, Prisoners.

**Small Humanoid:** Filth, Trinkets, Shiny Objects, Junk, e.g. Goblins.

**Dwarven:**: Gold, Metallic treasure, Forged objects (weapons, armor), Thick brick-like objects, All treasure solid and imposing. Ale, Beer, Grog, Hard Liquors.

**Elven:** Precious metals, fine jewelry. Items of high quality workmanship. Magical items.

**Scrolls:** Spell-casting creatures should have access to scrolls, e.g. Illithids, fae creatures.

**Sparkle Treasure:** Certain animals and creatures will only collect object that catch light, Gems, Clear Potion Bottles, Magic Items, e.g. Giant Ants, Giant Birds.

**Debris/Hunter:** Certain monsters will only have the refuse from their kills. This will result in a small chance of any variety of treasure, and small coin piles, e.g. Ankheg.

**Gems:** Certain creatures are more likely to hoard gems than other creature types, e.g. Brownies, Quasits, Cloud Giants, Pseudo-dragons.

**Cherry Picked Hoards:** Some creatures will eliminate less valuable treasure and trade up to collect more valuable and portable items. A rare and valuable find indeed!

**Pocket Lint:** many creatures will carry small coins and usual items in their pockets, e.g. Humanoids.

**Specific Coin Type:** Certain creatures will hoard gold or a certain specific coin type, due to compulsion or circumstance, e.g. Mordrons

**Mighty Hoards:** Creatures great and powerful will have a wide spectrum of items available, including multiple magic items of every type, e.g. Demon lords, Demigods.

**Faux Hoard:** Weaker creatures will emulate the hoards of larger creatures, but with hoards of less valuable metals, such as copper or silver coins, e.g. White Dragons, Kobold lairs.

**Organic:** Certain creatures will collect coins and other treasures but are likely to not have any forged weapons and armor, either due to a lack of use, or their nature causes it to be destroyed, e.g. Basilisks, Remorhaz, Salamander



**Inorganic:** Other creatures have the opposite problem, breaking down most organic materials and only leaving valuable metals and worked goods, e.g Purple Worms.

**Weaponless hoard:** Creatures are sometimes compelled to collect treasure, but due to their methods or desires (rakshasa, shadows et. al.) are unlike to have any weapons or armor.

**Maps:** Certain creatures are likely to have goods containing maps and books, e.g. Pirates, Adventuring Parties, Sages.

**Trade Goods:** Most creatures will not have access to trade goods, except those that A) raid caravans or B) raid towns. Otherwise, they will not be found with large amounts of trade goods, e.g. Bandits, Ogres, Manticores.

**Tombs:** Certain creatures that exist or live in burial chambers are tombs are much more likely to possess grave goods then other kind of treasure, e.g. Mummies, Wraiths, Ghasts, and other undead.

**Liquids & Potions:** Will frequently be found among humanoids, magically researching creatures, and creatures too stupid to realize that the vial contains liquid, e.g. Alchemists, Humanoids, monsters that collect sparkle treasure.

**Special:** Certain types of creatures may have special requirements or treasure. Primitives may have ivory or unworked gold. Giant animals may be treasure. Merchants may have a pay chest.

**True Hoard:** Certain creatures such as dragons will have true treasure hoards, containing volumes of coins of various types, art, gems, jewelry and magic items.

**Lost Treasure:** Certain types of creatures such as Will o' the Wisps collect treasure over many years. This causes their hoards to grow not only quite large, but also focus on items that have a greater longevity.

**Rich Wealth:** These are true hoards, collected so that only the most precious metals and treasures are collected. Usually contains only gold, platinum, gems and jewelry. Different then cherry picked hoards, because these collections are for their value, not their portability.

**Piles of Gold:** Some monsters will just have piles of gold, because that's what it means to be a monster, e.g. Witches, Hags, Ettins.

**Intelligent undead:** will also collect hoards, but they will shy away from items that require life to use (potions, etc.) as well as weapons and armors worse than their natural abilities.



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## ON TREASURE AND THE ECONOMY

"Having too much treasure" was a concern all the way back in the earliest editions of the game, given the copious advice given in the Dungeon Masters Guide and the expensive training requirements.

There's three dimensions to treasure for a healthy functioning gaming economy: energon cubes, hacking gold out of the system, and player world options.

### The Three Dimensions

#### *Energon Cubes*

Energon cubes (coined in relation to Role-Playing Games by Scrap Princess) were cubes of energy that the Transformers in the early cartoon series fought over. They served little purpose other than as a device to drive conflict and something that could "power up" a person who uses them. This is very similar to the purpose of treasure in Role-Playing Games.

This dimension is about how treasure drives the player, not the character, to adventure. Acquiring this treasure increases the power of the player's character. Either it is converted into experience, spent to increase the power of the character, spent as upkeep, or used to craft magic items.

#### *Hacking Gold out of the System*

Another aspect of the treasure economy are steps taken to remove gold from the system, without the players spending it. This consists of taxes, theft of gold or items, fees for currency exchanges, commissions, and various other items.

This was frequently a factor in older games, because the experience from the gold was gained upon acquirement, and afterwords could (often) be spent again to increase player power. To slow down this relationship, money was removed from the system without any benefit to the players. That's the key feature of hacking gold out—it is a tax and the player and character receive no benefit at all.

There is a way to do this well. Hacking gold out of the system is not something your players will enjoy. You shouldn't do it just because you gave out a lot of treasure. The point of hacking gold out of the system is to provide an interesting choice to the players. Do we pay the king's guard and bow to his demand or do we slaughter his men? Do we smuggle the goods into town to eliminate the tariff? Do we avoid the toll bridge? Do we track down the thief who took our stuff? It's always a choice between money and convenience. If it's ever presented without any options, then it shouldn't be done in game. You should just tell the player to erase the gold off of his sheet, because you said to.



Note that players won't often like those choices since they both seem to be bad to the player, but the actual outcomes: the reduction of unreasonable amounts of treasure or new adventures and motivations are actually positive outcomes.

Providing treasure that is difficult to acquire or utilize is perfectly fine, especially if it adds interest and challenge to the game. But if the game is designed to hand out treasure, and if you don't; then you are subverting both the game and the fun of the players. Getting treasure is fun. Letting them enjoy it is memorable and part of play. Saying "Nope, no treasure here" because it's buried 200 yards away or in one of the creature's 8 other unfindable lairs just so you feel better about not handing out treasure is bad. We are playing a game. Choices should provide interesting consequences.

#### *Player World Options*

Finally, gold can be spent on in-world items that provide new options for the player characters. Perhaps the players could drain a swamp to gain access to a new adventure site. Maybe a cult leader needs bribing. Or perhaps the characters could purchase an army or a castle to protect themselves.  These are things that present new options and ways of dealing with problems.

It is important that these expenses are always optional. Anytime you find yourself presenting the players with a situation involving gold removal that doesn't have at least 3 viable courses of action, you're better off just having them erase the money from their sheet, i.e. it costs X gold to enter this site.

## THE ECONOMY

The economy is about player interest and choice. It's working if you can have interesting treasure, interesting options for players to do things with treasure, and that it works within the system given without straining disbelief. It's also an economy which means it is both arbitrary and actively designed and controlled. That's your job.

The problems with this system are by design. The experience point requirements to reach the upper levels require characters to accumulate the equivalent to several hundred million dollars every time they level. This is because in the original literature, huge hoards of treasure were a feature. You can't have dragons sleeping on a bed of 10,000 coins. A mid-sized dragon will need a bed 20 feet or so in diameter and several feet high, requiring somewhere between 3-5 million coins. That's excitement!

If you give gold for experience, even at 5:1 ratio, you can't have players going up levels every 100 experience points.

However, this presents several challenges to the Dungeon Master. What happens to the local economy? What do the players spend 5 million gold pieces on?



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The d20® family of games fixed this problem by making the gold in a dragons horde equal to about a 2 liter bottle of gold coins. The coins are smaller and lighter; because experience is tied to combat and treasure is limited by level, the treasure amounts are greatly reduced. You could trivially fix this in old school games by dividing advancement experience by 100, converting all in game treasure to silver, and keeping prices the same.

So it's really a question of do you want small hordes and straightforward (dull) treasure or giant hordes and the associated economy issues with that?

Personally, I'm very much in favor of both large hordes and interesting treasure, because they help drive open campaign play, like sandboxes, hexcrawls, and mega-dungeons. The "Problems" associated with it, always drive more adventure. The other option is expressly better for more focused play, like adventure paths, because it prevents players from subverting the path. Since little needs to be done with small hordes and straightforward treasure, let's look at how to solve the problems involved in large hoards.

### A Functional Boom Economy

You have to actively design your system. The default rules as written for the major games all address this economy and function as written. 1st edition Advanced Dungeons & Dragons® has training costs equal to 1500 gold, times your class rating (1-5, one being the best), times your level. D20® versions have magic item crafting and purchasing (and feats that make your money go farther at the expense of combat utility). 5th edition Dungeons & Dragons® has upkeep costs, that eat up thousands of gold per year, and allows training tool and language proficiencies.

The goal is to keep treasure interesting, provide more interesting choices for player characters, and over time to change the nature of play.

Simply making the numbers bigger makes everything feel pointless. If nothing substantially changes over time, then advancement really isn't advancement at all. This is one of the major problems with the Christmas tree magic item effect. You need each new trinket in each new slot just to keep pace. They don't really improve the play experience for your character. Whatever you add to the economy must actually provide a benefit (however small) and not simply be a tax to keep pace.

Too much treasure is NOT a system-wide destabilizing proposition. First, let's ignore the fact that this is a game and it doesn't matter beyond the fact that it causes cognitive dissonance in some people. Gygax addresses some of this in the 1st edition Dungeon Master's Guide®. An independent frontier town will become a boom town. Prices will skyrocket. The money will work its way into the pockets of the proprietors in town and from there, back to larger bastions of civilization. We have working models where this happened. It all comes out in the wash and didn't ruin the economy—**because the treasure required had to be converted into wealth by the economy it entered**. Who cares if your party of 5 adventures reach level 11 in AD&D. 25 million gold pieces added into the global economy is nothing. Assuming that's pure gold, that's 75 billion current dollars at the medieval value of gold (3,000$ an ounce). The modern GDP of England is around 2 trillion dollars. But the gold pieces the characters will be pulling out of ruins won't be pure gold.

People complaining about the scale of the gold piece in a local economy haven't really considered how much wealth is in a local economy. That local inn owner makes thousands of gold pieces a year. Nobles have tens and hundreds of thousands of gold pieces in estates and troops. Other historical nations throughout history had great wealth and good economies. Dumping 500 gold into a market fair? Yeah, that's a lot of money, but how much business does a monthly market fair do in a city of 30,000?

That noise you just heard was a small uptick in prices, not destabilizing inflation. It's also merchants fleecing the players for whatever they think they can get.

In 5th edition Dungeons & Dragons®, a poor lifestyle costs 2 silver pieces day. To be poor costs over 70 gold a year. What the players spend isn't going to destabilize anything. A single rare magic item would support about 70 poor people a year.

Whatever you decide to do, it has to be by design. You have to create the item sets, you have to place the treasure, you have to decide if the players can train to use new talents and skills, you have to decide what the costs and drawbacks are of requiring training to level, you have to pick what actions the players can use money on the map to take.

Hackmaster® 4th edition, which uses 1st edition Advanced Dungeons & Dragons® style training is excellent. If you pay the very expensive cost to train, then you get some adventure hooks, allies, and other random events along with several free skill boosts. If you don't, you can buy equipment and it costs more experience to level up. Interesting choices for the players.

You can have several areas on the map that require some expenditure of gold to access. A site down a chasm that requires 15,000 gp to create some sort of rigging to easily access. It can also be accessed by a risky climb or perhaps magic, but the players can make that choice. Can you train up skills? I use Skills: The Middle Road which has the feature of diminishing returns. This allows players to spend increasing amounts of money for decreasing (but still significant) benefits. It also decouples skills from leveling. This is another example of interesting economy design. Services in town can provide options. Is there an enchanter? An alchemist? Spellcasters? A sage? Each of these can provide things for players to spend money on.

If you have a well designed economy and are using set items, interesting treasure stays interesting for the life of the character.





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## USES FOR MONEY

Here are ideas of some things you can have players spend their money on.

- Consumable magic items.
- Improved equipment.
- Magic item construction.
- Poison.
- Upkeep, along with associated in-game effects.
- Carousing & orgies.
  - And as a consequence or aside, supporting a mistress.
  - Other carousing type choices include, research, gourmandizing, sacrificing, philanthropy, clan hoards/donations.
- Information: Rumors, in game research, and asking sages questions.
- Bribes.
- Building construction.
- Purchasing vehicles, ships, and siege weaponry.
- Running a small business and the costs, quests, and accoutrements associated with that.
- Land or an organization (or access to an organization).
- Positions (Nobility, regency, dukedoms, secret society memberships, reputation).
- Clearing hexes and expenses associated with keeping them cleared.
- Taxes and other forms of tribute—tithes, dues, fees, maintenance costs.
- Protection, enhancements, or management of any of the above, constructions, businesses, settlements, mines, etc.
- Followers, including technical (alchemists, engineers), hirelings (secondary/backup players), henchmen (torch-bearers, treasure carriers, labors), hangers-on, support, animals/pets/livestock and others. (~~Dungeon Chickens~~ Crypt Cockerels mainly).
- Buying something for dear old mum, you heartless beggar. When was the last time you even paid your old mum a visit. Are you even eating out there? And why don't I have any grandchildren?
- Horses are not cheap. Animals have upkeep expenses of their own.
- Purchasing spellcasting services, including larger rituals.
- Some mechanic for passing experience on to a new character.
- Talents research or spell research, allowing new powers in exchange for gold. (Note that fighters should also get nice things here).
- Allowing training to increase statistic values (something that costs more each time you do it is very useful here) .
- Training to increase levels with some benefit over just automatically leveling.
- Require more experience to level without training (or less if training).
- Allow bonuses to hit point rolls or some other level increased ability.
- Other services, like rumors, etc.



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## ON INTERESTING TREASURE, ACCOMPLISHED

I've been thinking about treasure for a long time. Almost as long as I've been gaming.

It all started with Dungeon®, the board game. I didn't play the wizard to play the wizard. I played the wizard because he was the only character who was going to come back with the diamond. I loved finding boots of speed in a level one room. I stared at the pictures on each item, imagining what it would be like to hold or have such a thing.

Here is what I have learned about treasure in my 30 some odd years of gaming:

Players don't care.

An example of me handing out treasure:

DM:"You open the steel coffer by clicking open the last pin on the Clip Chest Deadpin lock, and find a pile of mixed coins, so—"
P1:"We start counting out the mixed coins."
DM:"Do you want to do that? It will take a turn."
P1: "Yes."
DM:"Ok, you find 10,971 silver pieces, and 27 platinum pieces, A white marble gameset, 13 badger pelts, A granite helm with an inverted 5 point star diamond inserted in the top, A pewter girdle engraved with concentric circles, and a shiny black sheepskin leather suit of armor."
P1:"We cast detect magic"
DM:"The leather armor glows, it's magical."
P1:"How much are the items worth?"
DM:"The helm is worth 6,529 gp, The girdle is worth 3,656 gp, The gameset is worth 2,400 gp, and the beaver pelts are worth 3 gp each."
P1:"Ok, no one needs leather armor so we go back to town and sell it all."

I just wasted everyone's time. I could have just said, you find 15,856 gp in assorted treasure. Players often don't even want to keep the magic items, if they aren't immediately useful.

Now, there's caveats of course. Treasure in different situation serves different purposes. Treasure matters to the players in relation to portability and extraction from the megadungeon. What is of interest to the players are the experience gained and what services they can buy to buff their character. In Pathfinder®, what matters is what magic items you can craft or buy. In 1st edition Advanced Dungeons & Dragons®, what matters is how much you have for experience, and in 1st & 5th edition Dungeons & Dragons®, what matters is what in-world purpose you can use the money for. Players are concerned with what the treasure can do for them mechanically.

The treasure itself? Unless it's magical and somehow useful it is just unimportant.

### Real Interesting Treasure

The reason treasure isn't interesting is obvious now that I've been thinking about it for 30 years, but it took discovering what players found exciting to see it.

I worked hard to find a good balance on what players could do with gold besides buy magic items. I've gotten a lot of feedback that these systems are successful. Players are excited when they get treasure, because they can turn it into things they want. Players get excited about opportunities to improve their characters. Not just mechanically, but concretely. It could be building a fortified castle, or buying a lordship, or getting questions answered by a sage.

Treasure is important to the degree to which it can do something for them, rather than as an end, in and of itself.

I'm interested in the treasure itself, for reasons unknown. Nostalgia, perhaps? Maybe because the idea of treasure is awesome and generates a certain excitation. It's lost art, hooks into the world, an aesthetic item of beauty itself. Unsurprisingly, I'm also interested in treasure that makes players interested in the treasure itself.

### Set Pieces

The problem with treasure is that there is no feature that is interesting to the player, beyond its value, magical status, and sometimes weight. But other features also hold intrinsic value; The culture that made this mask, what is engraved on this helm, what this statue represents. What I'm proposing is that beyond gold, beyond "trade goods", that there's interesting treasure, and this interesting treasure is divided into sets. And when you collect a set, your benefit increases.

It can't be as simple as it simply being worth more as a set—that simply takes the reward and makes players wait for it. That's not interesting, that's annoying. What we are looking for is to generate interest in the actual treasure.

The first step in doing this is to not assume that the characters all know and trust each other as well as the players. In older games (and the relevant Appendix N fiction) characters would often be known by and associated with the items that they carry. Elric didn't hand out Stormbringer just because he wasn't going on this mission. The items recovered by the character are a large part of the definition of that character. A modern iteration of this is the idea of attunement in 5th edition. **Items are a part of the character**.

This core assumption is important in making set items work. Each character is in competition with each other character. They must all have their own separate resources, such as gold. We are going to reinforce this mechanically, because without this, it isn't interesting. it instead becomes just like handing out a magic item, because the players will be working together to (trivially) find the most effective result.



### How it Works

There's *Gold*, There's *Trade Goods*, There's *Experience*, There's *Magic Items*, There's *Consumables/Craftables*, and finally, there are *Set Items*.

A set item would be something like:

"A troll doll stitched from hydra skin, with round black opals for eyes, worth 120 gp."

It would arbitrarily belong to the sets:

"[Troll doll trio]"
"[Four Dolls stitched from different fabric types]"
"[Three items using opals as decoration]"
"[A dozen Native/Primitive art items]"

When selecting treasure, divide gold according to shares, and then divide magic items and set items. Set items are picked at the same time as magic items.

Once selected as a players magic item pick, they have several options.

- Set items may be sold for their gold piece value and the player gains experience equal to that gold.
- Or the player may sell the item to other players at whatever cost they can extort, and gain experience equal to that gold total.
- If a player sells an item for the listed gold piece value to a merchant, the merchant will resell the item in one week for 2d4 times the base price, and if there is a player who wants it, they can buy it from the merchant.
- OR the set item may be kept, and the set collected. Once a set is collected, the player doesn't have to sell the items, *and* they get the experience point value for the items, in addition to bonus experience and additional bonus effects.

If a player completes a group of set items, they get a multiple of the set value in bonus experience, with one caveat:

This bonus experience is deducted from the other player's characters earned experience in play.



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Let's look at some basic set items:

**5 different gemstones worth 100 gold pieces or more:** When this set is complete, gain 1.5× the value of the set in experience.

**3 different gemstones worth 1,000 gold pieces or more:** When this set is complete, gain 1.8× the value of the set in experience and the friendship of a jewel-crafter who can increase the value of your raw gemstones by 10%-60% by cutting them.

Frank the cleric has a 1,200 gold piece pearl, and while adventuring finds a 225 gold piece ruby and a 800 gp sapphire. Later he finds a 102 gp rock crystal, and a 200 gp ruby, and a 2,650 gold piece emerald.

He has enough to complete the first set right now with a ruby left over, but doing so would prevent him from completing his second set. Because the sets specify different gemstones, Frank can't use both rubies to complete the first set.

We can see why he might want to wait, but let's say Frank wants to go ahead and level, because he's close. So he turns in the first set. He gets a total of:

Pearl 1,200 gp
+ Ruby 225 gp
+ Sapphire 800 gp
+ Rock Crystal 102 gp
+ Emerald 2,650 gp

For a grand total of 4,977 experience, PLUS another 2,488 experience due to the multiplier. This experience is deducted from the experience earned in the future by the rest of the party, but not the player turning in the set. Or alternately, this total could be divided by the number of other players and subtracted from everyone else's experience point total for ease of record-keeping. They wouldn't lose levels, but their experience total required for the next level would be higher. Frank gets 7465 experience, and his 4 teammates subtract 1866.25 experience each from their current totals.

Suddenly, it seems like players will be very interested in the type and features of non-monetary treasure!



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### Rules

- Interesting items belong to a public list of sets.
- The public list contains the bonuses for acquiring a complete set.
- Individual items may be sold and experience gained for the amount they sold for.
- They may be sold to merchants for the listed value or to other players for whatever you can extort from them. The player selling the item gains experience points equal to the gold value of this sale.
- Only the original owner of the item (the person who picked it at treasure distribution) may gain experience points for items sold this way. There is no benefit to cyclically selling the item back and forth within the group.
- Merchants will buy the item at the listed price and resell it in one week at 2d4 times that amount.
- When sets are collected, the collector receives experience equal to their total value, plus the bonus multiplier, plus any bonus effects.
- The experience granted for the set item is subtracted from the other players experience point totals. This does not cause a loss of levels, but does increase the experience point required to reach the next level.
- If a set is completed and experience received, and it is sold or lost, the character loses the experience gained from the set (though if sold, they do receive the base gold piece value, plus the multiplier value in gold.)
  - In our example, selling those gems for 7,465 gold when they are actually worth 4,977 gp might be something a player wishes to do, even at the expense of losing the experience

### Further ideas

What we have above is very basic. There are some further twists that might make it even more exciting.

**Rumor, Class, and Race Bonuses:** Each player receives a personalized version of the set list, with bonuses that are available from each set only for their specific race or class. Or when selecting rumors, the player may receive a rumor that provides them (and only them) with an additional bonus to collecting the set. The worth of a set might not be equal to an elf wizard or a dwarven fighter. Alternately, this information could be public. Each set should have different effects for multiple classes and races to encourage players to compete against each other for them.

**Turning in set restrictions:** This places restrictions on turning in sets—whenever you turn in a set it removes (or uses) your next treasure pick. So either you give up your first pick of the next treasure haul, or during the pick process, you use your pick to turn in one of your sets.

**Restricted Set List:** Provide a limited generic list of sets, and as interesting treasure is found provide information about the sets to the players. This can be a gradual way to gain knowledge of the setting.

***Should I design the sets based on what characters my players choose to play?***

My opinion is no. I'd design most of them before the campaign starts. But I encourage multiple characters per player and sometimes have tables with up to 20 or 30 rotating players. Your mileage may vary.

***Pitting the players against each other? Losing experience? Have you gone mad?***

Set collecting as a game mechanic is neither thematic or interesting on its own. It's only interesting when there's hidden knowledge (poker), competition for similar resources with a penalty for not getting them (rummy) or a cost to collecting the set (ticket to ride).

I think the above addresses that problem in a way that keeps it interesting, since in the long run, the experience point differentials all come out in the wash (*Shhhhhhhh!*).

***Wait. Doesn't this just make sets unusual magic items you have to wait for? Or alternately treasure you have to wait for?***

It would, if each item only fit one set, and the players weren't in competition for them. Because any given item can fit more than one set, it means there are multiple choices all down the line. This prevents it from just being a multi-part magic item.

***How will they tell what is a set item and what isn't? How do they know what items are in the set?***

You tell them. Or you give them a handout.

***What's the rationale for the experience point penalty?***

The purpose of the experience point penalty is to make the choices meaningful. If you simply require the set collection for the bonus, that just makes treasure something annoying to track, because the players will trivially solve for the best outcomes.

This way, the players are incentivised to have their characters work against each other to complete sets, which means that the choices are no longer obvious or trivial. Yes, everyone wants the wizard to have the treasure power, but do they want to suffer the experience hit? Instead I could take that item and sell it to him and offset that. Or I could work on completing my own set. . .Without the competition, the choice is less interesting.

I'm assuming I'm playing with rational adults. The system isn't hidden from the start of play, and shouldn't cause bad feelings since everyone is handed the set list. Nobody really loses anything, except a temporary delay until they level, often made up for by turning in a complete set!



## ON INTERESTING TREASURE SETS

Here are some examples of generic sets and rewards. The #× is the multiplier to the gold value of the items.

### Generic Set Items

- 5 different gems, worth over 100 gp each: 1.5×
- Any 5 gems of the same type and quality: 2×
- 3 different gems, worth over 1,000 gp each: 1.8× and Jewelcutter contact.
- Any 20 gems: 1.2×
- 4 fabric art items, made from different kinds of fabric: 2.5×
- Any 3 items using the same type of gem as decoration: 2×
- Any 6 native/primitive art items: 1.5×
- Any 6 ancient empire items: 1.5×
- Any group of 3 utensils: 10×
- Any 3 art objects: 2×
- Any 3 pieces of "treasure" clothing: 10×
- Any 5 pieces of armor or weapons: 5×

Following are some more specific (yet still somewhat generic) set items. A large part about how these are created has to do with the specific lore of your setting. Each set should represent some entity, power, culture, faction, religion or race either living or dead within your world. Even the bonuses must remain somewhat generic considering the preponderance of systems and clones—from the examples you should be able to trivially convert to whatever system you are running.

Each specific set should be designed to be useful for more than one character type/archetype, in order to encourage competition over them. Effects listed stack, for characters that meet multiple criteria. An elven ranger gets both the ranger and elf bonuses for vestment of the wild.

The experience point multipliers for the generic sets are usually higher than the multipliers for the specific sets with some outcome. This is to encourage conflict between saving up for a specific set, versus turning it into usable experience right now. That 180 gp cloak might be very useful to the druid once the vestment is completed, but it's worth 1,800 xp to anyone turning in an easier to get clothing set.

The items themselves radiate faint alteration/transmutation magic. This is a simple way of telling you that you simply tell the players out loud with your talking voice what set items are and what (public) sets they belong to before treasure selection begins. Players have to have that knowledge or they won't be making informed choices.



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Also note that any type of benefit and bonus is possible! This could be anything from allies, to magical castle enchantments, to reaction rolls against certain creatures, to statistic boosts, to psionic powers, to anything you can conceive. Drawbacks are also possible. Set bonuses and modifiers could come from sellers, a certain merchant could pay more for a certain type of treasure. Bonus areas or sub-levels could be opened.

### Specific Set items

Troll doll trio

- A troll doll stitched from hydra skin, with round black opals for eyes, worth 120 gp.
- A troll doll stitched from leather, with small pearl button eyes, and hair of yarn worth 80 gp.
- A troll doll stitched from human skin, with bone nails, and small, hard coals for eyes worth 35 gp.
  - Effect: 1.1×, plus use baleful eye 1/week.

Yelturb Kernal Symphony

- Sonata of dirge of death part 1 (140 gp)
- Adagio of sorrow of grief (5 gp)
- Minuet of moment of rebirth (250 gp)
- Allegro of continuation of sin (950 gp)
  - Effect: 1.1×, + gain a +2 versus death saves

**Bards:** Performing the symphony (or an arrangement of it) adds a +5 to performance checks when making money.
**Spellcasters:** Studying the symphony allows you to gain an additional 4th level spell slot, useful for preparing/memorizing any Necromantic spell you know* (*Must be able to cast 4th level spells)
**Necromancers:** Your caster level is considered 5 higher for the purposes of animating undead.

Coven coverings

- A black felt conical hat, with a thin green band. (2 gp)
- A set of black diaphanous silk robes. (8 gp)
- An oaken broom, scarred by a lightning strike, with tightly leather-bound broomcom bristles. (22 gp)
  - Effect: 5×, Fly on the broom 1/hour a night.

**Females:** Gain 2 first level spell slots, or if already a spellcaster, an additional slot of your highest level spell.
**Halflings:** Gain the ability to grow to ogre size or shrink to mouse size 1/day
**Witches & Warlocks:** One extra spell slot per level, plus an additional use of curse or potion making abilities per day/week.



Gear of the wandering minstrel

- A bent and battered harmonica made from brass inscribed in common with the phrase “A rolling stone” (20 gp)
- A pair of elven boots, made from supple deer leather (40 gp)
- A weathered sash made from grey fine linen and olive green cotton (2 gp)
- A beret with a griffon feather, made of fine green linen (60 gp)
  - Effect: 2×, Grants a bonus to performance checks.

**Bards:** grants a bonus to performance checks ×2.
**Elves:** grants a bonus to reaction checks.

Raiment of Tempus

- Dwarf-forged breastplate of glistening steel, with the symbol of tempus in a circle. (500 gp)
- A set of heavy plate mail vambraces and boots, enameled with gold. (80 gp)
- A maximillian helmet of shining steel. (25 gp)
- A pair of hardwood bracers lined in dark steel with steel crossed spears across the wood (25 gp)
- A black silken cloak, trimmed in cloth of gold (8 gp)
  - Effect: 1.1×, Armor as full plate, +1 to AC in the rain or bad weather

**Fighters:** gain a +2 divine bonus that can be applied to a saving throw after the roll 1/day.
**Priests:** gain +1 to hit while wearing this armor.
**Priests of Tempus:** double their level to turn undead and can call lightning 1× day. They also gain the priest bonus.

Vestment of the Wild

- A darkwood breast plate, stained dark with the blood of dead goblins (600 gp)
- A forest green ankle length woolen cloak with a hood, lined in wolf fur (180 gp)
- Supple calf-high boots made from wyvern skin. (80 gp)
  - Effect: 1.1×, provides armor as breastplate

**Druids:** Gain an additional use of Wild shape and an additional spell slot of their second highest level.
**Rangers:** Gain the ability to pass without trace and a +2 to their ability to track.
**Elves:** Gain heightened senses in the wild. +5 to stealth and perception checks in wilderness (surprised on a 0 in 6)





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**DM:** And there is the pond, here.

**Garth:** I care most about the area under the planks and the pond.

**DM:** Well, uh. The only thing you see under the planks is stale fetid water, and inside the pond, you see a giant floating frog corpse about five feet in length.

**Rachel:** Is in intact?

**DM:** Fairly intact, yes. It's in the water? So you would have to, I don't know, either get in the water or pull it towards you in some way.

**Rachel:** How far into the water?

**DM:** Well, the whole pond thing is maybe 25, 30 feet across, So 10-12 feet?

**Rachel:** I bet we could throw, what do you call them? One of our grappling hooks.

**Garth:** Do we want. . . a frog corpse?

**Rachel:** Well we might be able to figure out how the frog died.

**Jordan:** Did the frog corpse have anything on his person? Or is he just a naked frog.

**DM:** Well, all you see is just the belly of a frog that's about five feet long. And only just parts of it, because it is kind of floating in the water.

**Jordan:** And it's obviously dead?

**DM:** Well it doesn't look alive no. You don't normally see frogs like that, lying like that, upside down and not moving.

**Jordan:** Ok, Can I use my quarterstaff?

**DM:** Not your quarterstaff, it's about 7' long.

**Rachel:** All right, I take my grappling hook, with a rope and try and throw it out there.

**DM:** Ok, you can grapple the frog. It makes a thicking *plctch* sound as it hits the water and your rope goes into it. I mean it's standing water because it's separate from the river and you



can hook the frog and pull it towards the shore which you do. You now have a frog corpse near the shore.

**Jordan:** Is there anything on the frog corpse.

**DM:** When you check the frog corpse --

**Jordan:** I check it with a rock first, by the way. Hit it with a rock from 20' away.

**DM:** That is going back in time, so let's be careful about that.

**{Simultaneously}**

**Rachel:** I already hit it with a grappling hook.

**Garth:** Yeah, I don't think it—

**DM:** We are done with the introductory sections—

**Garth:** I check the—

**DM:** Now we are in the full-on player skill holding you to your word section.

**{End Simultaneous}**

**DM:** What exactly are you guys doing to the frog corpse.

**Garth:** Try to pierce it with something. Does it look bloated?

**DM:** Ok. It is fairly easy to pierce it with anything you wish. What are you doing?

**Rachel:** I'm looking to see if there are any kind of wounds.

**DM:** You do in fact see, near the lower stomach of the frog that there are these vagina like gashes all over like it has been stabbed possibly with a spear or a short blade. The interesting thing is, these wounds look like they've puffed out at the edges, like they are ragged.

**Garth:** Don't get stung by wasps.

**Rachel:** Are they in a pattern?

**DM:** They are in a pattern of randomly being stabbed.



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**Rachel:** So it's not like teeth marks?

**DM:** No, no no no.

**Garth:** it would be reasonable to assume that something came out of the frog?

**DM:** That is reasonable.

**Garth:** Don't drink the water. Let's um. . . {Short discussion about some other topic from earlier}

**Rachel:** Should we slice him open and see if we find any of the dead things that crawled out of him?

**Garth:** Maybe some of them didn't crawl out. Sure, why not. Spear tip.

**Jordan:** What are you doing?

**DM:** Who's doing what? {Silence} Oh, yeah? Who's doing what?

**Rachel:** It makes me nervous when he says that. It makes me want to back away.

**DM:** We're done with easy mode. We're onto hard.

**Garth:** With you guys nearby, with a spear tip I want to score the belly of the frog.

**Jordan:** I'm standing back while he does that.

**DM:** You score the belly of the frog.

**Garth:** Hoping it's rotted. Weakened.

**DM:** It doesn't bleed. It's dead flesh. It's like when you cut dead flesh.

**Garth:** Ok. Cutting a little bit harder, I want to--

**DM:** Ok, so like you're {simulates cutting motion} trying to cut, open a frog, from five and a half feet away, using a spear, how easy would that be to do, you think? I'm asking, I don't know.

**Garth:** Dead frog flesh is not leathery.

**Jordan:** and it depends on how sharp the spear is.



**DM:** Ok, you are able to make a cut in the frog. Now the frog has those wounds plus a cut.

**Garth:** Lifting it a little bit. Do I see any motion.

**DM:** You don't see any motion. It's hard to see at the end of the spear anything other then disgusting frog guts.

**Rachel:** Where's your sunrod?

**DM:** It's not cause it's dark, it's because it's all disgusting frog guts.

**Garth:** Let's stop everything and run a dissection.

**Jordan:** Fair enough. You're better at dissecting stuff alchemist, go for it.

**Garth:** Yeah, this is gross, I don't want to do it. Let's uh, leave.

**Rachel:** Ok. Moving right along.

**DM:** You're leaving the frog—

**Garth:** Footloose and fancy free.

**DM:** with a cut in it on the side of the road.

**Garth:** Sure.

**DM:** Ok, what are you guys doing now?

And thus ends the tale of how the body of the gnome Hyusi-bigglebag and his magical sword (among other valuable possessions) killed by a giant frog who swallowed him and then died from his repeated sword stabs was never discovered. The body was later eaten by a Grue.

**Garth's Postscript:** In our defense, we had recently encountered horrible flesh-burrowing grubs that burst from another corpse. Also, I got to reference Moving Right Along.



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## THE ROOT OF ALL EVIL

**By Tom Fitzgerald of Middenmurk**

I have a thing where I am fascinated and appalled by the ramifications of gold being the source of all power in old school games. It makes me think of Blood Meridian and of Cortez and all the things with which I am deeply emotionally entangled. I prance and caper at the margins of the thing because I cannot stare into the heart of the mystery and cannot bear to try to hold it for fear it might be crushed by my apish forepaws. It reminds me also of this bit of Milton;

*There stood a hill not far, whose grisly top*
*Belch'd fire and rolling smoke; the rest entire*
*Shone with a glossy scurf, undoubted sign*
*That in his womb was hid metallic ore,*
*The work of sulphur. Thither, wing'd with speed,*
*A num'rous brigad hasten'd; as when bands*
*Of pioneers with spade and pickaxe arm'd,*
*Forerun the royal camp, to trench a field,*
*Or cast a rampart. Mammon led them on,*
*Mammon, the least erected Spirit that fell*
*From Heav'n; for ev'n in Heav'n his looks and thoughts*
*Were always downward bent, admiring more*
*The riches of Heav'n's pavement, trodd'n gold,*
*Than aught divine or holy else enjoy'd*
*In vision beatific;*

So you've been tested in the crucible of direst peril and won wealth as seems beyond the wildest dreams of mortal man. And now against unfeasible odds you've dragged it forth by the exercise of will and cunning and the expenditure of blood and magicks and by the favour of the gods. Here on the sunlit surface world you expect reward, staggering under the weight of booty and wounded comrades, going back to town. Thinkest thou thy trouble done?



Roll 2d6 + 1 per thousand groats retrieved, a further +1 per special item

**2-7.** Lucky. No hustlers but watch out for bandits.

**8.** Local peons have various worm-eaten victuals and moldering accoutrements to sell at inflated prices which they'll attempt to press upon you with some degree of enthusiasm and vehemence.

*2d4 appear.* ***Demands:*** *Triple normal prices for substandard shite*

**9.** A band of apothecaries, quacksalvers, barber-leeches and the likesuch worthless charlatans descend, they will charge outrageous prices for ineffectual healing and dangerous remedies.

*2d6 appear.* ***Demands****: 50 groats per healing. Constitution check each time, if successful gain one hit point, if unsuccessful lose one.*

**10.** A troupe of travelling players and tinkers gather, selling popinjays and jackanapes and extravagant garb and flesh and mysteries and a hundred other things, hutling and gambling and getting you drunk, the prices are high but not absurd and the dozens of laughing children are all pickpockets.

*4d10 appear.* ***Demands:*** *double normal prices + 1d6 pickpocket attempts per party member.*

**11.** Desperate mothers with starving children in barrows and lepers and the scrofulous and plaguey come clamourous for alms and mercy in the name of all the saints. They follow and pluck at hems or prostrate themselves weeping in the path.

*3d6 appear.* ***Demands:*** *at least 5 groats apiece and they'll leave you alone, any more and the numbers will double each day, a random miasma will accompany them.*

**12.** A mob of drunken louts in clogs and rancid smocks and beshitten trews all armed with swingle-flouts and cudgels and dung-forks come offering protection 'gainst the unfriendly world, eager to ensure the gold does not fall into the wrong hands. Their leader has an open face and hard little eyes.

*4d8 appear.* ***Demands:*** *10 groats apiece plus they'll attempt robbery at first sign of weakness. Their leader yearns to see gruesome and humiliating tortures enacted.*



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**13.** A wheedling, reedy and peevish reeve of the ward comes bearing documents signed and notarized by bonnet-lairds and burgomasters decreeing the immediate forfeiture of one half of all that has been borne out of yonder hell-gate, citing fees and tarriffs and tolls payable. Seven sneering horsemen accompany him of grim aspect and loaded crossbows.

*7 Horsemen & 1 Reeve appear.* ***Demands:*** *half of all treasure, The horsemen are 1st-level fighters.*

**14.** Painted blue and black, dark-eyed and tall comes a heathen warband thirty-strong. There seems to be a degree of acrimony amongst them regarding whether outright murder be the truest way but a sallow and sardonic bard among them comes forth to declare the land and its underworld theirs and their chieftain's by right and bloodline a hundred generations deep. All goods and chattels are to be seized immediately and all saintish priestlings shorn of hair and ears or the land will drink of thy drenching gore.

*31 men.* ***Demands:*** *100% of everything + d8 dmg to clerics, 30 Heathens plus 2nd-level leader*

**15.** Thunderously presaged by echoing hoofbeats comes a troop of heavy cavalry in rusted harness and bearing heads on pikes and such other grisly trophies of long campaign as are accumulated by those men to whom death and killing are a daily chore. They declare themselves outriders of a vast and terrible vanguard on the march to unseat an apostate demon-king from his ghastly throne and do vengeance to the night and all her legions. This crusade is imperative and it is hungry.

***Demands:*** *100% of all treasures or 80% + joining the crusade, 20 3rd-level fighters plus 10,000 more soldiers on the march*

**16.** A huffing little herald and his dangerously slouching bodyguard come to declare each of the party newly granted title and demesne in the name of the Emperor (in far-flung, squalid and untameable districts) in recognition of their efforts in beating back the enemies of all. Of course, the Empire requires ongoing pecuniary recompense for the building of roads and aqueducts and the garrisoning and outfitting of troops.

These titles are;
The Baroness Impecuniary
The Underking of the Blodsea
The Landgrave of Kettlesprechen
The Laird Grootmanke
The Marquess of Netherclough
Implacable Intransigent of the Erstwhile Fletches
etc.

***Demands:*** *90% of treasure plus the same amount quarterly in perpetuity, the titles are worthless and potentially hazardous.*



**17.** Trumpets sound and bells toll and gleaming in gorgeous panoply of glory everlasting comes an embassy of the Utmost Pontificate of the Ineffable Truth. Pale choristers step lightly through the mud and upon their heels one comes clothed in the raiments of sainthood riding a brindled nag. She accepts graciously the offer to sacrifice wordly cares to the construction of a new cathedral upon this spot. Clad in light and thunder comes an angel in her wake.

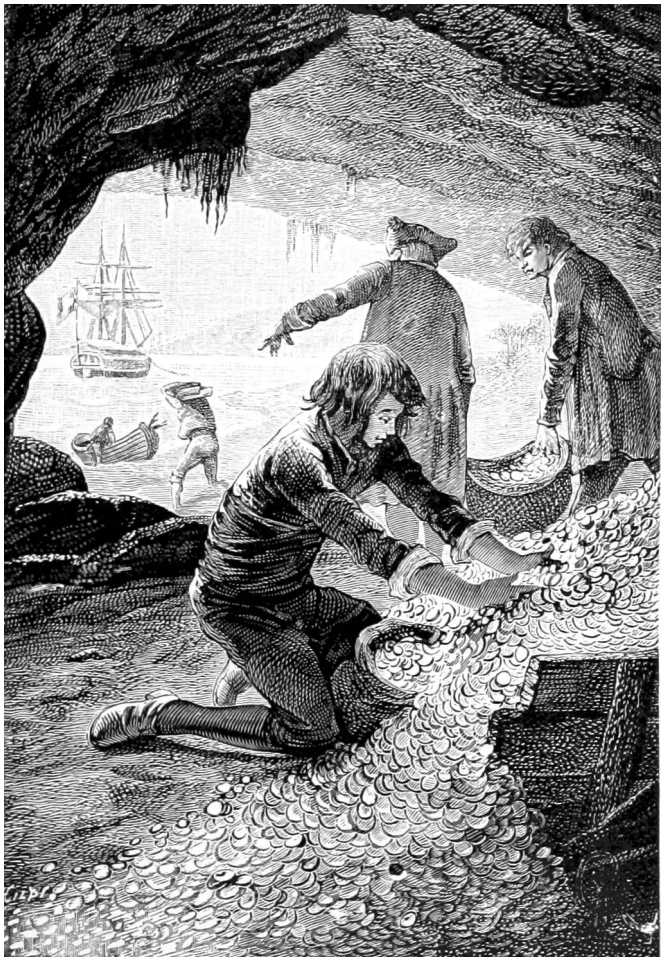
*9th level cleric +2d100 in entourage + unpredictable angel.* ***Demands:*** *All wealth and perpetual devotion to the Truth.*

**18+.** It seems that one has followed ever since we came out of the hole. A little man, gnarled and hunched.

*1 dwarf.* ***Demands:*** *Your money and your life, and roll again.*

Additionally it needs to be restated that all treasure carries with it the threat of avaricious dwarfish claim: 1% per hundred groats plus 20% per special item, this is in addition to other claimants.

Yes, I am a bastard and I think this is how it would be. Tolkien was right.





Matt Dance (order #7020627)

## ENCUMBRANCE, STORAGE, AND WEIGHT

### How much can I carry?

A great deal of the value in some campaigns (hexcrawl, megadungeon) for providing unique treasure is forcing the characters to find ways to transport it back to safety. Valuable potable items (Gems, Jewelry, and Magic Items) are most rare. Certain devices exist to assist adventurers with moving treasure. How much can these reasonably carry without becoming useless? These containers may be able to physically hold more, but will tend to fall apart if overloaded. All weights are in pounds. Numbers to the right of the slash indicate maximum loads.

**Container Capacity**

| | | | |
|---|---|---|---|
| Backpack | 40 lbs. | Pack Ape | 200/400 lbs. |
| Small Belt Pouch | 10 lbs. | Brown Bear | 300/600 lbs. |
| Large Belt Pouch | 20 lbs. | Camel | 400/600 lbs. |
| Sack, Small | 10 lbs. | Dog Sled | 300/600 lbs. |
| Sack, Large | 40 lbs. | Donkey | 150/250 lbs. |
| Saddlebag, Small | 25 lbs. | Elephant | 500/1,000 lbs. |
| Saddlebag, Large | 100 lbs. | Horse, Draft | 400/800 lbs. |
| Box (per cubic foot) | 20 lbs. | Horse, Light War | 300/500 lbs. |
| Trunk (per cubic foot) | 60 lbs. | Horse, Medium War | 400/650 lbs. |
| Chests (per cubic foot) | 650 lbs. | Horse, Heavy War | 500/750 lbs. |
| Ship (per ton) | 100 lbs. | Horse, Wild | 300/600 lbs. |
| Cart, Small | 400 lbs. | Mule | 500/750 lbs. |
| Cart, Large | 600 lbs. | Pony | 200/300 lbs. |
| Chariot, Small | 400 lbs. | Ram, Giant | 250/400 lbs. |
| Chariot, Large | 550 lbs. | Sheep | 25/50 lbs. |
| Wagon, Small | 850 lbs. | Yak | 225/350 lbs. |
| Wagon, Large | 1,200 lbs. | | |
| Wagon, Large, 2-4 Horses | 1,500 lbs. | | |

### How come a cart can't hold as much weight as a chest?

Chests are specifically designed to hold large amounts of treasure. They are often small, metal banded, and reinforced with steel or iron at the corners and other key points. A chest is not a box or trunk. A cart is essentially a wood pallet over an axle - load up a small cart with more than 400 pounds and you'll start to put strain on the structure. The values for small carts are quite generous considering historical norms. You can overload these if you're willing to deal with wooden wheels falling off or damage to the axle.



### How many coins in a chest?

For purposes of calculation, due to impurities, all coins weigh .1 pounds, have a diameter of 1.5 inches, a thickness of .1 inch, a volume of approximately .18 cubic inches, and a specific gravity of 15.66. These values give you 4 loose coins to the cubic inch. A cubic foot can hold approximately 6400 coins. Containers (excepting chests) can not hold their maximum physical capacity of weight in solid mass. Items will hold more then their listed capacity of weight, but any attempt to move them when they are overfull, will cause them to rip, tear, crack and break. There is no issue with changing this to 50 or 100 coins to the pound. If this is the case, assume proportionately smaller and less dense coins.

### How much can I carry?

Human beings can carry a lot, for a long time. Many systems use a weight by stone or Strength encumbrance slot system, that make this question easier to answer. However, if you're using the traditional weight system, the important questions to answer are, "What is in my hands?" and "What bags can I attach to my body?"

"Mules and dungeon carts can carry about the same load—say four cubic feet, around 200 pounds—and are guaranteed to attract monsters and get in the way. I LOVE it when they are used!" - Gary Gygax August 23, 2007

A character can wear one backpack, one large belt pouch and four small belt pouches. or two large belt pouches and two small belt pouches. More large belt pouches will make it too difficult to walk. An animal has similar restrictions on saddlebags (one large and four small, or two large and two small). Carrying sacks, chests, boxes, etc. require free hands. One hand for a sack or two for a box, trunk or chest. Note that if things are being carried in the hands, torches and weapons cannot be held.



Matt Dance (order #7020627)

Matt Dance (order #7020627)

## ON MAGICAL +1 SWORDS

Swords should feel magical.

### Blackthumb

This shortsword appears to have a metallic green blade that quickly darkens to black as it moves towards the tip. Vegetation and plants near the wielder curl, rot, and wither as he passes by. It can be stuck into earth to salt the soil, and does triple damage versus plants and vegetative creatures. It has a scabbard made of stone and set with a single opal.

### Fearflame

This longsword is scorched and blackened. It is unwieldy and heavy making it somewhat difficult to use with one hand. The blade appears to constantly weep some sort of thick viscous substance. This substance with a modicum of effort can be set aflame by taking 1 round. When aflame, the blade does an additional 1d6 points of damage to targets, and on a roll of 6 or if the target is covered in oil, may set the target aflame. The blade is unharmed by this flame, but it provides no protection to the wielder, who takes 1 point of damage per round the sword is aflame, as well as taking 1–6 points of damage from fire on a roll of a '1' to hit in combat.

### Alchemist's Friend

This short blade always appears immaculate and new. The round pommel of the sword unscrews. and there is space for up to 3 doses of any alchemical reagent to be placed within the sword. Once placed within the sword, the user may either have these alchemical items be triggered on a successful hit, or, can attack any target they are in melee with the reagent at no danger or penalty. This attack is with the alchemical item itself, usually requiring only a touch attack versus the target, as opposed to having to bypass the armor class of the target (as the effect triggered on a successful hit must accomplish).

### Cat's claw

This short blade has a green cast to its metal. Anyone who wields this weapon for a substantial amount of time finds their pupils becoming more and more vertical. When drawn and held forth, the wielder can see in the dark up to 120′. Also the blade is light and agile. Any hit that exceeds the targets armor class by 4 or more allows the user to immediately attack again once per round. The weapon is too light to take advantage of a high Strength, Strength provides no to hit or damage bonuses with this weapon, though any bonuses to Dexterity do provide a bonus to hit and damage.





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#### Stinkshaft

When wielding the sword, you smell like garbage. The scabbard is some kind of plastic sack filled with filth. Any wound you cause with this sword has an 80% chance of getting a nasty infection. Anyone who engages you in combat must save versus Poison or become weak and nauseated, receiving a -1 on rolls and armor class for every round they engage you in combat. Leaving the sword behind, attempting to hide the sword, or using perfumes and magic to mask the scent does nothing. This affects all your social interactions providing a substantial penalty.

#### Temper's edge

This sword pulses red when drawn. The wielder receives a penalty to Wisdom and becomes extremely argumentative. They find themselves believing that people are plotting against them, and start developing plans to murder or destroy people and things around them. They don't take action on these feelings, recognizing them as abnormal, but their patience is extremely limited. During any encounter where the reaction is indifferent/neutral or worse, the bearer must roll a saving throw versus Paralysis to avoid attacking. Once combat begins, the sword glows and pulses red granting both an extra attack and a +2 bonus to damage against all targets.

### ON MAGICAL +1 WEAPONS

It's not only swords that need the +1 love.

#### Studded Stunner

This mace is notable because the ball that the rounded metal studs are attached to is invisible. It is also known as Sharak-mok in dwarven low speech, as the weapon is of dwarven make. When striking an opponent, a bright burst of light is released from this invisible ball with what sounds like a clap of thunder, causing all low intelligence and lower creatures to immediately make a morale check. On a critical the target hit by the mace must save versus Paralyzation or be stunned for a moment, losing their next action. The mace is quite heavy, doing +1 damage for those who can effectively wield it.

#### Scythe of Blood

This is an ancient weapon, looking tarnished with use. It appears as a normal scythe, except in the hands of a druid. When held by a druid it appears rich in color and vibrant, rather than an ancient relic. Anyone struck by this weapon when wielded by a druid continues to take a point of damage from bleeding every round. This blood flies through the air and into the scythe which then grants that hit point to the druid. The bleeding and hit point absorption is cumulative. When worn by a druid it is always mistaken for a tool and never a weapon.



#### Spear of Force

This is a Wizard weapon. It consists of no more than a 9" piece of arcane-wrought silvered-steel cylinder. When the command word is said (Munder-Ca, death lance in the old arcane speech.) a 8' glowing shaft of force with a sharp point springs from the steel. This force is cool to the touch and unbreakable. The tip is quite sharp and any wizard may use this weapon as if he is proficient with it.

#### Orcish Maul

Yugish the smith of the bloodtooth clan forged this mighty maul. Those who chant the battle cry of death to their enemies deal devastating blows. Each time the player is able to shout the battle cry (TORK! TORK! TORK!) from the moment the damage die leaves their hand till it stops rolling, can add 1 point of damage to the attack. They must yell this quite loudly, and there is a 1% chance per yell that their voice goes out for 2-24 hours.

#### Dwarven Hammer

This well-balanced hammer has the screaming face of a dwarf at the top, with arms going out to either side, the heads of the weapon are the dwarf's fists. When wielded by a dwarf it is light and agile, granting a +1 to hit and damage, but it may also be thrown to do double damage. The weapon need not be retrieved. There is a 25% chance per melee round that the hammer returns to its scabbard, a golden ring that the hammer hangs from.

#### Bow of Brilliance

This shortbow is made from golden wood. It is unstrung. When drawn as a normal bow, it produces a bowstring and arrow made from light. This missile is fired with no bonus from strength to damage. It does normal damage, and it will also affect incorporeal targets and targets only affected by magical weapons.

#### Dagger of Knives

This appears to be a normal steel dagger. Along the blade are etchings of many blades. When used in melee it functions as a normal dagger. However when thrown it exhibits its power. The first time it is thrown, the dagger separates into two translucent knives. Each makes a separate to hit roll. On each successful hit, each knife does 1 point of damage plus the relevant statistic bonus (usually Strength for thrown weapons), and reappears in the wielders hand at the start of the next round. Each additional time the same person is targeted, an additional split occurs, granting an additional translucent dagger and to hit roll. The second time you throw at a target, you roll to hit 3 times, etc. To a maximum of 6 knives. This weapon may be drawn and thrown as a single attack.



Matt Dance (order #7020627)

## WEIRD SWORDS AND NOT-SWORDS

**By Arnold K. of Goblin Punch**

So here are some flavorful magic swords and other weapons. I envision them as +1 swords with a few more bonuses and penalties, but they would also work well as +0 swords with interesting abilities.

No attempt has been made to balance them. They're just interesting magic weapons. Most of them have some sort of drawback in addition to some sort of bonus.

### Sword of White Wind

Hilt and scabbard of red bamboo. No cross guard. Blade is invisible when at rest, but takes on the appearance of milky fog when it is swung.

Can "throw" wind, cutting things up to 30′ away, though with a -1 penalty to the attack roll.

Shatters on a natural 2. To restore it, you usually need to wave it through some fog or mist.

The Sword of White Wind is a travelling sword. After you accomplish some great deed with it, it will vanish, and you will never find it again. It is found in legends and myths around the world, in unrelated places and times. Its true origin is a mystery.

### The Blacker Hand

Hilt of polished bone, ending with a monkey's paw, gripping an onyx sphere. Wide, rectangular scabbard is ebony hung with small gold chains. Blade is polished steel, with a distinctive squarish point.

Everytime you crit with the Blacker Hand, it deals an additional 1d6 damage. If this was part of mortal combat, you also gain a point of the Black Hand.

1 point of the Black Hand = fingertips of sword arm permanently turned black, as if stained with ink or oil. 10 points of the Black Hand (maximum) = whole sword arm stained black. Other physical traits accompany it as well: pale skin, black veins, clammy skin, lank hair, poor posture, all breathing becomes hollow and empty-sounding panting.

For every 2 points of the Black Hand, you get -1 vs disease and -1 to social reaction rolls. (Max -5.)

If you ever get 10 points of the Black Hand, treat the sword as a sword +2.



Points of the Black Hand can never be removed, but if you've given the sword up, you might be able to have the social reaction roll penalty temporarily suppressed.

If you ever see a man or woman slouching in some corner of the tavern, with a midnight hand gripping their cup of grog, know that their hand once touched true power, and then fell away.

### The Mountain Sledge

Two-handed warhammer, forged from a single piece of cobalt. It is unadorned, except for a shallow-relief sculpture of an elephant's face on each side of the hammer's head. It's long haft is wrapped with a single strip of dragon leather. If the leather is unwrapped, runes on the haft tell the story of the weapon's forging, as well as the spell *Transmute Rock to Mud*.

If the leather is wrapped properly around the haft, according to the original knots and overlaps, the Mountain Sledge grants the wielder a +1 to AC.

Once per day, it can cast a very dramatic version of *Knock* by smashing open a door or portal.

If it's bearer ever kills a dwarf or is complicit in the murder of a dwarf, it will increase its weight to 5 tons, fall the ground, and refuse to allow itself to be picked up until either (a) the wielder atones for their crime, or (b) a dwarven earthpriest appeases it with apologetic rituals and sacrifices of gems.

When an adventurer finds the Mountain Sledge, odds are good that the leather won't be wrapped around the haft properly (although it might look impressive and orderly). It might be a whole second ordeal to find a dwarf who can teach you the proper way to wrap it.

### The Fountain of Infinite Gore

Huge square greatsword, actually a giant's cleaver with the handle replaced. Heavy blade with a triangular cross-section. Red string is wound tightly around the tip of the handle, and a golden ring dangles at the end of a 6″ length of string.

If the target kills a creature, it immediately gets another attack against an adjacent enemy. If the wielder already has this ability (Cleave) and kills a creature, it makes its cleave attacks with a +2 bonus.

Every time the wielder gets a killing blow on an enemy with this weapon, the wielder must eat a fist-sized piece of the creature before he/she goes to sleep. Failure to do so means that the weapon will forever be a +0 weapon in his/her hands unless the wielder atones by killing and eating one of their companions.

Currently in the possession of a mass murderer who lives in some capitol city. There is a tremendous bounty on his/her head.



Matt Dance (order #7020627)

### God's Tongue

One-handed mace made from some unknown alloy by some unknown means. Near the handle, it appears to me made of pure silver. But near the tip it appears to be pure gold, with a blending of the two metals in between. The actual head of the mace, with its crushing flanges, is hardened steel.

If dropped, the weapon will hover an inch off the ground. Dirt, grime, and blood will fall away from it. It is forever gleaming and clean.

Sheds light twice as bright as any torch, but only when there is no other light source.

If banged on the wall of a man-made building, the room will be filled with the sounds of hymns and chanting, as if the room itself were a bell extolling God's greatness.

-4 penalty if used against an unarmed humanoid or a disarmed anything.

-4 penalty if used in a surprise attack.

After Warlord Gutspill capturing the holy weapon, he exposed it to all sorts of humiliations, mostly involving squalor and the murder of innocents. He ceased that practice when he realized that he couldn't defile it permanently, and also it was giving him nightmares. Now it lays locked in a chest filled with feces on the lowest level of his dungeon, while he thinks of something better to do with it.

### The Cup of Flesh

This is an ostentatious rapier. Intricate, organic sweepings of polished steel shield protect the wielder's hand. A round, pink tourmaline is set into the front of the crossbar. The scabbard is soft, pale leather decorated with a pattern of leaves. Examination reveals naked, dancing women among the leaves, along with vaguely phallic clusters of grapes.

If plunged into the heart of a dying humanoid that it previously wounded, the victim will die and the sword will be "slurped" inside the victim's body. The two will combine into a full size humunculus of the humanoid.

Treat the homunculus as a level 1 version of the original creature with 6 in all of its physical stats and 10 in all of its mental ones. Beneath it's (unscarred) skin it has no flesh nor blood, but rather a homogenous, pink paste. It looks exactly like the original humanoid, but is a middling actor at best.

The homunculus cannot speak. The homunculus cannot stop smiling. The homunculus cannot disobey an order given to it by the wielder (the last person who wielded it).



The homunculus will fall apart into an unrotted corpse and a sword after 1d20 days have passed. Alternatively, it can be ended earlier if the wielder reaches into the homunculus' chest and pulls out the sword. (Only the wielder can do this maneuver).

The Cup is currently in the collection of a noble dilettante, who has no notion of its powers, but knows that it is extremely valuable. And yes, the homunculi are unsettling.

### Skullfucker

One-handed axe with a 6" spike on the backside of it. Made from alchemical lead, but with a polished cutting edge that feels like steel (though it's still lead). Much heavier than its size belies. There is an insignia on the side of a stylized fat man contemplating a skull.

Whenever it gets a critical hit, it does an extra 1d6 damage and the wielder gains that many pounds.

Counts as a +3 weapon against skeletons.

Wielder sinks like a stone in any body of water unless they make a Strength or Swimming check. Curiously, other non-water liquids don't have the same effect.

Currently in possession of an obese ogre. Not a special ogre. Just an ogre on your random wandering monster table.

### Cloudstuff

The blade of this longsword appears to be made of chalk, and is utterly weightless, although it still has mass. (Like, it carries momentum when you swing it, but if you put it on a scale it weighs nothing). The handle and cross guard are made from polished bronze, forged into deeply ridged rectangles. The scabbard is bronze-bound leather.

While carrying Cloudstuff, the wielder becomes slightly sleepy (-4 penalty to save vs. Sleep). If the wielder is an elf, they lose their elven resistance to sleep, and require as much sleep as a human. It also takes them an extra turn to wake up. While asleep the wielder is immune to harmful spells that target them specifically. Enemies struck by Cloudstuff grow sleepy (-4 penalty to save vs. Sleep). Enemies that suffer critical hits by Cloudstuff fall asleep.

If Cloudstuff is every buried up the hilt in soft white sand or powder (at least 60lbs) it will softly hum, and speak aloud the dreams of all nearby sleeping creatures in a woman's voice.

Thought to be lost. If found, the Monastery of Dreamers has offered an immense reward for it's safe return. The 600 monks of the Monastery of Dreamers are all perpetually asleep, but if you return the blade, a dream will tell you where to find your reward.



Matt Dance (order #7020627)

## MAGIC WEAPONS AGAIN. MAGIC WEAPONS AGAIN?

By Arnold K. of Goblin Punch

### Trollhammer

This is the severed hand of Ungus the Mountain, a great troll of great size and ill repute. It has been affixed to a 6′ metal pole. It can be wielded like a magic two-handed warhammer. It looks like one of those Incredible Hulk toy hands. It wears a simple-but-large gold ring (worth 100 gp). The Trollhammer will resist the ring's removal, and if it is ever truly taken from the hand, it will attack and must be beaten into submission (treat as 3HD creature).

- It cannot be used to deal damage to anything that is or is holding, fire or acid. It shies away.
- Drinking green blood from the hand will allow you to heal rapidly. Over the next hour, you will heal as if you had rested for a full night. However, you will also need to eat 3 days worth of rations during that time or suffer starvation as normal.
- The hand responds to several commands. "näve" = fist, and while the hand is making a fist, it can be used as a warhammer. "grepp" = grab. "krossa" = crush. "öppet" = open. It has the strength of a normal troll.
- If the Trollhammer is ever dropped or left unattended, it will try to scurry away. However, if the wielder has been killing dwarves, the trollhammer is content to remain.

### Goblin Buzz-Saw

It's pretty obvious that this is a goblin weapon. This is used to cut down the huge, spongy mushrooms that clot the sub-verdant byways of the deepest cryptocologies.

This is a two-person weapon. It takes two people to use it properly, and it counts as a 2-handed weapon for each of them (it's sort of a 4-handed weapon, y'see). One person swings the front part, and the other turns the crank. When fighting, it goes on the slower initiative count of the two wielders.

- On a natural 1, it deals 1d6 damage to you (in addition to normal fumble fuckery).
- It does 2d8 damage on a hit.
- The person in front contributes their Str and attack bonuses to the attack roll. The person in back contributes their Str and other bonuses (if applicable) to the damage roll.
- Extra damage "rolls over" to an adjacent enemy. So if you deal 9 damage to a creature with 5 HP, you can make another attack roll against another adjacent enemy which will deal 4 damage on a hit, with its own chance to roll over.



### The Silken Sleeves of Slaughter

This is a silk robe, dyed blood red. The sleeves are extremely long, and hang past the hands, down to the knees. The outside is plain, but the inside reveals a subtle motif woven with orange threads: a nightingale swallowing a fox. Small, jingly, bells hang from the hem.

- The wearer falls no more than 60′ per round (slow enough to negate fall damage) and can glide 3x as far horizontally as they fell vertically.
- Whenever the wearer takes piercing or slashing damage, they take an additional 1 damage as the robe drinks their blood.
- The wearer can attack as if with a whip, with a 15′ range.
- The wearer can attack as if with a scimitar, with normal melee range.
- The wearer can yank unattended items into their hands from 15′ away.
- The wearer can grab an attended item (such as a wielded sword) from up to 15′ away with a successful attack roll. Although the sleeves are not strong enough to fully disarm the person, they can hold the sword arm immobile until someone cuts the sleeve (automatic) or lets go of the weapon.
- Cut sleeves regenerate immediately.
- The wearer cannot wield other items in their hands. If the sleeves are bound around the biceps or something, they stop being magical.

### Hungry Teeth

This is a set of six white, ceramic daggers. They don't look like daggers because they have rectangular blades, but their enchantment allows them to work perfectly effectively despite their weird shape. The handles are made from yellow bone, and in the pommel of each is a single rune letter. It is said that there are thirty Hungry Teeth in all, and if they are ever all assembled together, the rune letters will spell out his secret name. At night, the daggers can be heard rustling and clinking, all by themselves.

- When they deal damage, the wielder can choose to leave the dagger embedded in the target and draw another hungry tooth for free. A creature with multiple daggers in it can remove one as an action.
- Each dagger does +1 damage for every other dagger currently in the target. So if a target has 4 daggers stuck in it, additional dagger attacks do +4 damage.
- If at least 3 daggers are stuck in a single foe, all critical hits automatically cut off a hand or a foot (50% chance of each). The appendage disappears from existence, and the sound of chewing is heard/felt.
- If at least 5 daggers are stuck in a single foe, all critical hits automatically cut off its head (as vorpal). The head disappears from existence, and the sound of chewing is heard/felt.
- Disappeared hands/feet/heads reappear that night, when the wielder of the Teeth vomits out the pulped remains.



Matt Dance (order #7020627)

### Ballista Arrows

These arrows have a blue spiral painted along their length. Once fired from a bow, they transform into full size ballista bolts. Velocity is conserved. This doesn't increase the range or accuracy. They deal 3d6 damage.

### The First Weapon

It's sort of a conical rock, well-suited to fit in the hand as a small club. The top has been daubed in ochre, and a few balls of dark stone are embedded in the surface, like peas floating to the surface of porridge. It's possible to glance at it and not realize that it's a weapon. Treat it as a club.

- As long as the wielder is not wearing, wielding, or carrying anything else, the wielder gets +5 HP, +1 to hit, +1 to damage, and +1 to saves.
- Whenever the wielder attacks something dumber (lower Intellegence), the attack is made at +2 to hit and +2 damage.
- Whenever the First Weapon gets a critical hit, the wielder forgets all written language and most spoken language for 1d4 days. They can only speak in monosyllabic words (probably quite haltingly). Multiple effects of this penalty might cause the wielder to become permanently regressed, at the DM's option.

### The Second Weapon

This is a small rock, about half the size of a fist. It has a few balls of darker stone embedded in the surface and a ring of ochre has been drawn around it's circumference. It's possible to glance at it and not realize that it's a weapon.

- Don't bother making an attack roll when you throw it. It never misses.
- It does 1d6 + Str damage, which is pretty damn good for a rock.



## ON A MAGICAL SHIELD

A shield provides protection, but it can do so much more.

### Arcane Band

This is a golden bracer worn on the forearm. It appears to be covered in some sort of flexible transparent tube, surrounding the entire bracer out to a few millimeters. When worn, a floating disc of translucent purple force surrounds the wearer providing protection as a basic shield. This operates independently of wearer action allowing even those unskilled with shield to receive the armor bonus.

### Hypnosis Shield

As an action the shield bearer can activate the shield, turning the black and white spiral on the front. All who see the shield and fail a save versus Paralyzation fall motionless, captivated by the shield. Any who fail the save will take no action other than following the shield-holder at half their movement speed. Any attack against the targets, obvious danger presented to the targets or a successful attack against the shield-holder will snap them out of their reverie.

### Throwing Shield

The shield appears to be a regular shield with a series of concentric rings of red and blue surrounding an astral star. On any round in which you miss with your primary melee attack, you can throw your shield at a nearby target, though not at one you are in combat with. On a successful hit, the target takes 1d4 damage and must save versus Paralyzation or be knocked prone. The shield then returns to your arm immediately.

### Shield of Terror

This shield has the face of a man. Once a day the face may come alive and yell at the opponents. This can have one of three effects. The yelling can cause an immediate morale check. This carries no cost. The other options are the face can become hideous and terrifying, casting fear at your opponents, but the cost is drained from your life force. You take 1d4 damage for each creature affected by the fear (all targets in a 200 degree arc in front of the shield out to 30') You must also make a save versus Death or permanently lose a single hit point. The final ability of the shield is to shout. All targets in a 30 degree cone out to 30' take 2d8 points of sonic damage and fragile objects must save vs Crushing Blow or be broken. However the user retains a ringing in their ears, causing total deafness for an hour, and a penalty to their hearing of -1 for the space of 24 hours. This affects surprise rolls, listen checks, and can cause spell failure.

No matter which effect is activated by the Shield of Terror, it can only be activated once a day.



Matt Dance (order #7020627)

#### Shield of Towers (Coward Shield)

This is a normal small metal shield in the shape of a square. If the wielder kneels, and tries to cover their body with the shield a strange yellow force extends out from the edges of the shield. It produces a barrier slightly larger than a tower shield, providing full cover to the person "cowering" and one additional person. The wielder can take no other action other than "cowering" or the effect disappears.

#### Shield of Utility

This is a normal large metal shield with the image of a large pillar on the front. When set out in front of the user facing down, it floats within 5′ of the wielder about 4′ off the ground. It can hold approximately 200 pounds. As the magic user spell floating disc.

### ON MAGICAL HEARTS

These hearts replace your actual heart, and are used by placing them over the bare chest of the subject. After an extremely painful minute, they replace the owners actual heart. Only one heart may be used at any time. Often the hearts cause a death effect that prevents raise dead from functioning.

It is a serious thing to consider replacing your heart with magic.

#### Heart of Glass

This heart is a mixed blessing. The user will automatically fail any saves versus any mind-affecting spells or enchantment effects, but all targets of the users spells must save at -4 (or disadvantage)

#### Heart of Iron

This heart is a great boon to warriors, but robs them of their essential nature. Anyone possessing this heart gains and additional 2 hit points per hit die and a +4 (or advantage) to saves versus Poison or anything affecting the body (including death checks). In addition, the time the wearer can hold their breath is tripled. However, their weight increases by +50%, and over time their alignment shifts towards neutral evil as they slowly lose the ability to empathize with those around them. Other people's problems and concerns seem more and more meaningless in relation to the users as each day passes, and his own needs seem more and more important. When the bearer dies, their body turns to iron, from which the heart can be extracted.



#### Heart of Blood

This heart is contained in a crystal glass case. When placed on the chest, the red liquid inside slowly drains until empty, at which point the crystal case also dissolves into dust, being absorbed into the skin. The user is no longer subject to disease, illness, or any bleeding effects. They receive a +4 bonus (or advantage) on any death spells or effects, and their aging slows to 1/10th its normal rate. They also regenerate 1 hit point a minute. The heart prevents any sort of protection from scrying for operating. In addition, their blood works as a healing elixir, curing disease and reducing aging by several months when drunk, as well as producing an overwhelmingly positive feeling of well-being. It is also highly, highly, addictive, causing addiction after the first use and dependence soon after. The people who are denied this substance will go to any lengths to acquire it. This can be used to control people who become dependent on it, but there are no cases in which it has not been known to backfire. Upon the users demise, the body turns to red liquid, which then fills a crystal heart in the location of their corpse.

#### Crystal Heart

This is a heart of reflections and illusions. Any single illusion the caster performs that require concentration to function can be assigned to the heart. For example, an illusionist could cast two spells requiring concentration. Once a day the user can cast *Mirror Image*. Once a week the user can cast *Vanish* (Use the heart to create an illusionary double of the caster in reaction to an attack or at will, and turning the caster invisible). Any illusions cast by the caster have their saving throw difficulty class improved by 2 OR provide a -2 penalty to the targets save. The user also gets a +4 (or advantage) bonus on all deception rolls.

The experience of bearing the heart is difficult. Reality seems to fluctuate, and often the user gets glimpses into the shadow and ethereal plane. They become paranoid and isolative. They begin to become uncertain about what is real and what is not. When killed the user turns to crystal which crumbles, leaving behind only a crystal heart.

#### Fire Heart

This heart provides resistance to fire. Any spells you cast ignore the fire resistance of the target, and cause immune targets to be considered resistant. You become vulnerable to cold. Also, you become impassioned. You find it more difficult to stay calm, you mind often fixating on anything upsetting causing you to become angry. You find it difficult not to lash out at people and eventually become more and more chaotic. You must succeed at a DC 10 Constitution check in order to get enough sleep to prepare/regain spells during a long rest. If you cannot cast spells, you gain the ability to cast *Fire Bolt* at will as a ranged magical attack using Intelligence if you don't have another casting stat, *Burning Hands* 3 times and *Scorcher* once. (Concentration up to 1 minute, 20′ line of fire, does 5d8 damage to first target and 3d8 damage to all other targets, Dexterity save for half). These uses refresh after a long rest (or 8 hours of sleep).



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### Ice Heart

You become immune to compulsions and mind-affecting effects. You become immune to charm. You have resistance to ice. You are vulnerable to fire. The ambient temperature around you drops by 20 degrees fahrenheit. Your alignment shifts towards neutral evil over time as you become less concerned with the welfare of other living beings. You can create and shape ice at will, requiring your focus and giving you a level of fatigue per every significant creation of ice (i.e. 10' x 10' x 10' cube in 1 minute). Going slower or reducing the amount of ice created or used will reduce the fatigue cost.

### Black Heart

This heart is condensed evil. Once absorbed, the user becomes immune to fear, and their eyes turn red, their hair black, and their veins turn black. Their blood is black and anyone attacking them with a non-reach piercing or slashing weapon must make a DC 10 Dexterity (DC 14 Reflex) save or take 1d6 acid damage. The user gains +2 Strength and Constitution, above normal human limits. Their alignment changes to Chaotic Evil instantly. The user gains Darkvision and rolls intimidation checks with advantage. The user can also spit acidic bile on one target within 10' once per day as a ranged attack. It does 2d8 damage per point of proficiency bonus (2d8 per 4 levels).

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Note that several of these contain vague effects, such as shifting your alignment over time and powerful effects that are loosely defined. This requires some discussion and agreement between the Dungeon Master and the player about what works best for the game. Allowing a specific use to avoid fatigue of the ice heart (such as using it to ride on a path of ice through the air) should be worked out as specifics between the Dungeon Master and the player. Perhaps one such effect can be gained per level or a few (or one in Pathfinder) could be granted by a feat. Mechanical effects of some of the drawback are left up to individual Dungeon Masters also. A player who's unwilling to portray the change over time as the heart affects them is probably not a good candidate for these magical items.

## ARROWS OF ZAO

**By Arnold K. of Goblin Punch**

Each hunting party will have a leader. The leader will have 1d6-2 (min 0) magic arrows with her. 50% all same type, 50% all different. Back home, inventing magic arrows is a favorite past time. Huntresses trade them like baseball cards, and prize them highly.

1.) Fire Arrow. Ignites when nocked.
2.) Headless Arrows. Deal damage as if they were magic, but only damage things that require magic arrows to be hit.



3.) Rose Arrow. Charm effect on the target (remember the -2 penalty to the effect for combat). Faeries of fond of them. Red fletching, green wood. Turns into a rose upon a hit.
4.) Arson Arrow. Ignites when nocked. Splashes a small amount of lamp oil on a hit, so it just doesn't do extra fire damage, it also makes sure that you're on fire.
5.) Loyal Arrows. Can steer this arrow with whistling. Among other things, the first time this arrow misses, you can whistle to make a second attack roll.
6.) Armada Arrow. When fired, splits into 6 different arrows. Make 6 different attack rolls, each with a -2 penalty.
7.) Exploding Arrow. Explodes with a 5d6 fireball wherever it hits.
8.) Messenger Arrow. Whisper a message into the fletching. Whatever is struck receives the message in their mind.
9.) Twin Soul Arrow. Splits into two arrows when fired: one mundane arrow and one incorporeal arrow.
10.) Smoke Arrow. Disintegrate after striking, leaving no evidence. All who witness the arrow must then save or forget that they ever saw it.
11.) Rat Arrow. Actually a mutated rat, not an arrow. On a hit, begins gnawing the target for 1d3 damage per turn until the target spends an action yanking it out.
12.) Gregarious Arrow. Can automatically hit any location where another gregarious arrow is lodged.
13.) Phantom Zone Arrow. A target hit by this arrow is removed from the universe for 1d6 rounds.
14.) Snake Arrow! It's a snake. It bites. It's poisonous. Even works if the target catches the arrow!
15.) Frog Crotch Arrow. Never misses a rope. Does double damage to amphibians.
16.) Humanbane Arrow. Double damage against humans. If it kills a king or leader, their castle will fall down.
17.) Bird Arrow. Imitates a birdcall of your choice when fired. It it hits a bird, it will painlessly remove feathers from the bird, suitable for use as fletching.
18.) Coffin Nail Arrow. Ignores armor. Can pin small targets to the wall if they fail a Constituion check.
19.) Silver Arrow. It's made of silver.
20.) Cloud Arrow. Creates 20' diameter cloud on impact.
21.) Shadow Arrow. Must be fired at target's shadow. Deals 1d6 Charisma damage and immobilizes target (pins their shadow to the floor) until the arrow is removed.
22.) Light Arrows. Create a light effect where they hit.
23.) Sun Arrows. Create a daylight effect where they hit. If fired into the sun (AC as unarmored) the ambient light will increase in the area, as the sun shines brighter. If fired into the moon, the moon will shine as bright as the sun for 10 minutes. (The effect is only local, say within a 1 mile diameter.)
24.) Grappling Hook Arrow. On a hit, conjures a rope, one end looped around your bow hand, and the arrow turns into a grappling hook lodged into whatever you hit. Yes, you get to keep the rope.
25.) Talking Arrow. Roll up a personality like a hireling. Knows lots of interesting things. Wants to be fired.
26.) Ice Arrows. Can extinguish a torch simply by passing near it, or hitting the person carrying it. Sometimes used by drow or gretches.
27.) Infinity Arrow. No range penalty. Must still have line of sight. Length of arrow seems to change each time you measure it.
28.) Holy Arrows. Create a light effect where they hit and deal double damage to undead + demons.
29.) Deathstroke Arrows. Does normal arrow damage. If the target has 2d6 or less HP afterwards, it dies.



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30.) Screeching Arrows. Screeches like a rutting harpy when fired.
31.) Banshee Arrows. Shrieks when fired. All in a 50′ cone in front of arrow subject to fear (as spell).
32.) King of Arrows. Once fired, any normal arrow that passes within 10′ will change course in order to land beside the king of arrows.
33.) Secret Giant Arrow. Doubles in size once fired in order to deal 2d6 damage.
34.) Arrows of the Infernal Instructor. If this arrow kills a target, you gain 100 XP. If it misses the target, you lose 50 XP, you memories drained away to feed the Abyss.
35.) Traveller's Arrow. After firing this arrow, you teleport to the nearest safe spot adjacent to where the arrow landed.
36.) Acorn Arrow. If buried in the ground, will grow into an oak tree overnight, and produce enough acorns to feed 1d6 people. Requires baking or grinding. If shot into a treant, it must save or turn into a mundane tree.
37.) Bully Arrow. Hits hard enough to shove an orc 20′ back.
38.) Black Arrow. Does normal arrow damage +1 per target's HD.
39.) White Arrow. Denatures any natural poison the target has inside its body (making poisonous snakes non-poisonous). If stabbed into someone's chest (1d6 damage) like in Pulp Fiction, it'll cure any poison they are suffering from.
40.) Eagle Arrow. Turns into an eagle mid-flight and attacks the target. Stats as eagle. Lasts 1 min.
41.) Slaying Arrow. Does double damage against (d6): 1) dragons, 2) demons, 3) undead, 4) fey, 5) beasts, 6) orcs.
42.) Chicken Arrow. White-fletched. Target must save or flee in fear. If you sit on one for a full minute, it'll turn into a white chicken.
43.) Evil-seeking Arrow. Flies unerringly towards the most evil creature within range.
44.) Gravity Arrow. When embedded in a creature, that creature is affected as if the gravity were +50% stronger. Enough to slow them down -25%, but multiple arrows stack.
45.) Wind Arrow. When fired, the wind will blow in that direction for 10 minutes. Other arrows get -2 to hit in this wind. Wind arrows are not affected by wind.
46.) Immovable Arrows. On a hit, target must save or be immobilized for 1d6 rounds. As immovable rod, except it affects the target's center of mass.
47.) Blood Arrows. On a hit, this arrow converts some of the target's blood into a new arrow, giving birth. Basically, for every arrow that hits an opponent, you can recover 2 arrows after combat. As soon as you roll a 1, all blood arrows in a "family" melt into sticky blood.
48.) Queen of Arrows. On a hit, target must save or be unable to use any type of projectile weapons. Basically, nothing that requires a ranged attack roll. Lasts 10 minutes.
49.) Phase Arrows. Arrows pass through everything except flesh and bows. Ignore all walls, cover, and armor (except armor that is part of the creature, like scales, since those count as flesh.)
50.) Skydoom Arrows. When fired straight up (requires no ceiling within 200′), a rain of arrows will fall, making 2 attack rolls against all creatures within 200′ of the shooter. Each arrow is +5 to hit and does 1d6 damage. If fired into the moon, there are 3 attack rolls per creature instead. If fired into the sun, the arrows are fire arrows, and each does an additional +1d6 fire damage.



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## D100 MINOR MAGICAL ITEMS

**By Arnold K. of Goblin Punch**

All suitable for level 1 characters.
1.) Wooden Spoon. Carved with rune for "food". When tapped on an inert organic or semi-organic material (wood, dirt) it turns that stuff into edible foodstuffs, although it will be mushy and unpalatable.
2.) Amulet of Hope. Shines as bright as a candle, but only when there are no other light sources. Light points back towards dungeon entrance, vaguely. Hums reassuringly when clutched, and warms your hand.
3.) Orphan's Top. Cannot be spun if there are any invisible undead nearby.
4.) Ring of the Adventurous Limb. If worn on a hand, the entire arm will vanish. It will return after 24 hours have elapsed. Roll a d10: 1) tattoo on arm, 2) arm injured, 3) gained a ring, probably a wedding ring, 4) ring missing, 5-10)nothing special. It will have a similar effect on legs.
5.) Dust of De-Appearance. Can make things invisible, but wears off if the object moves, is moved, or even wiggles a bit. Best used on inanimate objects or people who can hold really, really, still.
6.) Paired Scrolls. Whatever is written on one appears on the other. Give players a 3″ × 5″ card to write on, to limit how much they can write.
7.) Statuette of Baal. Can be "fed" gold to grow larger, adding to its. Starts out the size of a gold coin. Becomes more complex as it grows larger, adds features and companions. If grown to the size of 100,000 gp, golden tablet reveals great secret. (Does not create or destroy gold, just absorbs it.) If grown to 1,000,000 gp, it will come alive and try to take over the world.
8.) Book of Epic Boredom. When reading, save vs Sleep.
9.) Black Cigarette. When smoked, it creates a huge cloud of smoke and allows the smoker to see through smoke and fog. Can be smoked for 5 minutes (or 5 one-minute segments).
10.) Colorthief's Brush. This paintbrush has a needle on the back. If you prick something, you steal all the color from it, but can later paint with those same brilliant colors (stored in the brush, controlled by imagination). If a book is pricked, it will steal the words. The book can then be reconstructed, but it takes a few days of writing for it to be recovered.
11.) Sleeping Draught. Sleep TWICE AS HARD for four hours. You get a full night's rest, but cannot be woken up. Unwilling targets get a save.
12.) Love Potion.
13.) Exploserous Carnelian. When activated, begins to glow hotter and hotter. Explodes like a stick of dynamite after 1d2+2 rounds.
14.) Mighty Acorn. When thrown on the ground, immediately grows into a 20′ oak.
15.) Mechanical Torchbearer. Follows the associated amulet, or whoever is wearing it. Can hold 6 torches, and relight a new one as the old one burns out. Looks like a mechanical spider, 5' in diameter.
16.) Penguin tokens (1d6). Summons an 80 lb emperor penguin. On land, cannot do anything except waddle to where you direct. In water, can attack as a 1 HD creature. Is destroyed/killed if it takes any damage. Reverts to a small (1″) wooden token after 1 minute.

17.) Saint's Bones. About the size of a cigar box. Contains mandible + some carpals. Will rattle ominously when a lie is uttered nearby.
18.) Amber Comb. Any lightning attack within 10′ is diverted to the comb instead. If the comb takes 6 or more damage (it is not immune to lightning), it shatters.
19.) Chewed Bone. When chewed, it fills the air with the smell of delicious fresh meat. This is strong enough to mask other odors.
20.) Bottle of Light. When swung overhead (a small chain is attached for this purpose) the bottle absorbs ambient light. Later, the bottle can be unstoppered to allow the light back out again. Can hold up to 5 rounds of light. Special properties of light are preserved: moonlight can induce lycanthropy, for example.
21.) Silver silk handkerchief. 3′ on a side. On the command word, it becomes as hard as thick steel. A second command word reverts.
22.) Silver silk rope. As above, except a rope. 25′.
23.) Goggles of the Clown. When worn, everything looks like a clown, and speaks in a mocking, clowning voice. It is very difficult to tell people apart. You can barely tell a knight apart from his horse (which appears as a four-legged clown). In combat, you must make a Wisdom check every round or lose track of which clown is which. On the upside, you are immune to the beauty of nymphs and the ugliness of catoblepas.
24.) Vial of Nightshade. When drunk, it puts the body into a deep coma and ejects the spirit. You can now roam around, incorporeal, until you return to your body. There is a 1-in-6 chance each hour that some mishap befalls you (body possessed by outsider, soul lost forever, etc). Coma lasts for 1d3 days.
25.) Grinning Amulet. Anyone who laughs—even a snicker—near this amulet must make a save or laugh uncontrollably for the next minute. Careful, it's contagious—if a player laughs during this, so does their character.
26.) Trollwax. Tacky and unpalatable. Anything that tastes it must succeed on a check, or be so disgusted that it cannot taste it again. (Takes a week to fully leave the tongue.)
27.) Cheater's Coin. When flipped, it will give whatever result the owner wishes. This is not limited to heads/tails—it can also give results of king, dragon, treasury, pilgrims, etc.
28.) Boots of Independence. When you remove these boots and fail to restrain them (put them in a pack, etc) they will walk back the way they came, all the way back to where you first put them on, with more-or-less the same cadence and sounds. If you walked in a loop somewhere along the line, the boots will get stuck in the loop and repeat.
29.) Tiny tree. Produces three fat apples every day (enough to feed 1 person). Must be watered with 1 cup of blood each day, or it will die. If dead, can be revived with water. Probably found dead/in a chest.
30.) Skeleton gourd. This gourd has a peephole. Anyone holding the gourd up to their face and looking into the peephole will be paralyzed while their brain is filled with visions of dancing skeletons.
31.) Ring of Petrification. Putting this ring on will turn a person to stone, except for the ring. Someone else can remove the ring, and thereby return them to flesh.
32.) Party Book. This book creates audible illusions imitating a party. The state of the party depends on the page the book is opened to. If the book is turned to page 1, you'll hear a couple people setting up silverware. Middle of the book, raucous carousing. Near the end, mostly snores and a few people taking shots.



33.) Quiet Bell. This 2″ tall silver bell prevents all sound within 1′.
34.) Palette of All Colors. Contains 7 mundane palettes (ROYGBIV) and 1 color that is invisible to humans. If the invisible color is painted on a wall, it allows people to see through it. Can paint up to a 3′ diameter spot, or 10 3″ peepholes. Penetrates no more than 6″. Getting it on someone's face blinds them.
35.) Slimming Cone. When touched to a creature, it instantly and harmless sucks out all the excess fat from them, ejecting it onto the floor in a big mass.
36.) Grass Whistle. When blown, roll for a random encounter. If the location has no encounter table (some cities, maybe), the PCs will meet someone interesting who wants something.
37.) Naiad-hair Ring. 50% cursed. When worn, PC treats all water as if it had the consistency of a gas. (Don't fall off a boat.) Water is still unbreathable.
38.) Ring of Swimming. Wearer treats air as if it had the consistency of water. You can "fly" by swimming through the air, but the air is too thick to breath. Other water penalties also apply.
39.) Belt of Cat Imprisonment. When laid on the ground, felines are compelled to sit in the center of it. As charm.
40.) Endless Boots. Cannot stop walking. Will never tire from walking. Cannot run. Walk walk walk.
41.) Spike of Woodland Suicides. Sort of like a hunter's trap. When left in the woods, wild animals will come and impale themselves on it. A verdant forest yield 1d10 rations worth per day, but must be moved daily. Fey will fucking hate you, though.
42.) Salt Block. Any food you carry will never spoil. Doesn't have to be on your person. Applies to a captain and his ship's cargo, for example.
43.) Log of Alarum. This 300 lb. log protects those who sleep with their heads against it. If they would be attacked in their sleep, the log has a 90% chance of waking them up (by making bird song).
44.) Demonic Muffin. When eaten, reverses your gravity for 1d6 minutes.
45.) Everice. Never melts.
46.) Chest of the Mundane. Anything placed inside it is covered with an illusion that makes it look worthless and boring. Currently holding 3 peridots worth 10gp each.
47.) Boots of Devouring. Cursed. As soon as you put one on your foot it starts fucking eating you like a garbage disposal. Feeding it lots of booze causes it to vomit out everything in its stomache (which may include some treasure).
48.) Fox-in-a-Bag. Sleeps all the time. As soon as it touches the ground, it will run around like crazy. Dex 18, AC as plate because of high Dexterity + foxy nature. If you pick it up (good luck) it will fall back asleep.
49.) Feather of Bravado. When placed in a hat, it points in the direction of the nearest deadly foe capable of killing the PCs. When placed in the bottom of one's shoe, allows them to run slightly faster.
50.) Gossip Cookies. Each one contains either a random rumor from the most relevant rumor table or "You will be killed by [random monster from most relevant random encounter table]". 50% chance of each.
51.) A small silver figurine that, when given away, will return to your pocket after 1d6 minutes. The only way to permanently get rid of it is for the recipient to similarly give it away before the 1d6 minutes expire. (Alternatively, the original owner could die.) Yes, this is great for scamming people. Apparent value: 1d100 silver.



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52.) A rock that, when thrown, always hits its target. Always. Cannot do anything that you couldn't conceivably do with a really lucky throw.
53.) A saddle that turns any animal into a horse when it is strapped on. The horse cannot remove the saddle on its own. Currently owned by a bounty hunter who is fond of riding his bounties back to town.
54.) A key that can unlock any door, but cannot be removed from the mechanism until the door is relocked.
55.) A mug that points the way to the nearest tavern when it is balanced on its edge.
56.) An egg cup that can hatch any egg that is placed atop it.
57.) A ring that gives the wearer a magnificent mustache/beard, depending on which finger it is worn on. The left ring finger, for example, always yields a Van Dyke.
58.) A ring that makes your eyeball pop out. This is not a problem, and you can continue to see through the eye just fine, like a spy-eye. Reversible if the ring is removed.
59.) A ring that makes you invisible, but not your equipment or clothing.
60.) An umbrella that allows you float downwards at 60'/round when open, negating fall damage.
61.) Chicken Arrows (1d6). On a hit, target must save vs fear (first arrow only). If sat upon like an egg, quickly turns into an adult chicken. Fletched with white feathers.
62.) Bag of Infinite Manure. Useful for campfires.
63.) Wand of Necromantic Cooking. Can enchant a corpse or cut of meat to cut, prepare, marinate, and cook itself. A slaughtered pig will seek out gravy to roll around in. Sausages will jump into the saucepan, and then seek out your plate when cooked.
64.) Omnidress. Can turn into any type of dress (can even imitate leather armor, but not metal).
65.) Indelible Pen. Can write on anything. Writing is permanent. Works 1d6 times.
66.) Ring that makes the wearer appear to be dead and rotten.
67.) Scones (1d6). When broken in half, it erupts into 1d100 scones (10 scones = food for a day). Alternatively, it can be eaten to restore 1d6 HP.
68.) Wooden hand. 1/day, can turn into a living-but-disembodied hand for 1 hour. Will obey your commands for the duration. Str 1, can climb most walls. Int 6, can see normally, but cannot speak.
69.) Locket. Woman's face inside the amulet always looks towards Meltheria.
70.) Box of paired snails. When one snail dies, so does its mate. Normally used to send very crude, binary messages. There are 1d6 pairs of snails. Feed them leaves.
71.) Hungry coin. Cursed. Will attempt to eat other coins that it comes into contact with. Eats 100 coins an hour.
72.) Armor of Glamour. Looks like a fancy dinner suit. Is actually a suit of plate mail.
73.) Ring of Good Omen. The first time you fail a save against a curse or other magic, the ring breaks and you instead make your save.
74.) Prayer of the Seal. When this sheet of paper is attached to a door or portal, it become locked (until the paper is removed or destroyed.)
75.) Boots of the Aristocrat. When you click them together, your clothes become clean, your skin becomes perfumed, and your hair is styled.
76.) Cursed matches (1d6). When lit, the match does not ignite. Instead, whatever the PC is looking at catches fire. (Tiny match-sized fire. Does no damage unless allowed to progress.)
77.) Preservative jar. Anything placed in this jar enters stasis. Cannot hold anything bigger than a toad. Currently holds a toad.



78.) Library Box. When a non-magical book is placed inside it, another of the same type will be found there the next day.
79.) Monocle of Entropy. If you stare at something long enough, it will fall over. 1 round for a candlestick, 1 minute for a sleeping cow, 1 hour for a small tree, 1 day for a cottage or large tree, 1 week for a castle. Must be within 100'.
80.) Girdle of Masculinity/Femininity. Non-cursed because that's way more fun.
81.) Stick of the Titan. Hits for 2d8, then breaks.
82.) Singing frog. Knows 1d6 songs. Good for a free round of drinks in pretty much any bar you walk in to, with only a 20% chance that someone will try to steal it from you at the end of the night.
83.) Perpetual motion machine. Utterly unremarkable in a world filled with magic, but still cool.
84.) Seed of Moon Ice. If dropped in a body of water, will "freeze" an area up to 20' diameter. If swallowed, you die. If touched, save or die. Leaves awesomely frozen corpses that are not cold to the touch and never thaw.
85.) Small broom. When activated, will attempt to clean the dirtiest thing nearby.
86.) Black cat, winged. When you tap it on the nose, it enters stasis. (This is why you found it in a treasure chest.)
87.) Blindfold of the Spirits. When worn, you can attack incorporeal things as if they weren't. Also, you're blind.
88.) Night's Black Windchimes. 25% chance of alerting you when attacked during the night. If one of the 1d6+1 chimes is broken in half, a refreshing (but also quite cold) breeze blows through the area.
89.) Dust of Vermicide. When thrown, does 1 damage to everything in a 5' diameter area. Alternatively, does 2d6 damage against a swarm.
90.) Sovereign Glue.
91.) Universal Solvent.
92.) Goblin cloak. Invisible while in shadowy areas, but stinks like a mound of goblin shit.
93.) Miser's Flute. When played, all unsecured coins in 20' will leap up and roll after you. They will follow you as long as you play, and as fast as normal running speed. Uphill is fine, stairs are not.
94.) Donkey Legs. These wooden donkey legs can be attached to anything (but are not strong enough to carry literally anything). Once attached, the thing will follow you around like a loyal donkey. For example, you can attach them to a heavy statue and then have it walk itself out of the dungeon. Donkey legs are as strong as two donkeys!
95.) Giant's Ochre. Anything painted with this pigment will double in size. Washes off easily with water or sweat. (If you paint yourself, it'll wash off after 1d6 rounds of sweaty combat).
96.) Mask of the Jester. Seeing it for the first time forces a save vs charm or be compelled to attack.
97.) Eye of Zin. This jewel pressed into the forehead, turns the wearer's eyes jet black, they gain darkvision, and are blinded by even small amounts of light (a nearby torch, for example).
98.) Metal Eye Mask. Wearing this mask obscures you normal vision, but allows you to see from above, like an orbital satellite. At sea level, you can see an area 200' in diameter, centered on the mask.
99.) Pink Bead. When smashed on the ground, immediately turns into a huge mountain of fluffy bubbles, similar in consistency to a mass of fused marshmallows. Can cushion a fall or block a hallway or something. 10' in diameter, can be cut through with 6 slashing attacks, lasts 1d6 minutes.
100.) Animate rope with the personality of a loyal dog. 50'. Must be taught knots the way a dog must be taught tricks.



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## ON 50 INTERESTING PIECES OF TREASURE

The values for such items can be set as you wish, or determined by rolling one to three dice and multiplying by 10 gp, 100 gp, or 1000 gp. "Random" random items can have a quite samey feel after a while. Some of the most interesting tables are those formed by simply abulafiaing an already interesting random table of items. Since we actually don't need to generate an infinite amount of treasure for our games, tables like the following can be quite useful.

1.) A polished obsidian orb.
2.) A lantern with a bejewled hood, when lowered, it casts a multi-colored shadow.
3.) An engraved platinum toilet sponge rod.
4.) An onyx comb, shaped like a raven that has common cabochon ruby eyes.
5.) A bone clip inlaid with gold that resembles the teeth of some long dead rat.
6.) A small silver coffer set with three agates in a uneven triangle. The sides are sculpted to resemble tiger paws.
7.) A porcelain doll that looks like a troll.
8.) A pair of brass bookends shaped like ram's heads.
9.) A small marble birdbath, inlaid with gold.
10.) A thin silver crown set only with a very small diamond. It has an inscription in elvish that reads, "stature is not the veracity of faith."
11.) A marionette with a ceramic face that has a long hook nose and blue eyes, covered in flowing multi-colored silk, and a cross of light blue-silver metal and resilient strings made of the same. The toy is 5 feet from top to bottom.
12.) A battered iron helm made for a boar, with an set of three ivory spikes jutting from it.
13.) A supple wineskin, died a rich red-gold, with a polished maple drink spout. Water kept in this container tastes particularly wonderful.
14.) A curved horn of dragon bone, inlaid with gold. Produces a rich brassy tone.
15.) A small wooden box, filled with a dozen polished turquoise buttons.
16.) A pair of bronzed child's boots.
17.) A small platinum sculpture of thin bent cylindrical twists that form the shape of an egg. At the center rests a golden topaz.
18.) A dwarven iron bracelet inscribed in runic dwarvish "Our bond is that of metal"
19.) A stack of golden coins, each meticulously defaced and crudely carved with the face of a grinning goblin.
20.) An earring shaped like a demons ear, made of finely worked light gold and set with point-cut rubies. It fits over the rear of the ear changing the shape of the wearer's ear.
21.) An ebony statue of a bear standing of exquisite workmanship. A small fairy ring of mushrooms cast in silver rests in the base
22.) An incense burner of the grim reaper sitting in a tree, holding a snake and a crystal ball. Two skeletons kneel in front of him. It is made of ceramic and set with tiny simple rose-cut diamonds and rubies.
23.) A set of salt and pepper shakers shaped like the front and back half of a unicorn, made of porcelain and inlaid with gold and silver
24.) A meticulously woven reed mat, with the phrase "YOU GO AWAY! YOU DIE!" written in goblin.
25.) A small series of molds for baking, each shaped like different holiday features, roses, hearts, gifts, etc.
26.) A series of five carved gems, a ruby carved in the shape of a strawberry, an emerald carved in the shape of an apple, a sapphire carved in the shape of a blueberry, a topaz carved in the shape of a banana and a diamond carved in the shape of an onion.
27.) A pair of burnished steel gauntlets shaped like giant ogre fists, studded with octagon cut agates around the wrist.
28.) A waist high ebony sculpture of a pair of hooves of a large animal, with a hollow interior, such that one could put ones feet into them.
29.) A small haversack filled with gold dust.
30.) An electrum sleeping mask shaped like the eyes and nose bridge of a cow.
31.) A hollow globe depicting the planet, that hangs over a small brass candle stand and chain. Wax covers the small brass candle stand.
32.) A set of small silver figures, each representing a different circus performer in a different pose. There is the Master of Ceremonies with his arms outspread, a strongman lifting up a barbell, an acrobat standing on her hands, a lion tamer with a lion, and a monkey riding an elephant.
33.) A small ceramic piggy bank, unbroken, shaped like an orc.
34.) A taxidermied goblin that is strikingly realistic.
35.) A golden mechanical songbird. It plays three different tunes.
36.) A thick leather collar, plated in sections of silver, each inset with four small oval-cut sapphires. There is a large iron ring where the collar attaches
37.) A toe ring made of gold-plated iron, that is set with a marble claw. Around the base of the claw are a dozen pinhead-sized common cabochon cut topaz.
38.) A neck chain of small bones strung on a wire. On each is carved a different pair of letters. Several of the bones appear to be broken off or missing, rendering the goblin inscription illegible.
39.) An oaken backscratcher set with 4 high cabochon-cut rectangular jade.
40.) A mirror set in a silver pointed starburst setting with wide triangular leaves. The top has a large round intaglio black opal, and each of the wings are cameo-set with round moonstone and onyx.
41.) A crystal beaker with the measurements in some long forgotten standard, etched in platinum.
42.) A knife block carved from jade, holding four knives, each with a handle made from jade and set with pearl fasteners. The blades are of bright, sharp, steel.
43.) A platinum mug, set with a star sapphire that has a needle brilliant cut and enameled in gold. The interior is dark, polished maple.
44.) A small sack made of supple, high quality leather, with a dyed design that makes the entire pack when carried look like a chicken.
45.) A 120 piece puzzle in a large oak box, inlaid with jet. The pieces are made from different pieces of rock crystal and quartz, that form an abstract pattern.
46.) A painting of an ogre eating a sheep that has a dark somber quality to it. The frame is made from silver and is set with a handful of intaglio-cutstar roze quartz
47.) A small steel box, set with a single piece of coral on the top. Each side of the interior is mirrored.
48.) A set of china plates, inlaid with gold, each with a different zodiac symbol enameled in the bottom.
49.) A finely wrought chain barding covered in a knitted sweater for a dog.
50.) A pair of giant brass door knockers shaped like the faces of the fairy king and queen.



Matt Dance (order #7020627)

**ON 50 UNUSUAL PIECES OF TREASURE**

1.) Jade Bowl
2.) Emerald Clip set with Diamonds
3.) Golden Flagon
4.) The Wood Wolf
5.) Death Onyx Ring
6.) The Gift Cup
7.) The Brain Jewel
8.) Silver Shield Ring
9.) Sapphire Skull Brooch
10.) Wooden Snail
11.) Golden Wall Tile
12.) Ruby Disc
13.) Golden Bracelet
14.) Glass Beer Chalice
15.) Golden Letter Opener
16.) The Snake Ring
17.) Sapphire Golden Ring
18.) Bejeweled Dragonfly
19.) The Bell Face
20.) Ith Bracelet
21.) Little Buddy
22.) Guardian Rooster
23.) Ancient Grimoire
24.) Effigy Vessel
25.) Oinochoe Flask
26.) Crystal Sphere
27.) Obsidian Rune
28.) Alabaster Box
29.) Wooden Monkey
30.) Goldmani Maikp Ornament
31.) Idol of Ilkos
32.) The Warriors Bronze
33.) The Spectral Aryballos
34.) The Horse Scarab
35.) The Golden Glass
36.) The Rare Star
37.) The Wooden Brain Mask
38.) The Simple Copper Helm
39.) The Jewel Box
40.) The Plated Skull
41.) The Silver Ring of Amon
42.) The Golden Bee
43.) The Wooden Child
44.) Marriage Chair
45.) Patchwork Raptor
46.) The Golden Statue of Sor-Pathis
47.) Copper Key
48.) Ancient Brass Calandar
49.) Cat's Broach
50.) Magic Item

1.) You didn't find anything but some dead dirty humanoids and some sort of ancient kitchen. An ancient kitchen where apparently they all ate off jade dinnerware.
**Jade bowl**, 800 gp
2.) Diamonds! Around a cut emerald. Priceless. Well, not really.
**Emerald clip set with diamonds**, 4,500 gp
3.) That little man on top is gonna announce the hell out of your success when you get back to town. You are selling the rest of your loot but keeping this. It's not like your going to keep drinking and whoring till you're out of money this time is it?
**Gold flagon with figurine on top**, 750 gp
4.) What a beautiful carving! The wizard you filched it from will never notice it missing. It even appears to be magical. Every time you sell it, it reappears in your possession the next day. It has made the last few weeks a bit exciting for you. Now if they can just get someone to kill that hideous beast that's terrorizing the countryside at night, everything will come up roses!
**The wood wolf**, warm to the touch (except the skull in his paws) 750 gold
5.) Your party slew that hideous desiccated corpse that attacked you. The blasted thaumaturge found there was only a 'mild magical emanation' from the ring and said you could have it. It is beautiful, but so dark and cold. You just can't seem to get the ring warmed up. Also, you don't seem to recall eating or drinking since acquiring the ring. No matter, surely it will fetch a pretty penny.
**Onyx ring set with black opal** will sell for 1300 gp to a jeweler. Slightly less on an open market.
6.) You found it with a ribbon wrapped around it in your yard. It must be a sign! Off to the alehouse, to hell with adventuring today.
**The gift cup** will cause any money you receive for this object to become coal. Any substance drunk causes no hangover or other negative effect.
7.) You've been killing dozens of these horrible slime beasts. After a lucky blow, a gleam caught your eye and you discovered each had a beautiful jewel surrounded by gold inside their slimy brains! So far you've collected 12 of these, though when you check your pack, you only count 9. Nothing to worry about through, you'll still make a hefty profit.
**The brain jewel** is worth 250 gold pieces to an ignorant buyer.
8.) This ring was found on the hand of a warrior that did not carry a shield. The rest of your party says it isn't magic, but you know better.
**Silver Shield Ring**, 220 gold pieces to an interested buyer.
9.) You thought a skull was a strange place to find this. However it's coated with diamonds and sapphires. You're not even worried about anyone seeing you have it -- your helm seems a natural place to store this until you get back to town to sell it.
Assuming you can survive to sell it, the **Sapphire Skull Broach** has a fair market value of 8,600 gold pieces
10.) This delicate wooden carving is of a snail. It is obviously elvish in origin. It will fetch a handsome price at market, however any elves you run across when you mention that you wish to sell it respond only with an arched eyebrow. You don't give a second thought to what the fae aren't telling you. . .
**Wooden snail** gold piece value 800 gp.
11.) You may be a hireling, but you're no fool. They left you to guard the mules and the supplies in a room with golden wall tiles. Let them risk their life. You're going to pry this one off and retire.
**Golden wall tile**, worth 420 gold each.
12.) Counting coins is such a crap job, though occasionally you come across a treasure like this, all too easily missed.
**Ruby coin** with engraving of a sculptor worth 5,000 gold coins.
13.) Gold and rubies. You will likely make a bundle when this gets sold in town. You know a jeweler who specializes in bracelets. When you get there, you're a bit surprised because he tells you it's not a bracelet, but a belt for trickster fae, and he won't have anything to do with it. Now how are you going to unload this thing?
**Golden Fae Belt**, worth 2,000 gold coins
14.) You know what you find a lot of in a tavern or inn? Broken glass. Apparently it took an extinct non-human culture to come up with the idea of creating non-slip surfaces for drunk people. Now if you can just get all these glass cups back to town you're going to make a bundle!
**Glass beer chalice** gold piece value, 20 gold per glass.



Matt Dance (order #7020627)

15.) This small blade is similar to the types used to open letters. It is well made and feels cool in the hand. The rumors of mysterious deaths of the authors of letters when this is used to open them are just nonsense.
The **golden engraved letter opener** is quite valuable and will fetch 1,200 gold pieces at market, more to a collector.
16.) Legend tells of a snake ring. This ring when worn can answer many questions about ancient and forgotten lore. It can learn nearly everything about a person with a quick touch and answer questions with a quick squeeze or two for yes or no. Sometimes these rings are even said to come alive and scout for the user, carrying a bite that can incapacitate a large man. Sadly, this ring appears to be simple jade and carries no magical properties. That you can tell. Probably.
**Snake ring**, gold value: 300 gp
17.) There is nothing unlucky about this ring. Even if it was forged on the night of a Friday on the 13th day on the 13th week of a year, under the light of a blood moon.
**Sapphire golden ring** Worth 8,600 gold pieces to anyone unaware of its history.
18.) This broach is beautiful and is clearly valuable. it even radiates a warmth and detects mildly of magic (requiring three turns of study). However, if identified, it is difficult to determine what exactly the item is just supposed to do. It appears to provide some sort of protection, but the effect is barely discernible. However any spell user wearing this or within 10′ of it will not notice but their spells are marginally less effective (hidden -1 point of damage or +1 to opponents saves). The dragon fly is collecting magical energy, and once powered, will become alive, and serve whoever provided the final energy. Of course, it has a high market value outside of this purpose.
**Bejeweled dragonfly broach** Sale price: 8,000 gp
Sale price to a mage if the faint magic is detected: 14,000 gp
19.) There is nothing suspicious about this bronze bell. Certainly nothing unusual. It most certainly does not sound like screams of the dying when rung, and that face on the bell most certainly does not animate and writhe in pain. The very idea that it whispers, begs, and pleads with you to do nefarious tasks is absurd. Clearly it is worth 60 gold.
**Bronze bell** gold piece value: 60 gold?
20.) Not all Mabden tribes were violent murderers. One tribe, long subjugated by the Cartepyans called the Ith were nature dwellers, living at one with the land as the ancient Zunel were said to. This is an ancient relic of that forgotten time. The faces of the old wise men decorate the length of this bracelet. Its size indicates perhaps the Mabden were once larger then us. Who's to say if that's the only way they were once superior. . .
**The Ith bracele**t is worth 120 gold, you could get triple that from a collector or historian.
21.) It's a bronze statue of a little man! He's giving you the thumbs up! Worth about 20 gold to local buyers, this statue brightens spirits. A closer examination reveals several interesting features, armor, a small cross. Could this figure be religious? If so, of what religion? Is it even still worshiped any more? He's so cute though! What could go wrong?
**Little buddy** gold piece value: 20 gold
22.) Reminiscent of the terrifying roostercat, this hollow bronze statue shows little wear. It is worth 80 gold to a local museum or curio shop. Close inspection reveals a small seam. At one point the statue might have been separated? Perhaps there is something inside. Perhaps not, after all, the seam is very small and might be nothing.



**Guardian rooster**, gold piece value: 80
23.) Ancient books are covered in mildew. They often contain minutia of little interest to the brave adventurer. At first, this book appears to be a book of nothing but records. Materials in and out, like a log book, of receipts. Seems worthless. A closer look reveals a strange set of ingredients. Each entry contains such oddities as
*1 grd Brb D. Horn*
*20 ct. Ruby*
*10 d. pwd. G*
*12 H. Hnd. Teeth*
They are grouped in small dates. What could happen if you collected those materials?
**Ancient grimoire** gold piece value: 2 gold pieces to a book dealer; 200+ gold pieces to an interested alchemist.
24.) This strange cup obviously depicts a Mabden who has strongly interbreeding ancestry with Karasu tengu. Perhaps his children commissioned this piece, for it clearly would not be something the man himself would commission. Would he? It is difficult to know, you cannot ask the Mabden for now they are the endless hungry dead, and killing them forever prevents the questioning of their spirit. For now you will never know. Your only question is whether to keep this ancient crafted vessel or sell it.
**Effigy vessel** gold value: 8 gold.
25.) This wine flask is crafted from glass. Though dusted with age, it appears to be in pristine condition. A Zunel influenced Mabden culture certainly made this. Sadly you are far from home and it is made from glass.
**Oinochoe flask** sale price (Undamaged): 1200 gold
**Oinochoe flask** sale price (Moderately damaged): 300 gold
**Oinochoe flask** sale price (Broken): 8 copper
26.) The mages went predictably compulsive when they saw this, detecting magic before anyone else in the party could do anything. But no dice. Disappointed, they walked away without giving it a second glance. You too almost walked off, until you realized that a head sized perfect crystal sphere on a platinum display would have to be sold in a larger town, because no one locally could afford it. What's more, it's even easy to carry! Now if you just could relax and stop thinking you're going to drop it.
**Crystal sphere** sale price 10,000 gold pieces.
27.) Whatever long forgotten culture that created this was older then even the corrupt Go'ta'thorians. The symbols are meaningless and have no power. Stranger yet, it appears to have frequent offers for purchase. Are these men aware of something you are not?
**Obsidian rune** sells for 10 gold, but if kept the offers keep increasing. . .
28.) This beautiful alabaster box has four square compartments. The top is square and the bottom is gently rounded. It is a human carving inspired by the hand of the Zunel. This is an old piece. The stone itself is worth 80 gold. An art collector will possibly pay double for this **Alabaster box**
29.) This appears to be a statue of a carved monkey. Upon close inspection it appears to be a painted mischievous monkey. Sometimes when set down for a little while, small hairs are found near the statue. Previous owners have complained that small objects have gone missing. Wise people have attributed this to unreliable staff. Others say the small statue is cursed. It's a wonderful piece and the **Wooden monkey** goes for 5 gold on the open market.



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30.) This is a miniature emblem made from gold in the shape of a panther head. It once was said to dwell on the Rhyton of the lord of panthers, though this claim is much contested. It maintains a relatively high polish and the eyes are embossed to shimmer and appear alive. Perhaps the lord of panthers watches through this emblem, or perhaps it is just a trick of the light.
The **Goldmani Maikp ornament** is worth 25 gold pieces, perhaps 100 to an interested sage.
31.) This ancient electrum amulet shows the feline incarnation of Ilkos, resting upon an Aegis representing the chaotic planes of death, disorder, and entropy. The bearer of this amulet often finds that cats stop activities and watch the bearer. Any attempt to approach and they flee. If ignored, they just stare at the bearer as if awaiting something.
**Idol of Ilkos** is worth 200 gold to a collector, or 15 gold as a curiosity, but rapidly degrades in value as bearer after bearer attempts to sell or dispose of the piece.
32.) This ancient plaque depicts two Mabden Warriors. Only the warriors aren't depictions. They fought an ancient beast, the Nahad, ancestor to the gorgon; the Nahad who's gaze shrunk you to a fraction of your size and who's breath turned you to stone. The bronze carving is exquisite. If anyone were in possession of a metal to flesh spell, they would have two very thankful, confused, violent, servants of outstanding character and loyalty; surprisingly not worse for the wear. The plaque radiates transmutation magic so faint that one turn of examination must be conducted before it is noticed. Otherwise, **The warriors bronze** is worth 300 gold pieces on the open market, or 1,500 to a collector.
33.) This beautiful Zunel flask does not actually contain spirits, either the metaphysical or the alcoholic kind. Indeed it is an Aryballos who's purpose is to hold perfume or oil. It is small and portable, designed to be carried. But the Zunel were a strange and ephemeral species. It is said that each of their four eyes saw a different dimension. Anyone covered in oil or perfume stored in this flask may experience strange sensations, not the least of which is alien or long dead phantasmal forms appearing speaking strange tongues or perhaps with ancient imperatives.
**The spectral aryballos** is Worth 300 gold pieces on the open market, 1,200 to a collector.
34.) This is treasure, plain and simple. This is a small glass scarab depicting a horseman running a chariot. It is a small window into an ancient time—not literally of course. The glass is colored blue, and there is small hatching around the corner.
As an ancient art curiosity, **The horse scarab** is easily worth 500 gold pieces on the open market.
35.) This is an ancient glass flask. It is likely of Mabden make. The Mabden were an ancient warlike people. Scholars quibble about the purposes of such flasks. The item itself is made of blown glass, but the coloration remains a mystery. Some say that this flask was used in ancient fertility rituals, where male spend was collected. Others say that this was a holy relic used by their priests to spread communion. Still others say that it served both these purposes. Players will find that it has an odd smell. Anyone drinking anything from this flask must make a save versus poison or be at -1 to all rolls for six turns.
Due to the fragile nature of the object, **the golden glass** is worth 100 gold pieces to a collector.
36.) This unassuming shirt has a red cotton collar. The front is decorated with metal triangles and studs. There are four metal buckles on the lapel. There is a silver ribbon woven into the bottom of the shirt. It is very comfortable and the make is very high quality. To a decent tailor it will sell for 20 gold pieces. However this shirt design is also a model derived from an interplanar ideal. Certain rare formulations of this shirt allow travel through the astral, ethereal or in rare cases shadow



planes. The duration is set by the fastening and unfastening of the buckles and travel is managed by the metal studs. It can function a limited number of times before it must be recharged in the light of a full moon. It is said this design is copied from ancient memories of inter-planar travelers.
**The rare star** has a gold piece value of 20 gp Magical version: 18,000 gp.
37.) This mask is made of wood. Dried hide of some unknown creature is stretched over and covering the face and neck, which is decorated with several black grooves. The hide has a painted line on the forehead, and then there are the five tentacle-horn projections extending above the head. Anyone is welcome to wear this mask, the Dungeon Master is responsible for determining what heinous event occurs next. The use of a random table is suggested.
**The wooden brain mask** sells as a curiosity ("Will you look at that thing!?") for 800 gold pieces.
38.) This is a simple old copper helm, notable for two things. Its age makes it appear to be worthless, and may be discarded by a callous delver. However, any armorsmith will note the repousse from the peak, and the bands around the base. Extremely observant characters will note that the helm has been damaged and then later repaired. Scholars will note that this style of helm design is from the legendary Godforge (Goddtaalomar) dwarf clan, said to have descended from Moradin himself.
The **simple copper helm** sold as a damaged rusted helm: 1 copper piece
The **simple copper helm** sold as an ancient dwarven helm: 10 gold pieces
The **simple copper helm** sold as a representation of forging techniques from the Godforge clan: 6,000 gold pieces to an interested smith.
The **simple copper helm** sold as an ancient dwarven artifact to a dwarven smith after a long discussion about how you are sure you didn't steal it and are just trying to return it to their rightful owners: A favor from the dwarves.
39.) Lying in a small chamber on a low pedestal sits a small coffer. It is made of metal, latched, and covered thick with dust. It is not trapped and if opened, is empty except for the tail of a rat and several small spheres of what appear to be dirt. The tail is the tail of a dead rat. The spheres are balls of rat shit. If the coffer is dusted off however, it begins to gleam. The body is made from silver, and the entire lid is made from gold. It is studded with Lapis Lazuli, Turquoise, and coral. It is studded with several small but valuable rubies, emeralds, and aquamarines. There are several ancient motifs, 12 dancing human figures, a naga, and even monkeys. If anyone tries to sell the tail or the rat droppings, they are worthless.
**The jewel box** is worth 8,500 gold pieces to any buyer.
40.) It appears to be a skull made from some rare colorful stone, covered in silver plates with fine engravings. The metal jaw of lead is attached to the base of the irregular sphere. The fine work and craftsmanship give this high value, and initial delvers will assume that this is some sort of art or artifact created by whatever long dead society once lived among these halls. However the Vordoz, specifically Larnik the Insufferable, begs to differ with their assumption. His crystaline body, deprived of a head, but not of life, still endlessly searches for where his head is hidden. If it is somehow removed from the protective wards in the chamber that it lies in, he will surely have a much easier time locating it.
**The plated skull** gold piece value: 4,000 gold pieces to an interested party, 800 gold pieces as a curiosity.



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41.) The double crossed ring of Amon, deity of purity are often found. The rings are pure silver, and would be worth about 10 gold if not for their special qualities. The first is as the bearer becomes more physically unclean the ring produces a burning sensation for the user, reminding penitents of Amon the virtue in cleanliness. If touched to less then 3 cups of water, it will purify them of any foul humors once per sun cycle. Finally, it has been said that those who remain both physically and spiritually pure may sometimes be protected by the ring. Anyone meeting the criteria may be given a warning before any imminent harm threatens the wearer. (Once annually against an unexpected attack or effect the wearer may roll 2 twenty sided-dice for a saving throw and take the better roll).
Gold piece value of **the silver ring of Amon**, 120 gold coins.
42.) This treasure is always comes in a pair. First, inside a small crystal case, an intricate golden bee rests on red velvet. It is made from some golden alloy and set with rubies for eyes. Any close observer of the bee will soon notice that it is not still. Occasionally it turns its head and its wings flutter intermittently as if testing the air. Those who find one of these had best take care to locate its companion. Always nearby there will be another crystal case, this one of blue velvet and inside rests a bee. As with the first case, close observers will note that although the bee remains perfectly still and does not move it does appear to be a living bee. If either of the containers is moved too far away from the other, the treasure is ruined. For the still living bee shudders and falls over, instantly drying out and rests leaving a desiccated corpse, while the golden bee thrashes about as it slowly turns into gold dust. The velvet bottoms of both crystal cases then fade to grey, becoming thin and worn. No one knows the original purpose of the bees. It is believed that they were created by the ancient lost Meleckstchuppin (Me-lek-stuppin) gnome clan, long ostracized by accusations of Dwarven interbreeding.
**The golden bee** gold piece value for the pair: 800gp
43.) It is said that the wood elves know no art but that of archery and death, and yet like all elves they leave traces of their passing. Seeking an earlier age of innocence and youth, a wood elf will often craft a wooden child. These 1'-3' intricate wooden sculptures often seem to take on a life of their own. Indeed it is said the soul of a wood elf can be viewed through the eyes of these children. If that is simple allegory or if one is able to see through the eyes of the Sylvan people using this item or even if this grants control over their forest creators is unknown. In an unrelated fact, these remain rare and tend to disappear due to the frequency of mysterious and coincidental death of the owners.
**The wooden child** gold piece value: 1,200 gold pieces, Weight, 80-350 lbs.
44.) This 3' relic of the Yate people is highly sought after and difficult to find. During their marriage ceremonies the headpiece of the bride was removed and doused in the blood of her other suitors. Once this headpiece was placed upon the marriage chair the bride was said to be unable to refuse any wish of her husband. The back is of pure soft gold and polished sliver. The cushion is covered in the skin of the rare purple mushroom of the Yate. It is decorated with the polished bone spheres of infant nightingales. The bottom is set with pearls and more polished steel. Is is unknown if the legendary subservience of Yate wives was due to this enchantment or the aggressive highly dominate nature of their men. Regardless, the legend causes high demand for such a treasure by nobles. Few remain in existence and those that do are so delicate as to be at constant risk of destruction.
**The marriage chair**, gold piece value: 8,400 gold pieces



45.) The Patchwork Raptor made by the long dead ancient master smith Glimzig Dalkor was said once long ago in legend to be a living bird. Anyone who discovers this strange creature made from silver, pearl, and quartz will be surprised to discover that the pieces are not merely attached, but are in fact interlocking and fit together as a puzzle. Woe to anyone brave enough to disassemble the bird for the interlinkings are so complicated to stymie the attempts of even the wisest sages to attempt to understand how they interact. It is said that the raptor still is missing a few crucial pieces, lost over the ages. What is to happen if those pieces were returned remains unknown to this day.
**Patchwork raptor** gold piece value: 650 gold pieces
Gold Piece Value to a Gnome or sage aware of its status as a work of Glimzig Dalkor: 1,280 gp
46.) Found in an ancient snake man temple, this sculpture is of the demon Sor-pathis. It depicts his two wheeled chariot and the barrel of hearts. Every winter solstice Sor-pathis would travel among the creches of the snake men young and distribute his barrel of treasure. The barrel was filled with the bloody hearts of the slave races who had escaped the yoke of serpent man rule. They were tracked down by Sor-pathis and slain, their hearts gleefully collected and returned to all ophidian-kind as a symbol of their eternal dominance over the mammalian slave folk. This statue represents the physical aspect of Sor-pathis, who has long been banished to a sub-world far from the prime material where he has lain long dormant. Perhaps this statue's recovery will change that. . .
**The golden statue of Sor-Pathis** gold piece value: 450 gp
47.) This strange key is made from copper. It is on a silver chain and bound with silver thread. Attached to the bow are 12 platinum chain links leading to a unique copper gear. The origin of this key is uncertain—is it simply decorative or does it actually function? If it does, do the extra gears and attachments serve any purpose?
**Copper key** gold piece value: 35 gold pieces
48.) This brass plate contains detailed engravings. The engravings are of a high quality and represent a calendar of the ancients. The center represents various periods throughout history and the future and has numerical significance with the markings contained within certain angular ratios. The plate is interesting because it is one of the few brass artifacts found from this ancient civilization and this indicates part of the plates special purpose as a tool. It is part of an ancient timekeeping mechanism and allows you to interpret the data in that hidden sepulchre. Perhaps another artifact nearby has clues to the location of this ancient mechanism.
**Ancient brass calendar** gold piece value: 80 gold pieces
Gold piece value to a collector: 1,000+ gold pieces
49.) This small (1") obsidian broach is delicately carved in the shape of a feline. It is inlaid with platinum filigree, around thin slices of gemstone shaped like fall leaves. One tiny flawless ruby sits as an eye, a tiny amethyst is used as the nose. The obsidian is carved as if to resemble fine hairs. It may possibly have magical qualities relating to cats or faeries.
**Cat's broach** gold piece value: 600 gold pieces



Matt Dance (order #7020627)

## RANDOM TREASURE GENERATION





Matt Dance (order #7020627)

## A PROCEDURE FOR FAST RANDOM TREASURE VALUES

**By John Bell of The Retired Adventurer**

I use a variety of generators to create random treasure—amethyst plates with intaglio portraits, bronze idol-gears, hallucinogenic spices of incredible piquancy, etc. Often there is no straightforward comparison to items in the various treasure guides and referee manuals to elucidate what the value should be. As well, the actual guidelines in the various referee manuals out there are often fairly convoluted. I strongly dislike the method in Swords and Wizardry, for example, which involves generating a total value for the hoard then calculating random percentages of magical items, then swapping things in and out, and takes forever, and leaves you with a hoard that has a value far distant from the original value calculated.

I have developed a different method, which I will offer here for your use as you please. It relies on a simple die progression: d0/d4/d6/d8/d10/d12/d20/d100, which has eight values.

**To generate the value of a hoard:**

Roll a d6. This tells you the number of significant digits in the hoard's value. If you plan to feature hoards of 1 million gp or greater in value, you may adjust the die type upwards as you please.

**To generate the value of specific items in the hoard:**

Roll a d8 and a d4. The d4 tells you how many significant digits in the item's value, and the d8 tells you which die type from the above progression to roll for the leftmost significant digit (the "head"). If an exact value is required, based on a use of the Appraise skill or whatever other method you prefer, roll 1d10 for each remaining significant digit. "0" on the d10s is read as zero, not ten.

e.g. You roll a 6 on the d8 and a 4 on the d4. This means the item is worth roughly d12 x 1000 gp. The d12 comes up 10. The item is worth roughly 10,000gp. A PC uses the appraise skill, so 3d10 are rolled, generating 3, 0, and 5. The item is worth 10,305 gp.

One continues using this process until the total value of the individual items in the hoard has the same number, or greater, as the number of significant digits in the total hoard value.

Notes: I typically roll the head and the d10s simultaneously to speed this method up. After using this in my own games extensively, I find that I often simplify it mentally to a statement like "This item is worth d6+2d10" which means a value between 100 gp and 699.

I often use multiple similar or identical lower value items—so you might find 2d6 busts of similar value in a single hoard, which also helps speed things up.



## TREASURE CONTAINERS

There is a 1 in 20 chance of a container having treasure being trapped. There is a 1 in 4 chance of a chest being trapped. There is a 1 in 10 chance of treasure being hidden. (You may subtract or divide a D20 roll to calculate these chances)

| | Treasure is hidden by |
|---|---|
| 1-2 | Concealed |
| 3 | Invisible |
| 4 | Secret space under container |
| 5 | Secret compartment |
| 6 | Inside an ordinary item in plain view |
| 7 | Disguised to appear as something else |
| 8 | Under a heap of trash or dung |
| 9 | Under a loose stone in the floor or wall |
| 10 | In a nearby secret or concealed room. |

| | Treasure is contained in |
|---|---|
| 1 | Bags or Sacks |
| 2 | Barrels or Cask |
| 3 | Coffer or Kist |
| 4 | Chest |
| 5 | Huge Chest |
| 6 | Trunk |
| 7 | Urn |
| 8 | Jar |
| 9 | Niche |
| 10 | Loose |

**Bags and Sacks**: Bags and sacks may be *woven, knitted, crocheted, braided, laced,* or *felted*.
**Woven**: *Barkcloth, Broadcloth, Burlap, Calico, Cambric, Canvas, Cheesecloth, Chiffon, Cloth of gold, Crape, Denim, Flannel, Gauze, Haircloth,Herringbone, Himroo, Hodden, Khaki, Longcloth, Moleskin, Muslin, Oilskin, Ottoman, Oxford, Samite, Sateen, Satin, Scarlet, Seersucker, Silk, Tweed, Twill, Brocade, Corduroy, Plush, Fleece, Terrycloth, Velvet, Velveteen, Wadmal*
**Non-Woven**: *Felt, Cedar Bark.* **Knitted**: *Velour* **Netted**: *Fishnet, Lace*
**Security**: Bags and sacks may be sealed by a *rope ties, snaps, buckles*, or *knots*.

**Barrels or Casks**: These are usually made from vertical wooden staves. They are bound by wooden or metal hoops. Barrels and casks are found in a variety of sizes. From the gallon (1 gallon) to the barrel (32 Gallons) to the hogshead (48-63 Gallons) to the tun (252 Gallons).
**Security**: Barrels or Casks may be sealed by *wax seals* or *brands*.

**Coffers, Kists, Chests, Huge Chests, and Trunks**: These may be composed of the following materials: *Bronze, Wood* (Carved, Cheap, Painted, Sturdy), *Copper, Gold, Iron, Leather, Lead, Marble, Silver, Slate, Steel, Stone or Magical Energy*. They may be bound by any of the above substances, they may be warped, or they may be wrapped in chains or straps.
**Security**: Chests may be sealed by *latches, clasps, locks, rope ties, buckles* or *padlocks.*

**Jars and Urns**: are made from: *Glass, Wood, Metals, Pottery* and *Ceramics*.
**Security:** *Wax seals, stoppers,* or *lids*.

**Niches**: These may be found in either the floors, walls, or ceilings.
**Security**: Concealed, or *latches, locks*, and *padlocks*.

**Loose**: Treasure may be stacked, organized, piled or scattered.
**Concealed**: This indicates the treasure is hidden from sight, perhaps inside a drawer, underneath a blanket, or shoved under a bed.

| | Treasure is trapped by |
|---|---|
| 1 | Contact Poison on Treasure |
| 2 | Contact Poison on Container |
| 3-4 | Poisoned needles in lock |
| 4-6 | Poisoned needles in handle |
| 7-8 | Poisoned spring darts in front |
| 9-10 | Poisoned spring darts on top |
| 11-12 | Poisoned Spring darts from inside lid |
| 13-14 | Poisoned spring darts from inside bottom |
| 15 | Blade scything across top |
| 16 | Poisonous vermin (insects, reptiles) |
| 17 | Poison Gas released |
| 18 | Trap door opens |
| 19 | Stone block drops |
| 20 | Magic |



Matt Dance (order #7020627)

## RANDOM ART OBJECT GENERATION

| Type | |
|---|---|
| 1-2 | Paper art (prints, calligraphy, illustrated manuscript) |
| 3-4 | Fabric art (tapestry, embroidery, quilt) |
| 5-6 | Painting (watercolor, oils, acrylics, enamels) |
| 7-8 | Crafts (Doll making, Bookbinding) |
| 9-10 | Carving (woodwork, scrimshaw, bone, ivory, scales) |
| 11-12 | Ceramics (pottery, urns, statuary, china) |
| 13-14 | Glasswork (decanters, chandeliers, goblets, pipes, bowls, windows) |
| 15-17 | Stonework (Statues, birdbaths, plaques) |
| 18-19 | Metalwork (sculpture, furnishings, decorative) |
| 20 | Magical |

| Subject | |
|---|---|
| 1 | Abstract (-2 Value) |
| 2 | Monster (-1 Value) |
| 3 | Humanoid |
| 4-5 | Natural |
| 6 | Supernatural |
| 7-9 | Local |
| 10-12 | Historical |
| 13-17 | Religious |
| 18-19 | Noble (+1 Value) |
| 20 | Royalty (+2 Value) |

| Artist Renown | |
|---|---|
| 1-3 | Unknown (-3) |
| 4-6 | Obscure (-2) |
| 7-10 | Locally known (-1) |
| 11-14 | Regionally known (0) |
| 15-18 | Nationally known (+1) |
| 19 | Continentally known (+2) |
| 20 (1-16) | World renowned (+3) |
| 20 (17-20) | Ubiquitous (+4) |

| Size | |
|---|---|
| 1 | Tiny (-3) |
| 2 | Very Small (-2) |
| 3-5 | Small (-1) |
| 6-13 | Average (0) |
| 14-17 | Large (+1) |
| 18 | Very Large (+2) |
| 19 | Huge (+3) |
| 20 (1-14) | Massive (+4) |
| 20 (15-20) | Gargantuan (+5) |

| Quality | |
|---|---|
| 1 | Awful (-3) |
| 2 | Poor (-2) |
| 3-5 | Below Average (-1) |
| 6-13 | Average (0) |
| 14-17 | Above Average (+1) |
| 18 | Good (+2) |
| 19 | Excellent (+3) |
| 20 (1-14) | Brilliant (+4) |
| 20 (15-20) | Masterpiece (+5) |

| Quality of Materials | |
|---|---|
| 1 | Awful (-3) |
| 2 | Poor (-2) |
| 3-5 | Below Average (-1) |
| 6-13 | Average (0) |
| 14-17 | Above Average (+1) |
| 18 | Good (+2) |
| 19 | Excellent (+3) |
| 20 (1-14) | Finest (+4) |
| 20 (15-20) | Unique (+5) |

| Condition | |
|---|---|
| 1 | Badly Damaged (-3) |
| 2 | Damaged (-2) |
| 3-5 | Worn (-1) |
| 6-13 | Average (0) |
| 14-17 | Good (+1) |
| 18 | Excellent (+2) |
| 19 | Near Perfect (+3) |
| 20 (1-14) | Perfect (+4) |
| 20 (15-20) | Flawless (+5) |

| Age | |
|---|---|
| 1 | Avant-garde (-3) |
| 2 | Current (-2) |
| 3-5 | Recent (-1) |
| 6-13 | Contemporary (0) |
| 14-17 | Modern (+1) |
| 18 | Old (+2) |
| 19 | Antique (+3) |
| 20 (1-14) | Venerable (+4) |
| 20 (15-19) | Archaic (+5) |
| (20)(1-18) | Antediluvian (+6) |
| (20)(19-20) | Primordial (+7) |

**Art Value Tracker**

| -9 | -8 | -7 | -6 | -5 | -4 | -3 | -2 | -1 | 0 | +1 | +2 | +3 | +4 | +5 | +6 | +7 | +8 | +9 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | | | | | | | | | |



### Various Examples of Art:

**Paper Arts:** Pastel chalk or oil, Charcoal, Colored pencil, Conte, Crayon, Graphite, Ink, Colored ink doing Calligraphy, Printing, or Illustrating a manuscript, letter, or drawing on Paper, Canvas, Wood, Plaster, or Metal.

**Fabric Arts:** Applique, Beadwork, Crochet, Cross-stitch, Dying, Embroidery, Felting, Knitting, Lace, Macrame, Nalebinding, Needlework, Patchwork, Passementerie, Quilting, Rope, Rugmaking, Sewing, Tapestry, Textile printing, Weaving.

**Painting:** Acrylic, Oil or Enamel Paint, Encaustic (wax), Fresco, Gesso, Glaze, Gouache, Ink, Sumi, Tempera, Watercolor on Buildings, Canvas, Clay, Cloth, Glass, Lacquer, Metal, Paper, Wood, or Ceramic.

**Crafts:** Bracelets, Lace, Origami, Scrap-booking, Wood burning, Egg Decorating, Mosaic.

**Carving:** Bone, Gourd, Ice, Ivory, Scrimshaw, Stone, Wood.

**Ceramics:** Figures/Statuary, Tiles, Tableware/China, Pottery, Glasswork: Beads, Decanters, Lamps/ Chandeliers, Goblets, Crystal, Pipes, Bowls, Windows, Stained, Flowers, Tiles, Etched and Engraved.

**Stonework:** Sculpture, Statues, Carvings, Engravings, Lapidary, Pietra dura, and Fountains, from Brick, Gems, Marble, Slate, Granite, Travertine, Limestone and Sandstone.

**Metalwork:** Sculpture, Furnishings, Miniatures, Tools, and Tableware.

Magical: Images, sounds, energies, or sensations triggered or transferred magically. Examples include, Moving image, Items that float or spin, water running in a circle, spheres that sing, dioramas that move, etc.

### Names of Artists

Bedlam Shroud, Eleanor Manuela Francis, Merz Damnmuck, Adam Von Bargen, Bauaet, Rexak Ghostcarver Grosscraft, Dacthamei, Cariloadsem, Htarc Anvilworker, Anadalong, Condati, Greenpine, Hazel Hudson, The Moolah Thief, Carolina Eunice Lester, Malik Montgomery, Zane Vondrak, Tob, Fanaungi, Benedict Cobb, Mel Arden Mercado, Ernie Hays, Michael Moreau, Xavier Nix Zar'tsokegorh, Nadnozmaciel, Zoron The Unholy Earl That Prefers the Pretender, Carnage of the Mysterious Vortex, The Ambassador Who Hates the Dreamer

**Value Categories**

| | | | | |
|---|---|---|---|---|
| 1 | 1 cp | 17 | 1,500 |
| 2 | 1 sp | 18 | 2,000 |
| 3 | 5 sp | 19 | 3,000 |
| 4 | 1 gp | 20 | 4,000 |
| 5 | 10 gp | 21 | 5,000 |
| 6 | 25 | 22 | 7,500 |
| 7 | 50 | 23 | 10,000 |
| 8 | 75 | 24 | 20,000 |
| 9 | 100 | 25 | 40,000 |
| 10 | 150 | 26 | 80,000 |
| 11 | 200 | 27 | 150,000 |
| 12 | 300 | 28 | 250,000 |
| 13 | 400 | 29 | 400,000 |
| 14 | 500 | 30 | 800,000 |
| 15 | 750 | 31 | 1 Mil |
| 16 | 1,000 | 32 | Priceless |



Matt Dance (order #7020627)

## BEJEWELED ITEMS

| | | | | | |
|---|---|---|---|---|---|
| 01 | Aiguillette | 30 | Coronet | 59 | Pendant |
| 02 | Anklet | 31 | Crown | 60 | Pin |
| 03 | Ankle Chain | 32 | Cuff link | 61 | Prayer Beads |
| 04-05 | Armband | 33 | Decanter | 62 | Puzzle |
| 06 | Armlet | 34 | Diadem | 63 | Orb |
| 07 | Bangle(s) | 35-37 | Earring | 64-70 | Ring |
| 08-09 | Belt | 38 | Egg | 71 | Scepter |
| 10 | Body Piercing | 39 | Fob | 72 | Seal |
| 11 | Button | 40-41 | Goblet | 73 | Statuette |
| 12 | Small Box | 42 | Grill | 74 | Tiara |
| 13-14 | Braclet | 43-44 | Headband (fillet) | 75-76 | Torc |
| 15-16 | Brooch | 45 | Idol | 77 | Toe Ring |
| 17 | Buckle | 46 | Icon (small animal, symbol) | 78-84 | Utensils |
| 18 | Chain | 47 | Lapel Pin | 85 | Zierscheibe (ornamental disc) |
| 19-20 | Chalice | 48-49 | Locket | 86-89 | Weapon |
| 21 | Chatelaine | 50 | Mask | 90-93 | Armor |
| 22 | Choker | 51 | Medal | 94-98 | Tool |
| 23-24 | Circlet | 52 | Medallion | 99 | Roll on again on type of treasure table, Reroll coin results, new item is bejeweled. |
| 25 | Clasp | 53 | Navel Jewel | | |
| 26 | Cock Ring | 54 | Neck Chain | | |
| 27 | Collar | 55-56 | Necklace | 00 | Treasure container is bejeweled. |
| 28 | Coffer | 57 | Nose Ring/Stud | | |
| 29 | Comb | 58 | Pectoral | | |

Most jewelry are plain items enhanced by precious metals and gems. There are many ways to enhance the value of an item, some common methods are listed below: *Increase the quality of the material, Increase the quality of the manufacture. Remove things from it (ornate carving, relief, beveling, fretwork). Add things to it (Upholstering, inlaying precious metals and gemstones, adding a fur fringe, encasing it in valuable skin, embroidery). Enhance the value of the object (Polishing, finishing, dying, coloring, painting), Social factors can also play a role in value, as any urban setting value will be dictated by culture and fashion.*

Here is a list of some items that can be selected on a roll of utensils, or in lieu of the above list: *Adhesive, Adze, Ankus (to prod animals with), Anvil, Auger, Awl, Balls, Bangles, Bell, Bellows, Bottle, Bow Drill, Bowl, Branding Iron, Brush, Buckle, Stopper, Candelabra, Candlestick, Cards, Carding Comb, Carpenter's square, Cauldron, Chisel, Coffin, Combs, Corckscrew, Crowbar, Cup, Dice, Drill bits, Drill, Drinking Jack, Drinking Horn, Dolls, Door Handles, Ewers, Eye-patch, File, Fingerpick, Fish-hooks, Flagon, Forge, Fork, Game Pieces, Grindstone, Goblet, Hammer, Hilt, Hoe, Hollow Reed, Kettle, Key Ring, Knives, Ladle, Loom, Mallet, Mantle, Masks, Mirrors, Molds, Mortar & Pestle, Monocle, Mug, Nails, Paint, Pan, Peg-legs, Pickaxe, Pitcher, Pitchfork, Pen Case, Planner, Platters, Pliers, Plow, Pots, Potters Wheel, Pouches and small boxes, Pulley, Rake, Rope, Salt cellar, Saw, Scissors, Scepters, Shepherd's Crook, Sledge, Spade, Spit, Spoon, Stein, Thimble, Tiles, Trays, Tongs, Toys, Vestments, Wedge, Wheelbarrow, Whetstone, Whitewash, Wire, Whistle.*



## GOODS

| Low Value Goods | | High Value Goods | |
|---|---|---|---|
| 01-08 | Cotton/Wool/Flax | 01-12 | Armor/Weapons |
| 09-18 | Furs/Hides/Skins | 13-16 | Coffee/Tea |
| 19-22 | Ingots: Iron/Copper/Lead/Tin | 17-20 | Exotic Fruits |
| 23-26 | Lumber | 21-30 | Leathers/Silks/Fabrics |
| 27-35 | Wine/Ale/Beer/Liquor | 31-33 | Gold/Silver/Electrum/Platinum Bars |
| 36-48 | Grain/Foodstuffs | 34- 37 | Ivory |
| 49-52 | Livestock/Slaves | 38-40 | Narcotics/Medicine |
| 53-65 | Sugar/Spices/Hemp/Jute/ Pipeweed/Herbs/Salt* | 41-46 | Perfumes |
| | | 47-48 | Ingots, Rare Metals |
| 66-69 | Dressed Stone | 49-50 | Rare Woods |
| 70-73 | Cloth/Fabric* | 51-63 | Religious Artifacts |
| 74-79 | Leather Goods | 64-85 | Scrolls/Books |
| 80-87 | Pewter/Bronze/Copperware/ Ceramics | 86-90 | Ingots: Electrum/Silver/Gold/ Platinum |
| 88-95 | Wooden Items | 91-98 | Laboratory Items |
| 96-00 | Steel Bar Stock | 99-00 | Magical Components |

Low value goods are useful to the Dungeon Master in several situations. These are particularly effective if you are looking to screw your party out of treasure, if you want them to walk past the treasure in the adventure, or if they desperately need natural resources. The value to weight of low value goods means that the low value goods table should be restricted to the lower character levels, or certain specific situations in higher level campaigns. (i.e. "Yes, there are things of value in there, but it's not worth your time to retrieve.") These tables are also very useful for determining the contents of ships, caravans, merchants and general goods. See the following page for a description of each of the good types, including weight and value.





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## LOW VALUE GOODS

**Cotton/Wool/Flax**: Cotton is 1 gold piece per pound, Wool is 3 copper pieces per pound, Flax is worth 5 silver pieces a pound.

**Furs/Hides/Skins**: Depending on the animal and the quality of the fur, the value of these varies wildly. Small common animals have furs valued between 3-10 silver pieces per pound. Larger common animals have furs valued at 1 - 2 gold pieces per pound. Rare animals have skins valued at 3-5 gold pieces per pound. Exotic animals and monsters have hides valued at 10 - 500 gold pieces per pound. See the appendix for a list of creatures furs, skins and hides.

**Ingots Iron/Copper/Bronze/Lead/Tin**: An Ingot is a pound. Iron is 2 copper pieces per pound, Copper is 1 silver pieces per pound, Bronze is 6 copper pieces per pound, Lead is 6 copper pieces per pound, and Tin is 1 gold piece per pound,

**Lumber**: lumber is found in cords. A full cord measures 4 feet high by 4 feet wide by 8 feet long (4′×4′×8′) and has a volume of 128 cubic feet. It has a value of 10 gold pieces a cord, and weighs between 2000 and 4000 pounds a cord. It takes up approximately $^1/_4$ a ton of space in a ship. It can be used to offset building costs of wooden structures.

**Wine/Ale/Beer/Liquor**: A gallon of liquid will weigh between 8 and 10 pounds. Wine and Liquor will be in bottles or casks, Beer and will be in casks or barrels. Barrels and casks are found in a variety of sizes. From the gallon (1 gallon) to the barrel (32 Gallons) to the hogshead (48-63 Gallons) to the tun (252 Gallons). The liquid inside will be valued at 1 copper piece to 300 gold pieces a pound (or 10 copper pieces to 3000 gold pieces a gallon) based on the rarity and difficulty of manufacture. Wine made from grapes crushed by the feet of young elven female virgins, or beer made by a dwarf over one thousand years old might be more difficult to procure and more expensive as a result.

**Grain/Foodstuffs**: Foodstuffs and grain vary wildly in cost and weight. The worth starts at 1 copper piece per pound and increases to a maximum of 10 gold pieces per pound.

**Livestock/Slaves**: Assuming slavery is legal, the value of a slave depends on the local market and their condition. If they are skilled, young, talented, healthy or of an unusual race they are worth much more. They are usually sold for the approximate value to rent their services for 2 years. This value varies from 2 gold pieces to 500 gold pieces or more. Livestock varies by the beast. Cows will sell for 10 gold pieces, whereas a Chicken is worth a copper piece. Use the value for beasts of burden in your role-playing system for more detail.

**Sugar/Spices/Hemp/Jute/Pipeweed/Herbs/Salt**: Sugar and Salt are 1 gold piece per pound. (Sugar may be found in cane form which cuts it's value by $^1/_2$ per pound). Spices and Herbs range from 1 copper piece to 20 gold pieces a pound. Hemp and Jute run approximately 2 silver pieces a pound. Pipeweed goes for 20-500 gold pieces a pound (and is usually found in ounce and quarter-ounce quantities).



**Dressed Stone**: This is worth between 2 - 5 silver pieces a cubic foot. Each cubic foot of stone weighs 100 pounds. (Good luck)

**Cloth/Fabric**: This also varies in price. 1 pound of material is approximately 2 square yards. It varies in price between 1 gold piece and 30 gold pieces per pound. There are literally dozens of different types of fabric. The most common are cotton and wool, followed by cloth made from the soft fur of animals. See the appendix for a full listing.

**Leather Goods**: These can vary in price depending on the actual source of leather. 1 pound of material is approximately 2 square yards. It has a value of 10 gold pieces per pound for cow leather. The value can range from 5-100 gold pieces per pound for more exotic leathers.

**Pewter/Bronze/Copperware/Ceramics:** These functional items fetch approximately 1 silver piece to 2 gold pieces a pound. To determine the item, you can use the utensil entry in the appendix.

**Wooden Items**: These items average approximately 1 gold piece a pound. To determine the item, see the utensil entry in the Appendix.

**Steel Bar Stock**: Standard bars are 400 ounces, equal to 25 pounds. Each pound of steel is equivalent to 10 gold pieces. A Steel Bar is worth 250 gold pieces.

## HIGH VALUE GOODS

**Armor/Weapons**: Refer to the costs and weights of armor and weapons in your gaming system.

**Coffee/Tea**: Coffees and teas vary between 1 gold piece and 5 gold pieces a pound.

**Exotic Fruits**: Fruits vary between 1 silver piece and 10 gold pieces a pound.

**Leathers/Silks/Fabrics**: These refer to expensive or rare fabrics, or embroidered or enhanced leathers and fabrics. Again 1 pound is equal to 2 square yards of material. The prices on these items range from 20-40 gold pieces a pound. A list of some fabrics may be found in the Appendix.

**Gold/Silver/Electrum/Platinum Bars**: Each bar is 400 ounces, weighing approximately 25 pounds. A gold bar is worth 250 gold pieces, a silver bar is worth 25 gold pieces, an Electrum bar is worth 125 gold pieces, and a Platinum Bar is worth 1,250 gold pieces

**Ivory**: has a value of 5-25 gold pieces per pound depending on availability. The value of ivory increases as the size of the piece increases, large pieces may double, triple or quadruple the price per pound. The source of the ivory may also be a factor. Ivory from fantastic creatures is most valuable, followed by that from elephants. Ivory from hippos, walruses and such is less so.



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**Narcotics/Medicine**: Narcotics vary wildly in price. They are worth between 50 and 5,000 gold pieces a pound. They may be illegal, and it may be difficult to procure a purchaser. Some examples include vitamins, fertility drugs, antibacterials, depressants, euphoriants, hallucinogens, hypnotics/sedatives, and stimulants.

**Perfume**: Perfumes are priced by the ounce. They are worth between 2 silver pieces and 20 gold pieces an ounce.

**Ingots, Rare Metals**: An ingot is a pound. Mithral is 75 gold pieces per pound, Adamantine is 750 gold pieces per pound, Dwarven Iron, is 10 gold pieces per pound, Fine steel is worth 15 gold pieces a pound (or as it is more likely to be found, 375 gold pieces per steel bar), Alchemical Silver is 15 gold pieces a pound, Cold Iron is 1 gold piece a pound, Orichalcum is 500 gold pieces a pound.

**Rare Woods**: These are 2×-10× the cost of normal wooden items. Assume a cord of rare wood has a value between 20-100 gold pieces Items made from rare woods are 10 gold pieces to the pound. Many of these can be used to make magical weapons and armors.

**Religious Artifacts**: These include a variety of items, such as *altars, altar cloth, bells, braziers, candelabras, candles, candlestick holders, cassocks, censers, chalices, chimes, altar cloths, drums, fonts, holy/unholy symbols, holy relics (bones, vials of blood, bloodstained cloths)idols, incense, incense burners, kneeling bench, lamps, lecterns, mosaics, offertory containers, reliquaries, screens, shrines, snuffing bells, thuribles, tripods, vestments, votive lights, and whistles*. These items can be made from or covered by *linen, velvet, silk, gold brocade, dyed cloth, bronze, iron, silver, gold, platinum, brass, wood, or granite*. Most of these items weigh a few pounds or less except for altars (10-2000 pounds), Braziers (5-200 pounds), Kneeling benches (3-20 pounds), Lecterns (20-150 pounds) and Reliquaries (5-50 pounds).

**Scrolls /Books**: See Books/Scrolls section

**Ingots Electrum/Silver/Gold/Platinum**: An Ingot is a pound. Electrum is 5 gold pieces per pound, Silver is 1 gold piece per pound, Gold is 10 gold pieces per pound, Platinum is 50 gold pieces per pound.

**Laboratory Items**: These include a wide variety of items, such as *adhesives, alembics, astrolabes, balances and weights, beakers, bellows, bladders, bottles, bowls, boxes, braziers, cages, caldrons, candles, candlesticks, carafes, chalk, crucible, cruet, crystal balls, decanters, desks, dishes, flasks, funnels, furnaces, horns, hourglasses, ink, inkwells, jars, jugs, kettles, ladles, lamps, lenses, maps, mortar and pestle, pans, paper, parchments, papyrus, pentacles, pentagrams, phials, pipettes, pots, prisms, quills, retorts, stirring or mixing rods, scroll tubes, sheets, skins, skulls, spatulas, measuring spoons, stands, stools, stuffed animals, tanks, tongs, tripods, tubes, tweezers, vellum, vials, waterclocks, wax, wires, and workbenches*. These items are usually made of glass, iron, and steel. There may well be alchemical materials, poisons, and potions among the supplies.



**Magical Component**s: These are magical components, useful in creating scrolls, crafting magic items, and researching spells. Specifics are left to the Dungeon Master. Their cost (increased by the lack of a need to kill the monster to retrieve them) varies greatly. Obviously goblin blood is a little more common then a dozen basilisk eyes. This also includes poisons, alchemical materials, and potions, as well as spell components.

## FURNISHINGS

Furniture may be *ornate, engraved, inlaid with precious metals, carved, burned, beveled, have fretwork, be upholstered* or be made more valuable in a variety of ways. It may be made out of a variety of valuable woods, fabrics, and metals (q.v.). References are in the Appendix. Notes on individual furnishings are below.

| | | | |
|---|---|---|---|
| 01 | Altar | 52 | Dais |
| 02 | Armchair | 53-56 | Desk |
| 03-05 | Armoire | 57 | Fountain |
| 06 | Arras | 58 | Fresco |
| 07-10 | Bed | 59-60 | Hamper |
| 11-12 | Bench | 61-63 | Idol |
| 13-15 | Blanket | 64 | Loom |
| 16-17 | Box | 65-68 | Mat |
| 18-19 | Braizer | 69-70 | Mattress |
| 20 | Bucket | 71-73 | Pallet |
| 21 | Buffet | 74-75 | Pedestal |
| 22-23 | Bunks | 76-78 | Pillow |
| 24-25 | Cabinet | 79-80 | Quilt |
| 26-27 | Candelabrum | 81-84 | Rug |
| 28-30 | Carpet | 85-86 | Screen |
| 31 | Chandelier | 87-88 | Shelves |
| 32-36 | Chair | 89 | Shrine |
| 37-38 | Chair, Padded | 90 | Sofa |
| 39 | Armchair, Padded | 91-93 | Stool |
| 40-42 | Chest of drawers | 94-96 | Table |
| 43-45 | Closet (Wardrobe) | 97 | Throne |
| 46 | Couch | 98 | Tub |
| 47 | Cresset | 99 | Wall Basin |
| 48-49 | Cupboard | 00 | Work Bench |
| 50-51 | Cushion | | |

**Armoire and Closets**: This may contain a selection of clothing as part of it's value (or other items).

**Bed**: Do not forget the value of the mattress, linens, and sheets.

**Bench**: These may be upholstered with valuable fabrics (and expensive nails or tacks).

**Carpet and Rug**: There are a huge variety of types of these. Methods of rug and carpet making include, but are not limited to: *Woven, Needlefelt, Knotted, Tufted, Flatweaved, Hooked, and Embroidered*. Types of rugs are often associated with earth cultures and include *Chinese, Persian, Turkish, Pakistani, Azerbaijani, Turkmen, Oriental, Spanish, French, and English*.

**Chest of Drawers, Cupboard, and Desk**: May double as a treasure container.



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## BOOKS AND SCROLLS

A detailed method for determining the contents of libraries.

| Books & Scrolls | |
|---|---|
| 1-6 | A single work |
| 7-14 | Several works (1-6 books) |
| 15-19 | A collection of works (2-12 books) |
| 20 (1-16) | A shelf of books * |
| 20 (17-20) | A library (1-100 shelves) |

| Contents of Shelves | | |
|---|---|---|
| 1-15 | Scrolls | 10-100 |
| 16-19 | Books | 10-60 |
| 20 (1-10) | Tomes | 1-4 |
| 20 (11-19) | Special* | 1-10 |
| 20 (20) | Roll Again (contains magical works) | - |

Assume for any shelf that all topics are similar.

Spellbooks and magic scrolls are generally given on the result of "Magic Items"

**Scrolls:** A scroll usually consists of papyrus, paper, or parchment in a roll that someone has painted, drawn or written on, either to store information or for decoration. Occasionally they are divided up into pages that are glued together at the edges, but more often they are a continuous roll.

**Books:** A book is made of paper, parchment or similar material bound together to hinge at one side. It's contents are written, illustrated, printed or blank sheets. A single page is called a leaf, and each side of the leave is called a page. Sometimes called a codex.

**Tomes:** A large scholarly book. Separated out due to unusual size and thickness. These will often be as large as four feet on a side, and it is possible they may be almost a foot thick.

**Special:** This encompasses any unusual writing or storage material including animal bones, stone tablets, papyrus scrolls, metal sheets, silk ribbons, tanned hides, dried bark, wooden sticks, woven cloth, wax tablets, or silk rope.

For each work and/or shelf, roll to see if it has a special quality

| Possible Special Quality of Book or Shelf | |
|---|---|
| 1-14 | Normal Book |
| 15-19 | Has value towards Arcane Library |
| 20 (1-19) | Treasure Map or Puzzle |
| 20 (20) | Spellbook, magical scroll, or magic tome |

| Security on Tomes & Spell-books | |
|---|---|
| 1 | None |
| 2-10 | Locks only |
| 11-15 | Traps/Magic |
| 16-20 | Locks and Traps |

| Type of Locks on Tomes | |
|---|---|
| 1-4 | Simple key lock |
| 5-8 | Hidden lock (design pressed to release latch) |
| 9-11 | Combination lock (dial, et. al) |
| 12-15 | Hidden combination lock (press design in sequence) |
| 16-19 | Hidden combination key lock (press design in sequence to reveal lock) |
| 20 | Word lock |

Determine the language that the works are in. This is highly dependent on the culture of your world, so no assistance has been provided.



**Sage Text Topics**

| Topics | |
|---|---|
| 01-04 | Autobiographies |
| 05-12 | Biographies |
| 13-20 | Botanical / Flora |
| 21-30 | Common Works (1-10 Accounting, 11-18 Letters/ Diary, 19-20 Lists) |
| 31-40 | Erotica (1-5 Stories, 6-10 Lyrics, 11-15 Pictures, 16-20 Poetry) |
| 41-48 | Historical (1-15 Local, 16-18 Regional, 19-20 World; 1-5 Location, 6-10 Cultural/Societal, 11-15 Warfare, 16-20 Myth) |
| 49-50 | Travel (Travelogues, Journals, Gazetteers, Logs) |
| 51-53 | Legal Texts (1-10 Contracts, 11-18 Writs, 19-20 Subpoenas) |
| 54-57 | Letters of Credit |
| 58-64 | Literature (1-5 Epics, 6-14 Novels, 15-17 Plays, 18-20 Poetry) |
| 65-75 | Religious (1-10 Scripture, 11-15 Tracts, 16-20 Hymnals) |
| 76-79 | Philosophy (Manifestos, Discourses, Rants) |
| 80-81 | Magic/Spell Craft/Alchemy (Encoded) |
| 82-84 | Medicine (1-12 Herbal, 13-16 Pharmacological, 17-20 Anatomy) |
| 85-86 | Trade Secrets (Randomly Select Skill/Proficiency) |
| 87-90 | Zoological/Fauna |
| 91-00 | Sage* (1-12 Racial, 13-20 Physical and Supernatural Universe) |

| Sage Texts | | Racial Topics | |
|---|---|---|---|
| 1 | Human | 1 | Art & Music |
| 2 | Dwarven | 2 | Biology |
| 3 | Elven | 3 | Demography |
| 4 | Gnome | 4 | History |
| 5 | Halfling | 5 | Languages |
| 6 | Orc | 6 | Legends & Folklore |
| 7-8 | Other | 7 | Law & Customs |
| | | 8 | Philosophy & Ethics |
| | | 9 | Politics & Geneology |
| | | 10 | Psychology |
| | | 11 | Sociology |
| | | 12 | Theology & Myth |

| 1-2 Sciences | | 3-4 Biology | | 5-6 Supernatural | |
|---|---|---|---|---|---|
| 1 | Architecture | 1 | Amphibians | 1 | Astrology & Numberology |
| 2 | Astronomy | 2 | Arachnids | 2 | Cryptography |
| 3 | Chemistry | 3 | Avians/Ornithological | 3 | Divination |
| 4 | Engineering | 4 | Cephalopods & Echinocherys | 4 | Dweomercraft |
| 5 | Geography | 5 | Ichthyoids | 5 | Heraldy |
| 6 | Geology & Mineralogy | 6 | Insects/Entomological | 6 | Signs & Sigils |
| 7 | Mathematics | 7 | Mammals | 7 | Metaphysics |
| 8 | Medicine | 8 | Marsupials | 8 | Dimensions & Planes |
| 9 | Meteorology & Climatology | 9 | Reptiles/Herpotological | | |
| 10 | Oceanography | 10 | Bushes & Shrubs | | |
| 11 | Physics | 11 | Flowers | 16 | Trees |
| 12 | Topography & Cartography | 12 | Fungi | 17 | Weeds |
| | | 13 | Grasses & Grains | 18 | Magical Flora |
| | | 14 | Herbs | 19 | Magical Fauna |
| | | 15 | Mosses & Ferns | 20 | Bestiary |



Matt Dance (order #7020627)

**A short listing of traps that can be placed on books:**

| | | | |
|---|---|---|---|
| 01-03 | Alarm | 57-58 | flammable, acidic,or poisonous pages |
| 04-05 | Explosive Runes | 59 | explosive with shrapnel cover |
| 06-07 | Contingency | 60-61 | Animate book |
| 08-09 | Symbol | 62 | Poverty geas |
| 10-11 | Dusty pages (spores, disease) | 63-65 | Yellow mold dust |
| 12-13 | Contact poison | 66-67 | Analine ink |
| 14 | Book is inside prismatic sphere | 68 | Trap the soul in an object in a 'cutout' |
| 15 | Ink Golems | 69 | Dimensional portal |
| 16-17 | Cloud of a million papercuts (Targeting eyes, nose, and mouth.) | 70 | Certain page sucks the reader into the book |
| 18-20 | Imprisonment spell | 71-72 | A book shaped poison container |
| 21-22 | Mimics | 73-74 | Cause feeblemind |
| 23-24 | Contents in code | 75-76 | A deadly creature inside book |
| 25 | Beartraps | 77-78 | Animate nearby objects |
| 26-28 | Cursed | 79-80 | Drain |
| 29 | Superglue | 81-82 | Alters the user |
| 30 | Teleport trap | 83 | Gain a emnity |
| 31 | Book has teeth | 84 | Gain a phobia |
| 32-33 | Electric shock | 85 | Gain a mental quirk |
| 34 | A book bomb. | 86 | Gain an insanity |
| 35-37 | Keyed to owner | 87 | Scrys on a mirror of opposition or soul trapping. |
| 38-40 | Snake Sigil | 88 | Pages with razor edges |
| 41-43 | Forcecage + monster summoning | 89-90 | Fire trap |
| 44-45 | Magic mouth | 91-92 | Book is guarded |
| 46 | A book of random spells, one you turn a page, the previous page is changed. | 93 | Spells scribed incorrectly to fail or backfire |
| 47-52 | Traditional traps on the cover. | 94 | Book is illusion, actually green slime |
| 52 | Book is disguised using 'item' and 'magic aura' | 95 | Twisted spells (harmful unless code/key is known) |
| 53-54 | A lock lurker | 96 | Illusory script |
| 55-56 | Arcane marked | 97-00 | Arcane lock on a mundane lock |

**Some unique books**

**Church of the Titans:** This coptic bound book has a cover made of aged and lacquered birch, covered in a worn and thin ancient cloth. It is bound with what appears to be snakeskin rope. The text describes various unheard of demigods that match no known culture or history. The text is in an ancient and archaic language. Scrawled notes lie in the margins in a strange and foreign language. If comprehend languages is cast it warns of the demigod coming to life and remaking the world to theirs if their entries are read.



**The Sex Life of Goblins: New Theories:** This limp bound book has a leather-like cover made from some unknown flesh. The original text seems to be written by an ancient sage, Penior-sung Kjarkutanson, and contains extensive investigation and discussion on the sexual and mating habits of Goblins. Two things are of note about the book. First is that goblins do not mate sexually, and are instead spawned in nature from the evil thoughts of men. Second, is that several dozen of the pages have had the writing scraped off and replaced with detailed and explicit pictures of sex acts of human people who have their heads replaced with the heads of goblins.

**Abridged Essays of Naval Warfare:** This leather bound sewn book, contains six "abridged" essays on naval warfare, by a variety of generals. The shortest of the essays is 80 pages, and the longest runs to 290. The Essays are as follows: Ships of Steel, Outmaneuvered by Hormus Cang; The Art of Distance by Yaz Fitch; Profitable Privateering by Wylie "Parrot Charmer" Haul; Victories of the Line By Admiral Hurk; Windward Victories, By Gorthur Yanganglangfangman; and The Utility of Monsters of the Sea by the Sorcerer Guyee. Anyone who can manage to finish the book can then speak credibly on only mildly out of date military topics.

**Wizardries for Magi:** This smyth sewn book has strange flexible lattice covers. It covers a variety of esoteric theories of magic and drops hints about the mysterious author. The book contains several bookmarks and pieces of paper with notes which appear to indicate relations between passages that appear unrelated.

**The Reproductive Habits of Demi-humans, An Illustrated Guide:** This book is written in halting, strangely structured common, next to some unknown language. It is illustrated, somewhat badly, and nothing within the book seems to be an accurate depiction of any races sexuality.

**An Expose of the Minor Dictators of the Frontiers:** This short saddle-stitched book contains a one page reference for a variety of petty demi-humans and humanoids running bandit camps or who act as minor warlords or raiders. It is slightly out of date. There is a map stuck haphazardly in the book, upon which are several marks which may or may not indicate the location of some of these minor dictators.

**The Cave of Transformations, by Zao:** This long stitched book, covered in thin sheets of slate contains a philosophical treatise on the nature of spiritual advancement leading to physical change. It appears at first to make a very many powerful claims and follows that up with writing that makes it sound reasonable. Further reading is difficulty and hard to understand. Taking the effort to read the book reveals that it is primarily nonsense. Continuing to study the book provides insight that the writer, Zao, is a pseudonym and appears to be aware that the book is nonsense. There is a small note in the book that appears to contains some kind of code.

**The Blessings of the Winter Gods:** This is a small saddle-stitched book with a cloth cover, containing short psalms and prayers to minor winter gods. These petty divinities are active and value the worship and recitation of their blessings.

**Ancient History of Ancient Art by Brad Folk:** This strange book is sewn bound in strange hide and contains a well illustrated series of discussions on ancient artifacts. All of the artifacts are unfamiliar, as well as the cultures they describe. There are a series of notes from several well respected and living scholars in the margins discussing the nature of these essays, with no resolution.

**Health, The Songs:** A saddle stitched pamphlet with no cover of a series of songs that form a musical performance about bodily hygiene and health. It is simultaneously explicit, obvious, trite and repulsive. Selections include "How many things live in my mouth" "you say brush your hair, i say brush between your toes, he says use the same brush for both!" "Cleansing does an rectum good" "Cats have the right idea, let's clean each other with tongues" and "Bodily secretions are more useful outside than in".



Matt Dance (order #7020627)

## COINS

Copper coins in particular, and coins in general are a trap. Their weight in comparison to their value very rarely makes them worth taking in any fantasy game you might be playing in.

For purposes of calculation, due to impurities, all coins weigh .1 pounds, have a diameter of 1.5 inches, a thickness of .1 inch, a volume of approximately .18 cubic inches, and a specific gravity of 15.66. These values give you 4 loose coins to the cubic inch. A cubic foot can hold approximately 6400 coins. Containers (excepting chests) can not hold their maximum physical capacity of weight in solid mass. Items will hold more then their listed capacity of weight, but any attempt to move them when they are overfull, will cause them to rip, tear, crack and break. There is no issue with changing this to 50 or 100 coins to the pound. If this is the case, assume proportionately smaller coins.

Historical and Slang Names of Coins and Money: *Abas, Akçe, Akhter, Argento, Angelot, Artiluc, Asarioni, Ashrafi, Aspra, Augustalis, Banovac, Banana, Bar, Batzen, Batter, Bele, Bezant, Bracteate, Bread, Cabbage, Candareen, Cash, Chip, Chinna, Chuckrum, Columnarios, Condor, Coppers, Crown, Crusado, Daddler, Delog/Dilog, Deaner/Dener, Denier, Dibs, Dobla, Doit, Dollar, Doubloon, Drachma, Dreyling, Ducat, Duggani, Eagle, Écu, Fals Farthing, Florin, Franc, Frizatik, "g's", Greens, Groat, Grosso, Grzywna, Guilder, Guiena, Haga, Harf, Hog, Hryvnia, Huizi, Hyperpyron, Itzebu, Jack, Jiaozi, Jital, Job, Joey, Jrimilik, Kani, Kakin, Kasu, Katis, Kahavanu, Kibosh/Kybosh, Kick, Knicker, Koban, Kraków groz (grossi cracovienses), Kreutzer, Kroner, Laurel, Livre, Libertine, Mancus, Maravedí, Marchetto, Mark, Medza/Medzer, Measures, Mina, Moola, Mon, Mun, Ned, Nicker, Noble, Nugget, Obol, Oncer, Onza, Oxford, Pagoda, Penny, Perper, Pice, Pistole, Poppy, Pound, Pratapas, Quarter, Quid, Quattle, Readies, Rin, Royal, Rupies, Schinderling, Sequin, Sheckle, Shilling, Silver, Simoleon,Smackeroos, Sobs, Sol, Solidus, Sou, Sovereign, Squid, Stamini, Tanner, Tael, Tara, Thaler, Tirce, Tornesel/Tornesol/Tornese, Tremissis, Varaha, Vintem, Yarmaq, Yuzluk, Zehner, Zlot*

## CLOTHING

Clothing may be made out of expensive fabrics (silk) or rare furs. This will often increase the price and value of clothing. It may also have gems and rare metals for buttons and decoration which may also increase the value. Examine the lists of fabrics, metals, gems, skins, and furs to create the value of the clothing. Clothing from a specific designer, or made of a certain quality will also greatly increase or decrease the cost. The base price for clothing is a few slivers.

Belting: *Balderic, Bandoleer, narrow, Wide, Crossbelt, Girdle, Harness, Sasah, Suspenders*

Boots: *Cleated, Fishing, Hip, Hobnailed, Knee (hard, soft), Midcalf (hard, soft), Riding, Spiked, Moccasins, Mukluks, Sandals, Shoes (Ankletop (hard, soft) Cleated (hard, soft)), Spitted, Slippers (normal, dress), Snowshoes, Tabi, Zoris*

Hat: *Arming, Bascinet (pig faced), Bear, Bret, Bicorner, Bomet, Busby, Cap (billed, feathered, hunting, jesters, metal, skull, soft, stocking, round, round/billed, tented, tented/billed) Crown (cylindrical/brimmed, hemispherical/brimmed, onion, oval, pagoda, pyramidal, rectangular, square, triangular)*

Cloth Patterns: *Appliquéed (stitched together), Color Spotted (plain, twill, or herringbone weave of 2 colors), Dots, Embroidered/Latticed, Lozenged (diamond pattern), Parti-colored, Plaid, Plain, Printed, Stripes (feint checking, diagonal, horizontal, vertical*

Furs generally have a given value for a pelt in the range of 1 silver piece–10 gold pieces. This value is multiplied by 10 if the fur is used to trim an item, by 100 if a cape or jacket is made from the fur(s) or skin(s), and by 200 if a coat, robe or blanket is made from the fur. These values are subject to two major factors, the frequency of appearance of the animal, and the difficulty in acquiring usable fur for large garments. It is this reason, say, mink is worth 30, 900, and 1800 times its base value (for trimming, cape, and coat respectively). If an animal is both small and rare, increase the value accordingly

| | | | |
|---|---|---|---|
| 01 | Apron | 51-52 | Jerkin |
| 02-03 | Belt | 53 | Jupon |
| 04-05 | Blouse / Chemise | 54-55 | Kerchief |
| 06-07 | Bodkin | 56 | Kirtle |
| 07-08 | Boots | 57-58 | Leggings |
| 09 | Braies | 59-60 | Linen (drawers) |
| 10-11 | Buskins | 61-62 | Linen (Undershirt) |
| 12-13 | Cap | 63 | Mantle |
| 14-15 | Cape | 64-65 | Pantaloons |
| 16-17 | Caul / Barbette & Fillet | 66-67 | Petticoat |
| 18-19 | Cloak | 68-69 | Pouch/Purse |
| 20-21 | Coat | 70-71 | Robe |
| 22-23 | Coif | 72-73 | Sandals |
| 24-25 | Doublet | 74-75 | Scarf |
| 26-27 | Dress | 76-77 | Shawl |
| 28 | Fez | 78-79 | Shift |
| 29-30 | Frock/ Pinafore | 80-81 | Slippers |
| 31-32 | Garter | 82-83 | Smock |
| 33-34 | Gauntlets | 84-85 | Stockings |
| 35-36 | Girdle | 86-87 | Surcoat |
| 37-38 | Gloves | 88 | Toga |
| 39-40 | Gorget | 89-91 | Trousers |
| 41-42 | Gown | 92-94 | Tunic |
| 43-44 | Hat | 95-96 | Veil |
| 45-46 | Habit | 97-98 | Vest |
| 47-48 | Hood | 99 | Wallet |
| 49-50 | Hose | 00 | Wrapper |

Valuable Furs: *Aurumvorax, Bear, Beaver, Bobcat, Bunyip, Caterwaul, Cheetah, Chinchilla, Cougar, Devil Dogs, Ermine, Fisher, Fox (hoar/red/silver), Jaguar, Giraffe, Lamb, Leopard, Lion, Lynx, Marten, Mermot, Mink, Musk-ox, Muskrat, Nonafel, Ocelot Otter, Owlbear, Panther Sable, Puma, Seal, Snow leopard, Spotted cats, Tiger, Winter Wolf, Wolf, Wolverine, Yeti, Zebra*

Valuable skins: *Bulk Hides (Cattle, Bison, Mammoths, Mastodons, Caribou) Behemoth, Blink Dog, Dragon*, Dragon Horse, Dragonfly, Dragonne, Displaced Tentacle Cat, Gorgon, Hippopotamus, Ki-rin, Neo-otyugh, Otyugh, Reptiles (Snake, Crocodile, Lizard, Turtles, Dinosaurs)*
*Dragon hides have many special qualities

Ivory Producing animals: *Baku, Behemoth, Catoblepas, Elephant, Hippopotamus, Hollyphant, Mammoth, Mastodon, Narwhal, Oliphant, Walrus, Walrus Giant.*

Quality: *Poor, Average, Fine, Superior and Royal*



Matt Dance (order #7020627)

## GEMS

Instead of rolling randomly for gems, you have the value, so select the gems based on their core value, modified by their size and quality.

**Ornamental Stones (value 1-25 gold pieces):** *Azurite, Banded Agate, Blue Quartz, Bone, Eye Agate, Hematite, Lapis Lazuli, Malachite, Moss Agate, Obsidian, Pyrite, Rhodochrosite, Tiger Eye, Turquoise, Mother of Pearl.*

**Semi-Precious Stones (Value 25-75 gold pieces):** *Amazon Stones, Bloodstone, Carnelian, Chalcedony, Chrysoprase, Citrine, Jasper, Moonstone, Onyx, Rock Crystal, Sardonyx, Serpentine, Smoky Quartz, Star Rose Quartz, Variscite.*

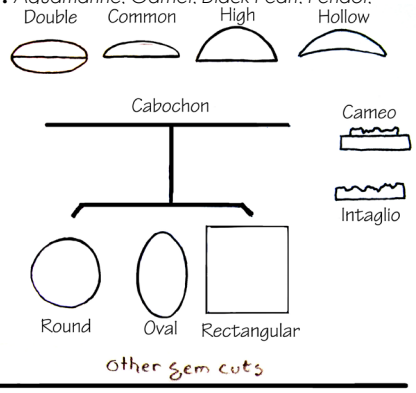
**Fancy Stones (Value 76-250 gold pieces):** *Amber, Alamandines, Alexandrite, Amethyst, Chrysoberyl, Coral, Diopside, Garnet, Idicolite, Jade, Jet, Morganite, Nephrite, Pearl, Spinel, Spessarite, Sugilite (luvulite), Rubellite Tourmaline, Zircon.*

**Precious stones (Value 251-750 gold pieces):** *Aquamarine. Garnet. Black Pearl. Peridot. Spinel, Kunzite, Hiddenite, Topaz, Zoisite (Tanzanite).*

**Gems (751-2,500 gold pieces):** *Black Opal, Emerald, Fire Opal, Garnet, Opal, Oriental Amethyst, Oriental Topaz, Sapphire, Star Ruby, Star Sapphire.*

**Jewels (2,501-10,000 gold pieces)** *Ammolite, Black Sapphire, Diamond, Jacinth, Oriental Emerald, Ruby*

**Types of Gemstone Cuts:** *Step Cut, Rose Cut, Table Cut, Cabochon Cut (round), Emerald Cut, Brilliant Full Cut, Eight Cut, Scissors Cut.*

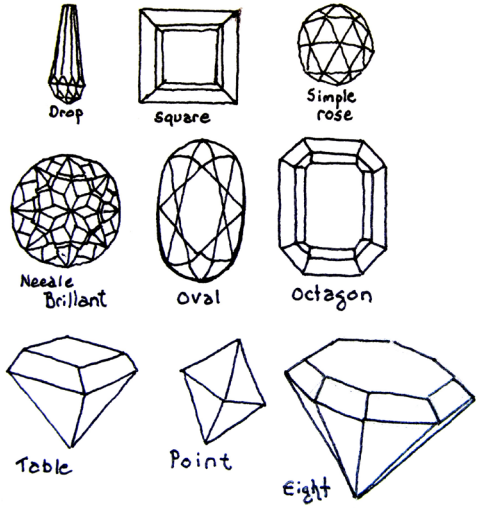



Or, you can select gem type randomly.

| | |
|---|---|
| 1-5 | Ornamental |
| 6-10 | Semi-Precious |
| 11-14 | Fancy |
| 15-17 | Precious |
| 18-19 | Gems |
| 20 | Jewels |

**Value Categories**

| | | | |
|---|---|---|---|
| 1 | Rocks | 10 | 750-2,500 |
| 2 | 1 cp | 11 | 2,500-10,000 |
| 3 | 1 sp | 12 | 10,000-20,000 |
| 4 | 5 sp | 13 | 20,000-40,000 |
| 5 | 1 gp | 14 | 40,000-80,000 |
| 6 | 1-25 | 15 | 80,000-200,000 |
| 7 | 25-75 | 16 | 200,000-400,000 |
| 8 | 75-250 | 17 | 400,000-800,000 |
| 9 | 250-750 | 18 | 800,000-1,000,000 |






**Ornamental Stones**

| | |
|---|---|
| 1 | Azurite |
| 2 | Banded Agate |
| 3 | Blue Quartz |
| 4 | Bone |
| 5 | Eye Agate |
| 6 | Hematite |
| 7 | Lapis Lazuli |
| 8 | Malachite |
| 9 | Moss Agate |
| 10 | Obsidian |
| 11 | Pyrite |
| 12 | Rhodochrosite |
| 13 | Tiger Eye |
| 14 | Turquoise |
| 15 | Mother of Pearl |
| 16-20 | Reroll |

**Semi-precious stones**

| | |
|---|---|
| 1 | Amazon Stones |
| 2 | Bloodstone |
| 3 | Carmealian |
| 4 | Chalcedony |
| 5 | Chrysoprase |
| 6 | Citrine |
| 7 | Jasper |
| 8 | Moonstone |
| 9 | Onyx |
| 10 | Rock Crystal |
| 11 | Sardonyx |
| 12 | Serpentine |
| 13 | Smoky Quartz |
| 14 | Star Rose Quartz |
| 15 | Variscite |
| 16-20 | Reroll |

**Semi-Precious Stones**

| | |
|---|---|
| 1 | Amber |
| 2 | Alamadines |
| 3 | Alexandrite |
| 4 | Amethyst |
| 5 | Chrysoberyl |
| 6 | Coral |
| 7 | Diopside |
| 8 | Garnet |
| 9 | Indicolite |
| 10 | Jade |
| 11 | Jet |
| 12 | Morganite |
| 13 | Nephrite |
| 14 | Pearl |
| 15 | Spinal |
| 16 | Spessarite |
| 17 | Sugilite (Luvulite) |
| 18 | Rubellite |
| 19 | Tourmaline |
| 20 | Zircon |

**Precious Stones**

| | |
|---|---|
| 1 | Aquamarine |
| 2 | Violet Garnet (Rhodolite) |
| 3 | Black Pearl |
| 4 | Peridot |
| 5 | Deep Blue Spiral |
| 6 | Kunzite |
| 7 | Hiddenite |
| 8 | Topaz |
| 9 | Zoisite (Tanzanite) |
| 0 | Reroll |

**Gems**

| | |
|---|---|
| 1 | Black Opal |
| 2 | Emerald |
| 3 | Fire Opal |
| 4 | Opal |
| 5 | Oriental Amethyst |
| 6 | Oriental Topaz |
| 7 | Sapphire |
| 8 | Star Ruby |
| 9 | Star Sapphire |
| 0 | Re-roll |

**Jewels**

| | |
|---|---|
| 1 | Ammolite |
| 2 | Black Sapphire |
| 3 | Diamond |
| 4 | Jacinth |
| 5 | Oriental Emerald |
| 6 | Ruby |

**Size of the Gem**

| | |
|---|---|
| 1 | Tiny (-3) |
| 2 | Very Small (-2) |
| 3-5 | Small (-1) |
| 6-13 | Average (0) |
| 14-17 | Large (+1) |
| 18 | Very Large (+2) |
| 19 | Huge (+3) |
| 20 (1-14) | Massive (+4) |
| 20 (15-20) | Gargantuan (+5) |

**Quality of the Gem**

| | |
|---|---|
| 1 | Badly Flawed (-3) |
| 2 | Flawed (-2) |
| 3-5 | Minor Inclusions (-1) |
| 6-13 | Average (0) |
| 14-17 | Good (+1) |
| 18 | Excellent (+2) |
| 19 | Near Perfect (+3) |
| 20 (1-14) | Perfect (+4) |
| 20 (15-20) | Flawless (+5) |

Modifiers will increase or decrease the value of the stones by 1 category each. These gemstones may be found cut or uncut. Cut gemstones will rise in value to the next category of value.

**Gem Value Tracker**

| -9 | -8 | -7 | -6 | -5 | -4 | -3 | -2 | -1 | 0 | +1 | +2 | +3 | +4 | +5 | +6 | +7 | +8 | +9 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | | | | | | | | | |



Matt Dance (order #7020627)

## MAGIC ITEMS

There are extensive magic item lists for every game systems. In the case of Special magical items, consider such options as Deeds, Treasure Maps, Monster Eggs, Monster Carcasses, Monster Servants, Monster Guards. The value for many of these things is in the thousands of gold pieces and dictated more by campaign considerations so set your prices accordingly. These are excellent rewards more valuable than gold (would you trade 12,000 coin for a baby Thessalhydra to guard your fortress?) and can often lead to many other adventures.

Note that the following tables require a lot of rolls, many of which will result in fairly normal or plain magical weapons. These results are used for large environments like hexcrawls or megadungeons, where many minor magical items might be found. If designing a magical weapon, use these tables as inspiration for the design and effects of a powerful intelligent weapon, instead of rolling randomly.

## WEAPONS

Magical weapons are a special consideration. Here are some details and alterations to create unique magical weapon descriptions.

Materials: They may be constructed from any Metal, Wood, or Stone listed in the Appendix, *Stainless, High Carbon, Damascus,* and *Layered Steel, Crystal, Glass, Obsidian, Ceramic,* and *Bone*.

Blade shapes: *Straight, Curved, Tapered, Wavy (Kris), Blood grooves (Fullers), Notches, Spikes/ Protrusions, Saw, Jagged*

Hand Guards: (Reference Appendix for Materials) *Arched, Animals, Body parts, Flora, Fauna, Gods*

Handle: *Organic (Ivory, Bone, Wood, Antler), Inorganic (Stone, Ebony, Metal), Wrapped in Fabric, Fur, or Leather.*

Handle Shapes: *Straight, Tapered, Fluted, Grooves (Straight/Spiral), Prism, Hand Imprint, Hollow.*

Pommel Materials and Shapes: (Reference Appendix for Materials), *Heads (Monster, Human, Gods), Crosses, Skulls, Holy Symbols, Limbs, Hand or Paw, Short Blade.*

Accents: *Word Engravings, Picture Carvings, Runes, Metal Inlays, Jewels and Gems.*

**Blade material (1d20)**

| | |
|---|---|
| 1-4 | High Carbon Steel |
| 5-7 | Folded Steel |
| 8-9 | Layered Steel |
| 10 | Crystal |
| 11 | Bronze |
| 12 | Glass |
| 13 | Obsidian |
| 14 | Ceramic |
| 15 | Bone |
| 16-20 | Roll again, if this result reoccurs, then the blade is made from a special material |

**Special Materials (1d10)**

| | |
|---|---|
| 1 | Mithril |
| 2 | Adamantite |
| 3 | Cold Iron |
| 4 | Alchemical Silver |
| 5 | Star Metal |
| 6 | Orichalcum |
| 7 | Hell Metals |
| 8 | Astral Metals |
| 9 | Ice Metals |
| 10 | Solid Gemstone |

To describe magical weapons give them a name, value, legend, appearance, combat statistics, magical abilities, intelligence, ego, alignment, method of communication, and personality.



**Blade Shapes (1d20)**

| | |
|---|---|
| 1-8 | Straight |
| 9-11 | Curved |
| 12-14 | Tapered |
| 15 | Kris (Wavy) |
| 16 | Fullers (Blood Grooves) |
| 17 | Notches |
| 18 | Spikes/Protrustions |
| 19 | Saw |
| 20 | Jagged |

**Pommel Shapes**

| | |
|---|---|
| 1-8 | Sphere |
| 9-11 | Shapes (Pyramid, Cube) |
| 12 | Monster head |
| 13 | Human head |
| 14 | God head |
| 15 | Crosses |
| 16 | Skulls |
| 17 | Holy Symbols |
| 18 | Limbs |
| 19 | Hand, Claw, Paw or Talon |
| 20 | Pommel is Short Blade |

**Pommel Materials (1d6+1d6)**

As Hilt Material table for results 1-4, replace 5-6 with:

| | | |
|---|---|---|
| 5 | 1-2 | Nickle |
| 5 | 3-4 | Brass |
| 5 | 5-6 | Copper |
| 6 | 1-2 | Electrum |
| 6 | 3-4 | Silver |
| 6 | 5 | Gold |
| 6 | 6 | Platinum |

**Accents**

| | |
|---|---|
| 1-4 | None |
| 5 | Word Engravings |
| 6 | Picture Carvings |
| 7 | Runes |
| 8-10 | Precious Metal Inlays |
| 11-12 | Jeweled/Gemed |

**Handle Shape**

| | |
|---|---|
| 1-3 | Straight |
| 4 | Tapered |
| 5 | Fluted |
| 6 | Straight Grooves |
| 7 | Spiral Grooves |
| 8 | Prism Shaped |
| 9 | Hand Imprint |
| 10 | Hollow |

**Hilt Materials**

| | | |
|---|---|---|
| 1 | 1-6 | Steel |
| 2 | 1-3 | Wood |
| 2 | 4-6 | Slate |
| 3 | 1-2 | Ivory |
| 3 | 3-4 | Bone |
| 3 | 5-6 | Antler or Coral |
| 4 | 1 | Marble |
| 4 | 2 | Obsidian |
| 4 | 3 | Quartz |
| 4 | 4 | Iron |
| 4 | 5 | Bronze |
| 4 | 6 | Lead |
| 5-6 | 1-2 | Wrapped in Fabric (reroll 1d4+1d6) |
| 5-6 | 3-4 | Wrapped in Leather (reroll 1d4+1d6 |
| 5-6 | 5-6 | Wrapped in Fur (reroll 1d4+1d6) |

**Crossguard Shape (1d20)**

| | |
|---|---|
| 1-4 | Arched |
| 5-8 | Crossed (T-Shaped) |
| 9-12 | Bowed |
| 13-14 | Domes |
| 15-16 | Depicts Fauna (leaping gazelles, lizards, etc.) |
| 17 | Body Parts (hands, arms, etc. |
| 18 | Flora (Vines, Flowers) |
| 19-20 | Gods |



Matt Dance (order #7020627)

## Magical Effects and Weirdness (10+ on d20)

| | |
|---|---|
| 1-29 | Weapon glows (see color) |
| 30-34 | Weapon glows in certain conditions (see color) |
| 35-39 | Weapon drips (See drips table) |
| 40-44 | When swung the weapon leaves tracers (see color) |
| 45-49 | Sword is surrounded by (see surrounded by) |
| 50-54 | Blade is colored force (see color) |
| 55-59 | Sounds occur when blade strikes (see sounds) |
| 60-64 | A visual display occurs when blade strikes (see visual display) |
| 65-69 | A strike against target leaves marks around wounds (see marks) |
| 70-75 | Blade exudes an exotic but pungent scent (see odors) |
| 76-78 | Blade of weapon is invisible (all the time/during daylight/ above ground/below ground) |
| 79 | Weapon hums |
| 80 | Weapon vibrates |
| 81 | Weapon whistles |
| 82 | Weapon chuckles |
| 83 | Weapon whispers secrets |
| 84 | Runes appear on weapon |
| 85 | Runes appear in air near weapon |
| 86 | Shines |
| 87 | Always polished |
| 88 | Always bloody |
| 89 | Blade swivels |
| 90 | Liquid in blade |
| 91 | Blade drinks in blood |
| 92 | Blade is like a liquid conforming to a solid shape |
| 93 | Weapon is translucent |
| 94 | Blade is made of metal scales that sometimes pulse open |
| 95 | Weapon causes those nearby to feel an emotion |
| 96 | Weapon flutters in the breeze like a silk ribbon |
| 97 | Weapon sprouts spikes transitorily and intermittently |
| 98 | Weapon is weightless |
| 99 | Roll twice |
| 100 | Roll three times |

## Color

| | |
|---|---|
| 1 | White |
| 2 | Gold |
| 3 | Silver |
| 4 | Green |
| 5 | Blue |
| 6 | Red |
| 7 | Purple |
| 8 | Rose |

## Drips

| | |
|---|---|
| 1 | Ichor |
| 2 | Sap |
| 3 | Blood |
| 4 | Tears |
| 5 | Fire |
| 6 | Poison |
| 7 | Water |
| 8 | Wax |

## Surrounded

| | |
|---|---|
| 1 | Motes |
| 2 | Dust |
| 3 | Wind |
| 4 | Steam |
| 5 | Smoke |
| 6 | Leaves |

## Visual Display

| | |
|---|---|
| 1 | Sparks |
| 2 | Stars |
| 3 | Light Burst |
| 4 | Fire |
| 5 | Electricity |
| 6 | Cold |

## Sounds

| | |
|---|---|
| 1 | Shriek |
| 2 | Thunder |
| 3 | Laughter |
| 4 | Single Note |
| 5 | Humm |
| 6 | Animal Roar or Growl |

## Marks

| | |
|---|---|
| 1 | Frozen flesh |
| 2 | Charred flesh |
| 3 | Metallic flesh |
| 4 | Rotted flesh |
| 5 | Arcane marks, or burns |
| 6 | Boils or diseased flesh |

## Odors

| | |
|---|---|
| 1 | Musky—perfumes/aftershave |
| 2 | Putrid—rotten eggs |
| 3 | Pungent—vinegar |
| 4 | Ethereal—chemicals |
| 5 | Floral—roses |
| 6 | Pepperminty—mint gum |



## WEAPON SPECIAL PURPOSE

1.) Defeat diametrically opposed alignment*
2.) Defeat Good*
3.) Defeat Evil*
4.) Defeat Law*
5.) Defeat Chaos*
6.) Defeat Neutrality*
7.) Slay Clerics
8.) Slay Druids
9.) Slay Shamans
10.) Slay Paladins
11.) Slay Monks
12.) Slay Fighters
13.) Slay Rangers
14.) Slay Barbarians
15.) Slay all warriors
16.) Slay Wizards
17.) Slay Magic Wielders
18.) Slay Thieves
19.) Slay Bards
20.) Slay all Rogues
21.) Slay Devas
22.) Slay Planetars
23.) Slay Solars
24.) Slay Devils
25.) Slay Demons
26.) Slay Daemons
27.) Slay all Celestial Beings
28.) Slay all Demonic Beings
29.) Slay Neutral Outsiders
30.) Slay all Ousiders
31.) Slay Dragons
32.) Slay Avians
33.) Slay Reptiles
34.) Slay Amphibians
35.) Slay Fae
36.) Slay Giants
37.) Slay Non-humanoid Monsters
38.) Slay Humans
39.) Slay Elves
40.) Slay Dwarves
41.) Slay Gnomes
42.) Slay Goblins
43.) Slay Orcs
44.) Slay Gnolls
45.) Slay Hobgoblins
46.) Slay Vermin
47.) Slay Undead
48.) Slay Golems
49.) Slay Monster***
50.) Slay Demi-human**
51.) Slay Humanoid**
52.) Slay Insectoid Monsters
53.) Slay all Aquatic Creatures
54.) Slay all Flying Creatures
55.) Slay Magic using Monsters
56.) Slay Monstrous Plants
57.) Slay Psionic Creatures
58.) Slay Intelligent Undead
59.) Slay Bizarre Monsters
60.) Slay Constructs
61.) Slay Subterranean Monsters
62.) Slay Subterranean Humanoids
63.) Slay Shapchangers
64.) Slay Swarms
65.) Slay Elementals
66.) Acquire Gold
67.) Win Duels
68.) Slay for Profit
69.) Destroy Spellbooks
70.) Conquer Kingdoms
71.) Enforce Justice
72.) Seek Knowledge (DM selects)
73.) Defend Group (DM selects)
74.) Slay Friends
75.) Control/Influence Men (roll again for reason)
76.) Oppress/Imprison Humanoids/Demi-Humans (specific type)
77.) Garner Fame
78.) Cause/Seek War
79.) Destroy Specific Culture/People
80.) Seek Honor ****
81.) Seek Truth (Cannot Lie)****
82.) Avoid Honesty (only lie)****
83.) Destroy Religion
84.) Seek Travel
85.) Defend Location (DM Selects)
86.) Become King
87.) Spread/Enforce Religion (DM Selects)
88.) Destroy Wealth
89.) Destroy Objects (Caravans, Castles, etc.)
90.) Avoid Violence
91.) Gain Friends (Power of Heart!)
92.) Destroy Technology
93.) Experience/Gain Pleasure
94.) Prevent or Cause Event (DM Selects - End of World, Docking of Ships, whatever)
95.) Slay Any (DM Selects)
96.) Slay Sentient (Souldrinker)
97.) Slay All (Lifedrinker)
98.) Roll Twice
99.) Roll Three Times
100.) Roll Twice Times and +1 bonus power

* Will be able to detect type
** Pick one native to your campaign, or have them slay all demi-humans/humanoids
*** Pick a common deadly monster
**** Roll again (1-50) for purpose
Roll a 1-6 for an alignment based sword
Roll d100 and divide by 2 for a 'basic' magic sword type.
Roll d100 for a weird or powerful purpose
Note that alignment can influence the above purposes (an evil sword that 'acquires gold' may take it from anyone, but a good/lawful sword may take it from the rich)



Matt Dance (order #7020627)

## ARMOR

Roll below on the appropriate type of material table (Tables A-D), If you don't use separate armor pieces, roll d100 and divide by 2.

**Type of Armor (1d10)**

| | |
|---|---|
| 1-8 | Suit |
| 9-0 | Individual armor piece |

**Suit**

| | |
|---|---|
| 1 | Furs (Table A: Fur Type) |
| 2 | Padded Armor (1-3 Cotton, 4 Feathers) |
| 3-4 | Leather (Table B: Leather Type) |
| 5 | Studded Leather (Table B: Leather Type) |
| 6 | Ring Mail (Table C: Metal Type) |
| 7 | Hide (Table B: Leather Type |
| 8 | Scale (Table D: Scale Type) |
| 9 | Brigandine (Table C: Metal Type) |
| 10-12 | Chain (Table C: Metal Type) |
| 13 | Banded or Splint (Table C: Metal Type) |
| 14-15 | Breast Plate (Table C: Metal Type) |
| 16-18 | Plate Mail (Table C: Metal Type) |
| 19 | Field Plate (Table C: Metal Type) |
| 20 | Full Plate (Table C: Metal Type) |

**Table B: Leather Type**

| | |
|---|---|
| 1-40 | Cow |
| 41-45 | Bison |
| 46-50 | Ox |
| 51-55 | Deer |
| 56-58 | Dog |
| 59-68 | Snake |
| 69-79 | Crocodile |
| 80-90 | Lizard |
| 91-94 | Dinosaur |
| 95 | Hippo |
| 96 | Otyugh/Neo-Otyugh |
| 97 | Kirin |
| 98 | Gorgon |
| 99 | Displacer Beast |
| 00 | Blink Dog |

**Individual Armor Pieces**

| | |
|---|---|
| 1-10 | Shield, Buckler |
| 11-20 | Shield, Small |
| 21-40 | Shield, Medium |
| 41-50 | Shield, Body |
| 51 | Cap, Padded |
| 52-53 | Cap, Leather |
| 54-56 | Cap, Plate |
| 57 | Coif, Leather |
| 58-60 | Coif, Chain |
| 61 | Gorget, Leather |
| 62 | Gorget, Plate |
| 63-68 | Helmet, Bascinet (w/Aventail) |
| 69-70 | Helmet, Closed (w/Aventail) |
| 71-72 | Helmet, Great (w/Aventail) |
| 73 | Gloves, Cloth |
| 74-76 | Gloves, Leather |
| 77 | Gauntlets, Leather |
| 78 | Mittens, Chain |
| 79 | Gauntlets, Chain |
| 80 | Gauntlets, Plate |
| 81 | Cannons, Leather |
| 82 | Cannons, Plate |
| 83 | Vambraces, Plate |
| 84 | Shoes |
| 85 | Sandals |
| 86-87 | Boots, Soft |
| 88-89 | Boots, Hardshod |
| 90-92 | Boots, High |
| 93 | Sabatons, Chain |
| 94 | Sabatons, Plate |
| 95 | Cuisses, Leather |
| 96 | Cuisses, Splint |
| 97 | Cuisses, Plate |
| 98 | Greaves, Leather |
| 99-00 | Greaves, Plate |



**Table A: Fur Type**

| | |
|---|---|
| 1-20 | Bear |
| 21-23 | Cat, Bobcat |
| 24-26 | Cat, Cheeta |
| 27-29 | Cat, Cougar |
| 30-32 | Cat, Jaguar |
| 33-35 | Cat, Leopard |
| 36-40 | Cat, Lion |
| 41-42 | Cat, Lynx |
| 43-45 | Cat, Puma |
| 46-52 | Cat, Tiger |
| 53-54 | Cat, Snow Leopard |
| 55-60 | Dog |
| 61-75 | Wolf |
| 76 | Wolf, Winter |
| 77-81 | Fox |
| 82 | Varmit, Chinchilla |
| 83 | Varmit, Ermine |
| 84 | Varmit, Martin |
| 85 | Varmit, Mermot |
| 86 | Varmit, Mink |
| 87 | Varmit, Muskrat |
| 88 | Varmit, Ocelot |
| 89 | Varmit, Beaver |
| 90-92 | Varmit, Wolverine |
| 93 | Game Animal, Giraffe |
| 94 | Game Animal, Musk Ox |
| 95 | Game Animal, Seal |
| 96 | Game Animal, Zebra |
| 97-98 | Special, Auromavorax |
| 99 | Special, Devil Dogs |
| 00 | Special, Yeti |

**Table D: Scale Table**

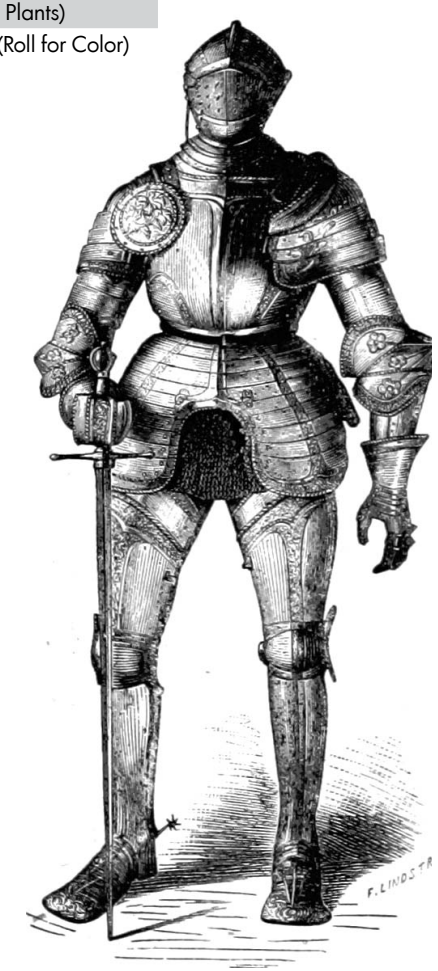
| | |
|---|---|
| 1-11 | Roll on Table C: Metal Table |
| 12-15 | Dragon |
| 16 | Ankheg |
| 17 | Behir |
| 18 | Beetle |
| 19 | Bulette |
| 20 | Naga |

**Special Material**

| | |
|---|---|
| 1-2 | Bone |
| 3 | Coral |
| 4-6 | Mithral |
| 7-8 | Adamantine |
| 9-11 | Cold iron |
| 12-13 | Star metal |
| 14 | Orichalcum |
| 15 | Elemental Fire |
| 16 | Elemental Water |
| 17 | Elemental Earth |
| 18 | Elemental Air |
| 19 | Elemental Life (Wood/ Plants) |
| 20 | Force (Roll for Color) |

**Table C: Metal Table**

| | |
|---|---|
| 1-11 | Steel |
| 12-13 | Iron |
| 14 | Bronze |
| 15 | Gold |
| 16 | Electrum |
| 17 | Silver |
| 18 | Titanium |
| 19 | Platinum |
| 20 | Special (Roll again on table to left) |





Matt Dance (order #7020627)

| Magical Weirdness and Armor Quality (12+ on d20) | |
|---|---|
| 1-10 | Aura (roll color) |
| 11-20 | Always spotless |
| 21-25 | Chimerical (appears as normal clothing when worn) |
| 26-30 | Light (weighs half normal) |
| 31-35 | Weightless (has no weight at all) |
| 36-40 | Comfortable (does not feel like wearing armor) |
| 41-45 | Brilliant design (easy to get in and out of armor) |
| 46-48 | Armor has a scent (roll scent) |
| 49-50 | Armor makes a noise (roll noise) |
| 51-52 | Armor appears greasy or slick |
| 53-60 | Armor is crafted in the form of an animal head (roll animal) |
| 61-63 | Armor is crafted with many protrusions (roll protrusion) |
| 64 | Armor is cool to the touch |
| 65 | Armor is warm to the touch |
| 66 | Armor is heavy and bulky |
| 67-68 | Armor is translucent |
| 69-75 | Armor is an unusual color (roll color) |
| 76-77 | Armor is surrounded by substance (roll substance) |
| 78-79 | Armor exudes substance (roll substance) |
| 80 | Armor only provides partial coverage (grill, cage, etc.) |
| 81-90 | Armor is engraved with symbols (roll symbols) |
| 91 | Armor is stylish |
| 92 | Armor is fluid looking/malleable |
| 93 | Armor appears as if it is constantly moving |
| 94-96 | Armor is highly reflective |
| 97 | Armor appears blurred |
| 98 | Armor contains liquid |
| 99 | Roll two times |
| 00 | Roll three times |



| Color | |
|---|---|
| 1 | White |
| 2 | Gold |
| 3 | Silver |
| 4 | Black |
| 5 | Green |
| 6 | Red |
| 7 | Purple |
| 8 | Rose |

| Animal | |
|---|---|
| 1 | Lion |
| 2 | Wolf |
| 3 | Snake |
| 4 | Bird |
| 5 | Cat |
| 6 | Dog |
| 7 | Fox |
| 8 | Dragon/Other mythical beast |

| Substance | |
|---|---|
| 1 | Motes |
| 2 | Dust |
| 3 | Wind |
| 4 | Steam |
| 5 | Smoke |
| 6 | Leaves |

| Noise | |
|---|---|
| 1 | Squeek |
| 2 | Thunder |
| 3 | Rustling |
| 4 | Tone |
| 5 | Hum |
| 6 | Grinding |

| Symbols | |
|---|---|
| 1 | Religious Symbols |
| 2 | Runes |
| 3 | Skulls |
| 4 | Plants |

| Protrusions | |
|---|---|
| 1 | Spikes |
| 2 | Blades |
| 3 | Teeth |
| 4 | Saws |

| Color | |
|---|---|
| 1 | Musky- perfumes/aftershave |
| 2 | Putrid- rotten eggs |
| 3 | Pungent- vinegar |
| 4 | Camphoraceous- mothballs |
| 5 | Ethereal- dry cleaning fluid |
| 6 | Floral- roses |
| 7 | Pepperminty- mint gum |



Matt Dance (order #7020627)

**Appendix A:**

**Woods: softwoods:** *Pine, Cedar, Cypress, Fir, Yew, Hemlock, Larch, Redcedar, Redwood, Spruce*
**Hardwoods:** *Alder, Applewood, Ash, Aspen, Balsa Beech, Birch, Basswood, Blackwood, Boxwood, Buckeye, Cherry, Chestnut, Cottonwood, Dogwood, Ebony, Elm, Eucalyptus, Gum, Hickory, Ironwood, Locust, Maple, Oak, Poplar, Sandalwood, Sassafras, Teak, Walnut, Willow*
**Boreal**: *Alder Grey/Common/Red, Balsam Fir, Douglas Fir, Larch, Pine Cembran/Red/White, White Poplar, Norway Spruce, Serbian Spruce, Bog Willow,*
**Desert**: *Aloe, Cactus, Catclaw, Juniper, Mesquite, Paloverde*
**Jungle:** *Almond, Brazil Nut, Cacao, Colatree, Orchid, Purpleheart, Rubbertree, Saltree, Zebrawood*
**Savanna:** *Baobob, Cottonwood, Mesquite, Peppertree, Pinyon, Tamarind, Black Wattle, Coyote Willow, Silver Willow*
**Swampland:** *Beefwood, Cypress, Fishpoison, Sea Grape, Water Locust, Red Mangrove, Lime Prickly-Ash, Ramin, Poison Sumac, Black Tupelo, Coastel Willow, Swamp Willow*
**Temperate:** *Apple, Ash, Basswood, Common Beech, Birch, Casuarina, Cedar, Black Cherry, Sour Cherry, Chestnut (Buckeye), Devil Walkingstick, Persimmon Ebony. English Elm, Fluttering Elm, Hawthorn, Club hercules, Shagbark Hickory, Hornbeam, Horseapple, Ironwood, Black Locust, Honey Locust, Maple Norway/Sugar/Sycamore, Oak Bur/English/White, Peach, Pear, Pecan, Plum, Prickly Ash, Giant Sequoia, Sycamore, Black Walnut, English Walnut, Pussy Willow, Weeping WIllow, White WIllow, Yew*
**Tropical**: *Allspice, Avocado, Banyan, Camphor, Cashew, Cinnamon, jacaranda, Mahogany (bigleaf), Palm Andes/Betel/Cabbage/Coconut/Date/Ivory Nut/Latan/Royal/Sago, Teak*

**Fantasy Woods: Realms** *Bluewood (errie blue leaves, burns bright blue, silver hue to wood), Duskwood (smoky gray wood, hard as iron, fire resistant), Hiexel (Bark is useful as paper), Laspar (golden yellow wood), Phendar (green-brown wood with thin black grain lines), Shadowtop (strong fibrous wood, good for ropemaking, unsuitable for carving or loadbearing; it splits), Silverbark (dry, brittle weak wood), Suth (hard durable wood, hard to work with, very strong), Vundwood (red-brown with a spicy smell), Weirwood (will not burn in a normal fire, resilient durable wood), Zabunter (black bark and wood, strong, easily worked)* **Other** *Darkwood (weighs half as much as normal wood), Ironbark (as strong as metal)*

**Fabrics: Animal:** *Sinew or Tendon, Wool, Wollen Wool, Worsted Wool, Goat (Cashmere (Pashmina), Mohair), Alpaca, Vicuna, llama, Camel (Alpaca, Guanaco, Vicuña), Rabbit (Angora), Wadmal, or Silk (Worm, Spider). Bison Down, Mollusc (Byssus), Catgut, Dog (Chiengora), Musk Ox (Qiviuq),*
**Plant:** *Abacá (Manila Hemp), Kenaf, Grass, Rush, Hemp, Sisal, Coconut (Coir), Straw, Bamboo, Cotton, Flax, Ramie, Jute (Burlap), Linen, or the tree fabrics, Model, Kapok, Piña Raffia Palm, Ramie, Wood*
**Mineral**: *Asbestos*
**Hides**: *Buffalo, Bull, Deer, Doe, Elk, Horse, Kid, Pig, Rawhide, Shark, Reptile*



**Fabrics: Woven:** *Barkcloth, Broadcloth, Burlap, Calico, Cambric, Canvas, Cheesecloth, Chiffon, Cloth of gold, Cloth of Silver, Crape, Denim, Flannel, Gauze, Haircloth,Herringbone, Himroo, Hodden, Khaki, Longcloth, Linen, Moleskin, Muslin, Oilskin, Ottoman, Oxford, Samite, Sateen, Satin, Scarlet, Seersucker, Silk, Tweed, Twill, Brocade, Corduroy, Plush, Fleece, Terrycloth, Velvet, Velveteen, Wadmal*
**Non-Woven**: *Felt, Cedar Bark*
**Knitted:** *Velour*
**Netted:** *Fishnet, Lace*

**Metals:** *Bronze, Brass, Copper, Electrum, Gold, Iron, Lead, Platinum, Silver, Steel, Titanium, Cobalt, Nickel, Palladium, Tungsten. Alunminum, Antimony, Bisthmuth, Magnesium, Mecury, Pewter, Tin, Zinc*
**Organics**: *Coral, Bone, Shell, Nut, Claws, Teeth*
**Fantasy Metals:** *Mithral, Adamantine, Cold Iron, Starmetal, Orichalcum, Hell Metals (Green Steel/devil, Morghuth Iron/daemon, Bloodiron/demon), Astral metals (Ferroplasm, Driftmetal), Ice metals (Blue, Stygian, Rimefire)*
**Stones**: *Marble, Slate, Basalt, Obsidian, Pumice, Quartz, Chalk, Coal, Flint, Lignite, Sandstone, Shale. Granite, Limestone*

**Utensils:** *Adhesive, Adze, Ankus (to prod animals with), Anvil, Auger, Awl, Balls, Bangles, Bell, Bellows, Block and Tackle, Bottle, Bow Drill, Bowl, Branding Iron, Brush, Buckle, Stopper, Candelabra, Candlestick, Cards, Carding Comb, Carpenter's square, Cauldron, Chisel, Coffin, Combs, Corckscrew, Crowbar, Cup, Dice, Drill bits, Drill, Drinking Jack, Drinking Horn, Dolls, Door Handles, Ewers, Eye-patch, File, Fingerpick, Fish-hooks, Flagon, Forge, Fork, Game Pieces, Grindstone, Goblet, Hammer, Hilt, Hoe, Hollow Reed, Kettle, Key Ring, Knives, Ladle, Loom, Mallet, Mantle, Masks, Mirrors, Molds, Mortar & Pestle, Monocle, Mug, Nails, Paint, Pan, Peg-legs, Pickaxe, Pitcher, Pitchfork, Pen Case, Planner, Platters, Pliers, Plow, Pots, Potters Wheel, Pouches and small boxes, Pulley, Rake, Rope, Salt cellar, Saw, Scissors, Scepters, Shepherd's Crook, Sledge, Spade, Spit, Spoon, Stein, Thimble, Tiles, Trays, Tongs, Toys, Vestments, Wedge, Wheelbarrow, Whetstone, Whitewash, Wire, Whistle.*

**Musical Instruments:** *Bagpipes, Bells, Blocks, Chimes, Cymbals, Didgeridoo Drums, Dulcimers, Fiddles, Fifes, Flute, Gongs, Harp, Horns, Hurdy-Gurdy, Lutes, Lyres, Mandolins, Ocarina, Organ, Pan Pipes, Recorders, Tambourine, Triangle, Trumpet, Whistle, and Xylophone.*

**Livestock:** *Alpacas, Apes, Baboons, Bats, Bears, Bison, Boars, Bulls, Camels, Cats, Chickens, Cows, Dogs, Deer, Dolphins, Donkeys, Ducks, Eagles, Elephants, Falcons, Ferrets, Foxes, Goats, Geese, Giraffe, Hare, Hawk, Hen, Horse, Lamb, Lizard, Llama, Mammoth, Monkey, Mule, Otter, Owl, Ox, Partridge, Peacock, Pheasant, Pig, Pigeon, Pony, Ram, Rat, Raven, Rhinoceros, Rooster, Sheep, Snake, Songbird, Swan, Toad, Weasel, Wolf, Wolverine,*

**Gold piece value for eggs is given in parenthesis, double this value (at least) for live young. Steed Monsters and Eggs:** *Camel, Dragonnel* (2500) *Eel, Giant* (2000), *Elephant, Giant Strider* (1500), *Griffon* (2000), *Hippocampus* (1500), *Hippogriff* (1000), *Wild Horse, Mammoth, Mastodon, Oliphant, Pegasus* (3000), *Roc* (4000), *Sea Horse, Sphinx* (4000+) *Unicorn* (No egg, but worth 10,000 gp for live young), *Wyvern*, (2500).



Matt Dance (order #7020627)

There are a *large* number of ways to increase the value of an item. A list of some of the most common follow:
You can increase the quality of the material, you can increase the quality of the manufacture. You may remove things from it (ornate carving, relief, beveling, fretwork). You may add things to it (Upholstering, inlaying precious metals and gemstones, adding a fur fringe, encasing it in valuable skin, embroidery). Things may be done to enhance the value of the object (Polishing, finishing, dying, coloring, painting), Social factors can also play a role in value, as any urban setting value will be dictated by culture and fashion.

**Appendix B:**

Gem Type Descriptions. Outlined gems are transparent, Italicized gems are translucent, Bold gems are opaque.

*Ornamental Gems (Value 1-25 gp, roll 2d12 & add 1):*
**Azurite**: Deep blue color – it is a form of copper ore.
*Banded Agate*: Layered. Brown, white, black, pale blue, red orange and other colors are thinly layered.
Blue Quartz: Pale to medium blue crystalline quartz.
**Bone**: This is human or animal bone, polished. It is a yellowed ivory color usually, but takes on the color properties of substances nearby after time.
*Eye Agate*: As banded agate, but often cut and resembles an eye.
**Hematite**: Grey-black Iron Ore.
**Lapis Lazuli**: Medium to deep blue color with better value for deeper blues.
**Malachite**: Striated light and dark green. This is a form of copper ore.
*Moss Agate*: Clear to yellow or pink, possibly smoky quartz. Often it has green or grey inclusions that tendril in giving the appearance of moss.
**Obsidian**: Can be semi opaque or smoky. This is sharp volcanic glass.
**Pyrite**: golden stone. Often called "fools gold".
**Rhodochrosite**: Pale pink to medium-red.
***Tiger Eye***: Massive quartz in rich golden brown color with an "eye pupil" of pure golden yellow.
**Mother of Pearl**: Iridescent

*Semi-Precious (Value 25-75 gp, roll 1d100/2 + 25)*
**Amazon Stones**: Luminescent purple to turquoise to green.
**Bloodstone**: Dark green with red flecks. It is a form of Jasper called heliotrope.
***Carnelian***: Yellow-brown to brown-red quartz. It appears flesh colored. This gem is also known as sard.
***Chalcedony***: Pale blue, from blue-white to blue-gray quartz. It is even colored and translucent.
*Chrysoprase*: Apple-green quartz. This gem sometimes occurs with brown vein-like inclusions.
Citrine: Pale yellow to clear yellow-brown.
**Jasper**: Comes in all colors, this gemstone is a quartz with an oily luster.
*Moonstone*: White. This stone occasionally is colored red-brown or green and grey.



**Onyx**: Black or white quartz.
Rock Crystal: Colorless transparent quartz.
***Sardonyx***: Quartz containing sard (Carnelian) and Onyx so clear with flesh and white inclusions.
*Serpentine*: This refers to several types of materials (williamsite, ricolite, verde-antique, picrolite, taxoite, bovenite, etc.). It is light pure green to a dirty green color.
Smoky Quartz: Grey-brown to brown-black. Most are clear, this stone is sometimes called "cairngorm".
***Star Rose Quartz***: This stone is the only valuable form of rose quartz. It is a rose-pink translucent stone with a whitish-grey star.
*Variscite*: Deep green to pale yellowish-green.

*Fancy (Value 76-250gp, roll d300/2 + 75)*
*Amber*: Primarily transparent yellow resin, but may range from opaque frothy white to translucent black. This 'stone' may contain petrified plants and insects.
**Alamandines**: Marbled brown
*Alexandrite*: Rich purple to blue stone
*Amethyst*: Pale to deep purple quartz.
Chrysoberyl: Green-yellow to green. There exist rare snowflake forms of this gem.
Coral: Polyp colony skeleton. Jewel form is free from pores and may be white to dark red. It is also colored black and blue.
Garnet: Bronze to purple-red-brown. This stone is also black and green. The violet form is the precious version.
*Indicolite*: A striking aqua blue.
***Jade***: This stone has an oily luster, green shades, occasionally with streaks or inflections of color.
**Jet**: This is a glossy black stone that is very hard and dense. It is a form of compacted carbon (coal).
*Morganite*: A translucent pink to peach stone.
**Nephrite**: A jade like opaque green
**Pearl**: This stone is formed when a mollusk emits secretions around irritants that get inside it's shell. Normally white but also yellow to pale rose.
Spinel: Grey-green to blue-black to purple to deep red to rose.
*Spessarite*: These vary in color from very dark-red to bright yellow-orange
*Sugilite (Luvulite)*: Light brownish-yellow, purple, violet, reddish violet, pale pink, colorless
*Rubellite*: A true Rubellite color is a medium to dark saturated red/red, red/purple, to red/purple/very slight peach
Tourmaline: There are many types and varieties of colors.
Zircon: Pale blue-green or orange-red are the most valueable colors of this stone. it also comes in brown-yellow, red-brown, green & purple. Orange-red is called "lesser/common hyacinth" or "lesser jacinth" and the smoky form is called "jargoon"



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*Precious Stones (Value 251-750 gp, roll d100/2 * 10 + 250)*
Aquamarine: This stone is a pale, blue-green.
Violet Garnet (Rhodolite): As Garnet.
**Black Pearl**: As Pearl.
Peridot: This stone is a Clear yellow-green, but can range from emeral to olive. It is sometimes called "chrysolite".
Deep Blue Spinel: As Spinel.
Kunzite: a pink to lilac colored gemstone.
Hiddenite: A pale to emerald green stone.
Topaz: This stone is a brown to yellow to golden yellow color. Rarely it is found colorless or in shades of pink or blue.
*Zoisite (Tanzanite)*: A white, gray, greenish brown, greenish gray, pink, blue, purple.

*Gems (Value 750-2500 gp, roll d8 * 250 + 500)*
**Black Opal**: This gem is smoke black, deep green and dark blue. It is also opalescent in character.
Emerald: This gem is a deep bright green.
*Fire Opal*: This gem is mottled and translucent.
*Opal*: These are pale blue-white with red, yellow and green highlights. It is where the term opalescent comes from.
Oriental Amethyst: This gem is actually corundum. It is pale to deep purple and rarely is found with a cat's eye and star forms.
Oriental Topaz: This gem is also corundum. It is yellow as topaz and sometimes called "Golden Sapphire".
Sapphire: This stone is moderate to deep clear blue. It is also corundum.
*Star Ruby*: This is as a ruby, but with a whitish star in the center.
*Star Sapphire*: As sapphire, but with a whitish star in the center.

Jewels (Value between 2500 and 10,000 gp, roll d4 * 2500)
**Ammolite**: This is a Gray to brown stone, with primarily red to green iridescence.
Black Sapphire: This stone is a deep blue-black. It approaches translucence.
Diamond: This stone is clear blue-white, clear white, or clear off white. It can also be found in mauve, pink, peach, or chartreuse.
Jacinth: Traditionally orange to fiery red. This is also corundum. It is known as the 'true greater jacinth', 'orange sapphire' or 'greater/oriental hyacinth'.
Oriental Emerald: This is actually corundum. This stone is a deep green and is sometimes called the 'green sapphire'
Ruby: Moderate to deep red. This is corundum.



**Appendix C:**

David F. Godwin (December 1983) "*How Many Coins in a Coffer?*" **Dragon Magazine** TSR, Inc.
Ed Greenwood (December 1983) "*Treasures Rare and Wondrous*" **Dragon Magazine** TSR, Inc.
Charles Rodgers (April 1992) "*Not Another Magical Sword!?!*" **Dragon Magazine** TSR, Inc.
Mark Plemmons and Brian Jelke (2004). **Goods and Gear: The Ultimate Adventurers Guide.** Kenzer and Co.
David Howery (September 1988) "*Treasures of the Wilds*" **Dragon Magazine** TSR, Inc.
Gygax, Gary (1979). **Advanced Dungeons & Dragons Dungeon Master's Guide**. TSR, Inc.
Ed Greenwood (April 1983) "*Gems Glore*" **Dragon Magazine** TSR, Inc. Michael Lowery (April 1994) "*The Many Facets of Gems*" **Dragon Magazine** TSR, Inc.

Courtney lives in Arkansas. He wishes you would visit his web page, http://hackslashmaster.blogspot.com/ and see all the awesome stuff that is going on over there. If you like content like this, you can get a bunch for free, purchase other things I've got for sale, or even become a Patreon to increase the amount of free content available..





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## ON 10 WAYS TO OPEN A CHEST

"But assuming it was a treasure hunting expedition (and the lower floors of the tower were reasonably cleared, with a path of escape blocked only by wandering monster rolls) what would a party need to do in one of your games to safely open a chest?"

**Here are 10 ways to open a chest safely!**

10. Pour acid in the lock.

9. Use a pick and chisel to break apart the lock mechanism.

8. Use a crowbar and specialized tools to pry the lock out of the chest.

7. Saws!

6. Carry the chest back to town and pay the thieves guild to open it.

5. Hammers!

4. Knock!

3. Unscrew the lid hinges.

2. Pry off the back of the lid!

And the number one way to open a chest safely?

1. Have the thief open it, there's always more where they came from!

Why don't they just do these things by default? They are time consuming, loud, or require heavy encumbrance penalties.



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