

Legends

Random Treasure Tables



A Fantasy Supplement
By D. Varner

Legends

Attunement

There are two main types of magic items, active and passive. Active items have a power or ability that can be activated or turned on and off. Passive items provide their benefit without any active command of the user. All magic items must be attuned to their owner. This process takes one hour of preparation and study to learn the secret or trick of activating the item and to bind the item to the user. Once attuned the items active abilities can only be used by the person attuned to it until it is attuned to a new person. Passive abilities will still work for any user. This process requires only an INT check with a target number of 12. A failure simply requires another hour of study. This process does not require an expenditure of experience unless the item is attuned to a living being, in which case a point of experience is required to change the attunement.

Curses

Every magic item has a 20% chance of containing a curse. Curses grant the user of the item (the one in possession of the item) a flaw. This flaw may have to be translated slightly to work with a cursed item. For example the skinny flaw may be a gradual loss of weight as the user possesses the item, the lost love flaw may send the character searching for someone subconsciously that he does not even know but the item is bound to, etc. The user of the item is considered the one who is attuned to the item. See the chart at the end of this book to roll the nature of the cursed item if you roll lower a 20 or lower on d100.

Coins & Treasure

The following tables are to determine coin awards. Use the individual table for rolling small individuals or single threats. Small, medium and large “hordes” are for actual treasure rooms, chests or vaults. You may want to convert large amounts of smaller coins into gold crowns for ease of transportation.

Individual Table (2d6)

Roll	Coin
2	1d6 copper pennies
3	1d8 copper pennies
4	1d10 copper pennies
5	2d10 copper pennies
6	3d10 copper pennies
7	4d10 copper pennies
8	1d6 silver talons
9	1d8 silver talons
10	1d10 silver talons
11	1d12 silver talons
12	1d6 gold crowns

Percent: 30% chance

Treasure: 1 random roll

Medium Treasure Horde Table (2d6)

Roll	Coin
2	1d8 x 10 copper pennies
3	2d8 x 10 copper pennies
4	3d8 x 10 copper pennies
5	4d8 x 10 copper pennies
6	5d8 x 10 copper pennies
7	6d8 x 10 copper pennies
8	1d8 x10 silver talons
9	2d8 x 10 silver talons
10	3d8 x 10 silver talons
11	4d5 x 10 silver talons
12	5d8 x 10 silver talons

Percent: 50% chance

Treasure: 1d6 -1 random rolls

Small Treasure Horde Table (2d6)

Roll	Coin
2	1d6 x 10 copper pennies
3	2d6 x 10 copper pennies
4	3d6 x 10 copper pennies
5	4d6 x 10 copper pennies
6	5d10 x 10 copper pennies
7	6d10 x 10 copper pennies
8	1d6 x 10 silver talons
9	2d6 x 10 silver talons
10	3d6 x 10 silver talons
11	4d6 x 10 silver talons
12	5d6 x 10 silver talons

Percent: 40% chance

Treasure: 1d6 -2 random rolls

Large Treasure Horde Table (2d6)

Roll	Coin
2	1d10 x 10 copper pennies
3	2d10 x 10 copper pennies
4	3d10 x 10 copper pennies
5	4d10 x 10 copper pennies
6	5d10 x 10 copper pennies
7	6d10 x 10 copper pennies
8	1d10 x10 silver talons
9	2d10 x 10 silver talons
10	3d10 x 10 silver talons
11	4d10 x 10 silver talons
12	5d10 x 10 silver talons

Percent: 60% chance

Treasure: 1d6 random rolls

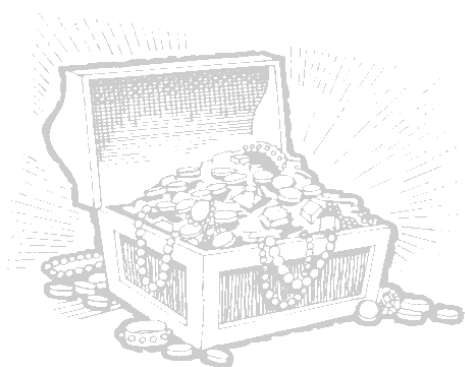


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Random Treasure Table

This is the first table for a random treasure roll. It will direct you to the next table.

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Curses

Spices

Roll 1d6/2 to determine the amount of ounces you find. Some spices have unique or even magical qualities; see the notes section for details.

<u>Roll</u>	<u>Result</u>	<u>Value</u>	<u>Notes</u>
01-05	Allspice	4 CP/oz	Tropical spice from fruit
06-10	Anise	3 CP/oz	Spice from flowering plant
11-15	Cardamom	4 CP/oz	Aromatic spice uses in both food and drink
16-20	Cassia	3 CP/oz	Cinnamon like bark spice
21-25	Chiles	3 CP/oz	“Hot” spice made from vegetable grounds
26-30	Cinnamon	5 CP/oz	Rare spice used in food and drink
31-35	Clove	2 CP/oz	Strong spice used mainly for cooking
36-40	Coriander	3 CP/oz	Mild spice used in cooking
41-45	Cumin	2 CP/oz	Common and popular spice for cooking
46	Devils Dust	1 ST/oz	1 oz grants imbiber resistance to fire, DR 5
47	Faerie Bark	2 ST/oz	1 oz causes imbiber to feel happy and joyous
48-53	Fennel	2 CP/oz	Moderate spice used in cooking and alcohol
54	Firegrain	1 ST/oz	“Very Hot” spice heals 1 HP per ounce
55	Glimmerseed	1 GC/oz	Potent spice makes anything taste wonderful
56	Mace	1 ST/oz	1 oz causes imbiber to fall asleep for 1d6 hours
57-60	Mustard	1 CP/oz	Common seeds used in cooking
61-65	Nutmeg	3 CP/oz	Sweet spice used in both food and drink
66-70	Onion Seed	1 CP/oz	Strong and common spice used in cooking
71-75	Pepper	2 CP/oz	Strong spice used to flavor food
76-80	Saffron	8 CP/oz	Rare honey like spice used in cooking
81-85	Salt	1 CP/oz	Common spice for cooking and preserving food
86	Snow Salt	1 ST/oz	1 oz grants imbiber resistance to cold, DR 5
87-90	Tamarind	2 CP/oz	Spice from fruit pulp used in food and drink
91-95	Zedoary	5 CP/oz	Rare mango-like spice used in cooking
96-100	Zephyrix	1 ST/oz	Rare spice that removes impurities from food



Fabrics

These items can be crafted into clothing or armor. These are the raw natural forms, often in bulk.

Note: The lengths in feet listed below are square feet.

<u>Roll</u>	<u>Result</u>	<u>Value</u>	<u>Notes</u>
01-09	Cloth, wool	3 CP	100' bolt
10-19	Cloth, linen	4 CP	100' bolt
20-29	Cloth, gauze	5 CP	100' bolt, fine decorative cloth
30-35	Cloth, silk	2 ST	100' bolt
36-40	Cloth, satin	4 ST	100' bolt
41-45	Cloth, velvet	3 ST	100' bolt
46-50	Cloth, fine quality	5 ST	100' bolt, can be of various types
51	Cloth, fey weave	1 GC	100' bolt, light but strong (+1 AR)
52	Cloth, spider silk	2 GC	100' bolt, light but strong (+2 AR)
53	Cloth, chameleon	3 GC	100' bolt, blends with environment (+3 stealth)
54	Cloth, arcanix	5 GC	100' bolt, provides magic resistance +3, DR 3
55-64	Fur Pelts, common	5 CP	100' bundle
65-70	Fur Pelts, rare	1 ST	100' bundle
71-75	Fur Pelts, exotic	5 ST	100' bundle
76-87	Leather, common	8 CP	100' bundle
88-92	Leather, fine quality	1 ST	100' bundle, +1 AR
92-97	Leather, exotic	3 ST	100' bundle, +1 AR and unique pattern
98	Leather, daemon hide	5 ST	100' bundle, +1 AR and fire resistance DR 5
99	Leather, troll hide	4 ST	100' bundle, +2 AR
100	Leather, ice bear hide	5 ST	100' bundle, +1 AR and cold resistance DR 5



Other Materials

These items are all common materials and variations of those.

<u>Roll</u>	<u>Result</u>	<u>Value</u>	<u>Notes</u>
01-04	Ale, common	1 ST	1 barrel
05-09	Ale, fine quality	2 ST	1 barrel
10-14	Beer, common	8 CP	1 barrel
15-19	Beer, fine quality	1 ST	1 barrel
20-24	Brandy, common	9 CP	1 barrel
25-29	Brandy, fine quality	1.2 ST	1 barrel
30-34	Mead, common	7 CP	1 barrel
35-39	Mead, fine quality	9 CP	1 barrel
40-44	Honey Mead	1 ST	1 barrel
45-49	Rum, common	2 ST	1 barrel
50-54	Rum, fine quality	3 ST	1 barrel
55	Cannabis	5 CP/oz	1d6 ounces, drug
56	Opium	1 ST/oz	1d6 ounces, drug
57	Nightshade	5 ST/oz	1d6 ounces, poison (1d10 END)
58	Brimstone	2 ST/oz	1d6 ounces, poison (1d10 STR)
59	Black Orchid	1 GC/oz	1d6 ounces, poison (2d10 END)
60	Black Lotus	2 GC/oz	1d6 ounces, poison (3d10 END)
61	Daemons Blood	3 ST/oz	1d6 ounces, poison (1d10 WIL)
62-64	Perfumed Oil	3 CP/oz	1d6 ounces
65-69	Soap, cake	2 CP	1 cake
70-74	Dye, common	5 CP/oz	1d6 ounces
75-79	Dye, rare	8 CP/oz	1d6 ounces
80-84	Tobacco, common	2 CP/oz	1d6 ounces
85-89	Tobacco, fine quality	5 CP/oz	1d6 ounces
90-92	Tea leaves, green	2 CP/oz	1d6 ounces
93-95	Tea leaves, black	2 CP/oz	1d6 ounces
96-97	Wine, common	5 CP	bottle
98	Wine, fine quality	1 ST	bottle
99	Wine, aged fine	5 ST	bottle
100	Ambrosia	1 GC	bottle

Household Items

These are common but potentially valuable household items.

<u>Roll</u>	<u>Result</u>	<u>Value</u>	<u>Notes</u>
01-02	Washbasin, silver	1 ST	common washbasin
03	Basin of healing	unique	washing with water heals (1d6)
04-05	Set of bowls, silver	2 ST	4 bowls
06	Cauldron	6 CP	large iron pot (4 gallons)
07	Cauldron of Power	unique	animated dead placed within, ritual 1 GC
08-09	Set of fine china	3 ST	set of 6 plates and 6 bowls
10-11	Set of utensils	3 CP	6 sets of wooden utensils
12-13	Set of silver utensils	1 ST	6 sets of silver utensils
14-45	Decorative goblet	1 ST	decorated with silver
16	Never-ending goblet	unique	always filled with liquid of choice (non magic)
17	Chalice	2 ST	gold and silver chalice with gemstones
18-19	Decorative platter	2 ST	large silver serving platter
20	Cooking pot or skillet	2 CP	common iron cooking pot or skillet
21	Firebrand Pot	unique	cooks without heat or flame
22	Fine tea set	8 CP	teapot, 4 cups and platter
23	Fine teapot	5 CP	decorative silver teapot with small gemstones
24	Tahgran's Teapot	unique	brews hot or cold tea on command
25-26	Crystal wine glasses	5 ST	4 fine crystal wine glasses
27	Mirror, large	8 ST	6' mirror
28	Mirror, small	5 ST	2' mirror
29	Mirror, portable	6 ST	8" mirror
30	Mirror of escape	unique	opens gateway to safe zone
31-32	Brazier	3 CP	common burning basin
33	Brazier, decorative	1 ST	decorative silver brazier
34	Brazier of sleep	unique	produces smoke that causes sleep effect
35-36	Censer	2 CP	bowl for burning incense
37	Sun Dial	1 ST	device for telling time
38	Clock, simple	8 ST	small simple clock
39	Clock, complex	1 GC	large complex clock
40	Music box	1 ST	plays music when opened
41	Trance Box	unique	music played causes daze effect
42-43	Painting, common	5 CP	common painting
44	Painting, fine quality	5 ST	fine quality artist
45	Living Painting	unique	painting can capture and house a soul
46-47	Sculpture, common	6 CP	medium or large sculpture
48-49	Sculpture, fine quality	2 ST	medium or large sculpture

50-51	Sculpture, ivory	1 GC	small sculpture
52-53	Sculpture, gold	2 GC	small sculpture
54	Living Sculpture	unique	command word brings it to life
55-56	Figurine, common	4 CP	small, wood
57-58	Figurine, fine quality	1 ST	small, soft metal
59-60	Figurine, ivory	6 ST	small, ivory
60-61	Figurine, gold	1 GC	small, gold
62	Living Figurine	unique	command word brings it to life
63	Artists Kit	8 CP	paints, parchment, easel, etc.
64-65	Tapestry, common	1 ST	10' tapestry
66-67	Tapestry, fine quality	5 ST	10' rare cloth tapestry
68	Tapestry of Trapping	unique	traps those who look at it within
69-70	Banner	4 CP	flag or banner to hang from pole
71	Carpet, fine quality	7 CP	square 8' carpet
72	Rug, fine quality	9 CP	round 6' rug
73	Rug, exotic	5 ST	round 6' exotic rug
74	Carpet of flying	unique	oval 6' flying carpet
75	Comb	6 CP	small metal comb
76	Brush	5 CP	decorative wooden hair brush
77	Cosmetics	4 CP	small box with common cosmetics
78	Alinder's Cosmetics	unique	grants +2 to PRE for 1d6 hours
79	Mask	6 CP	wood, metal or cloth mask
80	Mask of Disguise	unique	changes appearance
81	Razor	5 CP	grooming tool
82	Parasol	3 CP	umbrella
83	Seal, silver	1 ST	a seal is used with wax to seal letters
84	Seal, gold	1 GC	gold seal used to seal letters
85-86	Pipe	2 CP	pipe for smoking tobacco
87	Astrolabe	8 GC	large and complex device for navigation
88	Spyglass	1 GC	tube used to see at great distances
89	Monocle	6 ST	single eye glass for magnification
90-91	Sewing Kit	1 CP	small box with sewing supplies
92-93	Dice	2 CP	standard set of dice for gaming
94	Dice of Luck	unique	adds +5 to gambling skill
95	Game Board	6 CP	game board and stones
96-97	Playing Cards	2 CP	standard playing cards
98	Reading glasses	8 ST	fragile silver and glass reading glasses
99	Wooden Toys	4 CP	set of small wooden toys
100	Toy Castle	unique	carving comes to life with command word

Garments

These are items of clothing. All are at least of fine quality.

<u>Roll</u>	<u>Result</u>	<u>Value</u>	<u>Notes</u>
01-02	Belt, fine	3 CP	decorative cloth belt
03-04	Belt, leather	4 CP	decorative leather belt
05	Belt of Strength	unique	grants +3 STR
06-07	Boots, fine	5 CP	decorative cloth boots
08-09	Boots, leather	7 CP	decorative leather boots
10	Boots of Speed	unique	grants +2 to base move
11-12	Boots, warm fine	6 CP	decorative warm boots
13-14	Cap, fine	4 CP	decorative cap
15-16	Cape, fine	1 ST	decorative fine cape
17	Cape of Charisma	unique	grants +3 to CHA
18	Cape, silk	3 ST	fine silk cape
19-20	Cloak, fine	5 CP	decorative cloak
21	Cloak, silk	4 ST	fine silk cloak
22	Cloak of Invisibility	unique	makes wearer invisible
23	Cloak, warm fine	6 CP	fine warm cloak
24	Cloak, hooded fine	5 CP	fine hooded cloak
25-26	Coat, fine	8 CP	fine coat
27	Coat, leather	1 ST	fine leather coat
28	Coat, warm fine	1.2 ST	fine warm coat
29	Dress, fine	5 CP	fine dress
30	Dress, silk	2 ST	fine silk dress
31	Dress, formal	3 ST	fine formal silk dress
32-33	Gloves, fine	3 CP	fine gloves
34	Gloves, silk	7 CP	fine silk gloves
35	Gloves of Climbing	unique	grant +5 to climbing skill
36	Gloves, warm fine	5 CP	fine warm gloves
37	Gown, fine	7 CP	fine gown
38	Gown, silk	3 ST	fine silk gown
39	Gown of Presence	unique	grant +3 to PRE
40	Gown, formal	5 ST	fine silk formal gown
41-42	Hat, fine	5 CP	fine hat
43	Hat, warm fine	6 CP	fine warm hat
44-45	Shirt, fine	3 CP	fine shirt
46	Shirt, silk	7 CP	fine silk shirt
47	Armor Shirt	unique	grants AR 3
48	Shirt, warm fine	6 CP	fine warm shirt

49-50	Tunic, fine	3 CP	fine tunic
51	Tunic, warm fine	4 CP	fine warm tunic
52	Long coat, fine	1 ST	fine long coat
53	Long coat, leather	2 ST	fine leather long coat, AR 2
54	Coat of Endurance	unique	grants +3 to END
55	Long coat, warm fine	1.5 ST	fine warm long coat
56	Poncho, fine	3 CP	fine poncho
57	Poncho, warm fine	4 CP	fine warm poncho
58-59	Robes, fine	8 CP	fine robes
60	Robes, silk	2 ST	fine silk robes
61	Robes of the Magi	unique	grant AR 3 and +1 WIL
62	Robes, warm fine	9 CP	fine warm robes
63	Sandals, fine	2 CP	fine sandals
64-65	Sash, fine	3 CP	fine sash
66	Sash, silk	8 CP	fine silk sash
67-68	Scarf, fine	2 CP	fine scarf
69	Scarf, silk	5 CP	fine silk scarf
70	Rope Scarf	unique	length extends/retracts, strong as rope
71-72	Shawl, fine	4 CP	fine shawl
73-74	Shawl, warm fine	5 CP	fine warm shawl
75-76	Shoes, fine	4 CP	fine cloth shoes
77-78	Shoes, leather	5 CP	fine leather shoes
79	Trackless Shoes	unique	wearer leaves no tracks
80-81	Shoes, warm fine	6 CP	fine warm shoes
82-83	Slippers, fine	3 CP	fine slippers
84-85	Skirt, fine	4 CP	fine skirt
86	Skirt, silk	9 CP	fine silk skirt
90-91	Surcoat, fine	6 CP	fine surcoat
92	Surcoat of Heroism	unique	wearer is immune to fear
93-94	Trousers, fine	4 CP	fine trousers
95	Trousers, silk	9 CP	fine silk trousers
96	Trousers, warm fine	6 CP	fine warm trousers
97	Turban, fine	2 CP	fine turban
98	Wrap, fine	3 CP	fine wrap
99	Wrap, warm fine	5 CP	fine warm wrap
100	Cloak of Flight	unique	changes into functional wings of choice

Jewelry

These are all valuable items of jewelry of various makes and materials.

<u>Roll</u>	<u>Result</u>	<u>Value</u>	<u>Notes</u>
01-02	Piercing, bronze	6 CP	
03-04	Piercing, silver	8 CP	
05-06	Piercing, gold	1 ST	
07-08	Piercing, platinum	2 ST	
09-10	Piercing, gem	5 ST	includes small gemstone
11	Piercing of Perception	unique	grants +3 to perception checks
12-13	Chain, bronze	8 CP	
14-15	Chain, silver	1.2 ST	
16-17	Chain, gold	2 ST	
18-19	Chain, platinum	4 ST	
20-21	Chain, gem	8 ST	includes small gemstone
22	Necklace of Fire	unique	grants immunity to fire
23-24	Broach, bronze	7 CP	
25-26	Broach, silver	9 CP	
27-28	Broach, gold	1.5 ST	
29-30	Broach, platinum	3 ST	
31-32	Broach, gem	6.5 ST	includes small gemstone
33	Yendra's Broach	unique	grants x2 power point regeneration
34-35	Ring, bronze	1 ST	
36-37	Ring, silver	2 ST	
38-39	Ring, gold	4 ST	
40	Ring of Sustenance	unique	no need for food or water, 2 hours sleep
41-42	Ring, platinum	8 ST	
43	Ring of Protection	unique	grants +2 to natural AR
44-45	Ring, gem	1 GC	includes small gemstone
46	Ring of Regeneration	unique	grants regeneration (1 HP/round)
47-48	Buckle, bronze	8 CP	
49-50	Buckle, silver	1 ST	
51-52	Buckle, gold	3 ST	
53-54	Buckle, platinum	6 ST	
55-56	Buckle, gem	1 GC	includes medium sized gemstone
57	Buckle of Might	unique	grants +1 STR and END
58-59	Bracelet, bronze	7 CP	
60-61	Bracelet, silver	9 CP	
62-63	Bracelet, gold	1.5 ST	
64-65	Bracelet, platinum	3 ST	

66-67	Bracelet, gem	6.5 ST	includes small gemstone
68	Bracelet of Deflection	unique	grants parry against missile weapons
69-70	Crown, bronze	4 ST	
71-72	Crown, silver	6 ST	
73-74	Crown, gold	2 GC	
75-76	Crown, platinum	4 GC	
77-78	Crown, gem	8 GC	includes multiple small gemstones
79	Crown of Leadership	unique	grants +2 to PRE and CHA
80-81	Torc, bronze	1 ST	
82-83	Torc, silver	2 ST	
84-85	Torc, gold	4 ST	
86-87	Torc, platinum	8 ST	
88-89	Torc, gem	1 GC	includes medium sized gemstone
90	Torc of Omar	unique	grants immunity to mind influencing effects
91-92	Medallion, bronze	2 ST	
93-94	Medallion, silver	4 ST	
95-96	Medallion, gold	8 ST	
97-98	Medallion, platinum	1 GC	
99	Medallion, gem	3 GC	includes large gemstone
100	Holy Medallion	unique	grants healing touch power



Gems

These are all valuable pre-cut gemstones.

<u>Roll</u>	<u>Result</u>	<u>Value</u>	<u>Notes</u>
01-02	Agate, small	5 CP	smooth banded, changing colors
03-04	Agate, medium	7 CP	
05	Agate, large	1 ST	
06-07	Azurite, small	6 CP	blue ore of copper
08-09	Azurite, medium	8 CP	
10	Azurite, large	1 ST	
11-12	Hematite, small	7 CP	dark silver ore
13-14	Hematite, medium	1 ST	
15	Hematite, large	2 ST	
16-17	Jade, small	9 CP	translucent green mineral
18-19	Jade, medium	2 ST	
20	Jade, large	3 ST	
21-22	Jet, small	1 ST	black, highly polished dense coal
23-24	Jet, medium	3 ST	
25	Jet, large	4 ST	
26-27	Malachite, small	2 ST	deep green copper ore, swirls of lighter green
28-29	Malachite, medium	4 ST	
30	Malachite, large	5 ST	
31-32	Obsidian, small	3 ST	volcanic glass, black or dark green
33-34	Obsidian, medium	5 ST	
35	Obsidian, large	6 ST	
36-37	Quartz, small	4 ST	clear stone
38-39	Quartz, medium	6 ST	
40	Quartz, large	7 ST	
41-42	Amber, small	5 ST	yellow-orange fossilized sap
43-44	Amber, medium	7 ST	
45	Amber, large	8 ST	
46-47	Amethyst, small	6 ST	transparent purple quartz
48-49	Amethyst, medium	8 ST	
50	Amethyst, large	9 ST	
51-52	Onyx, small	7 ST	black, opaque quartz
53-54	Onyx, medium	9 ST	
55	Onyx, large	1 GC	
56-57	Turquoise, small	8 ST	pale blue-green mineral
58-59	Turquoise, medium	1 GC	
60	Turquoise, large	2 GC	

61-62	Aquamarine, small	9 ST	transparent, pale blue
63-64	Aquamarine, medium	2 GC	
65	Aquamarine, large	3 GC	
66-67	Bloodstone, small	1 GC	dark, opaque stone with rich red streaks
68-69	Bloodstone, medium	3 GC	
70	Bloodstone, large	4 GC	
71	Cat's Eye, small	2 GC	earth tones, distinctive streak down the center
72	Cat's Eye, medium	4 GC	
73	Cat's Eye, large	5 GC	
74	Emerald, small	3 GC	brilliant green stone
75	Emerald, medium	5 GC	
76	Emerald, large	6 GC	
77	Garnet, small	4 GC	rich red mineral
78	Garnet, medium	6 GC	
79	Garnet, large	7 GC	
80	Moonstone, small	5 GC	pearlescent stone with star like pattern
81	Moonstone, medium	7 GC	
82	Moonstone, large	8 GC	
83	Opal, small	6 GC	various shades, diffracts light internally
84	Opal, medium	8 GC	
85	Opal, large	9 GC	
86	Pearl, small	7 GC	white or black with a rainbow sheen
87	Pearl, medium	9 GC	
88	Pearl, large	1 GL	
89	Ruby, small	8 GC	very hard, transparent red stone
90	Ruby, medium	1 GL	
91	Ruby, large	2 GL	
92	Sapphire, small	9 GC	very hard, transparent blue stone
93	Sapphire, medium	2 GL	
94	Sapphire, large	3 GL	
95	Topaz, small	1 GL	golden or earthy tones, very hard stone
96	Topaz, medium	3 GL	
97	Topaz, large	4 GL	
98	Diamond, small	2 GL	clear, very hard stone, difficult to cut
99	Diamond, medium	4 GL	
100	Diamond, large	5 GL	

Containers

These are storage containers of various types.

<u>Roll</u>	<u>Result</u>	<u>Value</u>	<u>Notes</u>
01-04	Barrel, small	2 ST	filled with wine, rum, ale, etc.
05-08	Barrel, large	6 ST	filled with wine, rum, ale, etc.
09-12	Bottle, small	1 ST	glass, 12 ounces, could have liquid
13-16	Bottle, large	3 ST	glass, 24 ounces, could have liquid
17-20	Box, wooden, small	8 CP	ornate small carved wooden box, 1' x 1'
21-24	Box, wooden, large	2 ST	ornate large carved wooden box, 2' x 2'
25	Portal Boxes (2)	unique	2 boxes allow travel between, any distance
26-29	Cage, large	8 ST	iron, 2 cubic feet, latch
30-33	Cage, small	4 ST	iron, 1 cubic foot, latch
34-37	Cage, small wooden	2 ST	wood, 1 cubic foot, latch
38	Wizards Cage	unique	metal, 6 cubic feet, magic does not work
39-42	Chest, small	4 ST	wood, 3' x 2'
43-46	Chest, large	6 ST	wood, 6' x 3'
47-50	Chest, compartment	8 ST	wood, 6' x 3'
51	Folding Chest	unique	6' x 3' chest that folds to 6" x 3"
52-55	Strongbox, iron	1 GC	iron bands over wood, 6' x 3'
56-59	Vial, crystal	3 ST	small crystal vial, 3 ounces
60-63	Vial, iron	2 ST	small iron vial, 3 ounces
64-67	Wineskin	4 CP	large wineskin, well made, 1 gallon
68-71	Flask, metal	3 ST	metal flask, 12 ounces
72	Inman's Flask	unique	produces liquid of choice at will
73-76	Pouch, belt	3 CP	contains 1d6 CP
77-80	Pouch, chain	4 CP	contains 1d6 CP
81-84	Pouch, small	2 CP	contains 2d6 CP
85-88	Pouch, large	3 CP	contains 3d6 CP
89-92	Sack, small	1 CP	contains 2d6 CP
93-96	Sack, large	2 CP	contains 3d6 CP
97	Bag of Holding	unique	dimensional storage, 1' diameter, 200 lbs
98	Backpack, small	5 CP	contains 2d10 CP & 1 valuable mundane item
99	Backpack, large	7 CP	contains 3d10 CP & 2 valuable mundane items
100	Chest of Storage	unique	dimensional storage, 6' x 3', 1000 lbs

Accoutrements

These are normally useful items that fall in the miscellaneous category.

<u>Roll</u>	<u>Result</u>	<u>Value</u>	<u>Notes</u>
01	Block and Tackle	1 ST	Pulley system to lift heavy loads
02	Climbing spikes	8 CP	Hand, feet spikes, grant +2 to climb
03	Crossbow, grapnel	9 CP	Powerful crossbow with grapnel and strong line
04	Spider Silk Cord	5 ST	50' of thin, light and strong cord
05	Grapnel	5 CP	Grapnel to hook on end of rope
06-07	Ladder, portable	4 CP	10' foldable ladder
08	Rope, fine	1 ST	50' of fine quality rope
09	Dragonhide Rope	2 ST	50' of fire proof and strong rope
10	Sylvan Rope	4 ST	50' of lightweight but strong rope
11	Healers Kit	8 CP	bandages, salve, tools, etc., grants +2 to heal
12	Prosthetic, wood	9 CP	wooden hook, peg leg, etc.
13	Prosthetic, metal	2 ST	light metal hook, peg leg, etc.
14-15	Scroll Case, ornate	6 CP	ornate scroll tube
16	Scroll Case, lock	8 CP	scroll case with small locking mechanism
17-18	Hip Quiver	2 CP	hip slung quiver, 12 arrows
19-20	Shoulder Quiver	2 CP	shoulder quiver, 12 arrows
21	Bagpipe, fine	2 ST	fine quality bagpipes
22	Drum, fine	1 ST	fine quality percussion set
23	Glass Harmonica, fine	5 ST	fine quality glass harmonica
24	Harp, fine	7 ST	fine quality harp
25	Horn, fine	4 ST	fine quality horn instrument
26	Cittern, fine	6 ST	fine quality stringed instrument
27	Dulcimer, fine	7 ST	fine quality stringed instrument
28	Lute, fine	8 ST	fine quality stringed instrument
29	Lyre, fine	1 GC	fine quality harp like instrument
30	Flute, fine	9 ST	fine quality woodwind instrument
31-32	Holy Symbol, fine	1 ST	fine quality holy symbol
33	Portable Shrine	3 ST	fine quality portable shrine
34	Holy Water, vial	5 CP	1 vial of holy water (blessed)
35	Barding, light	5 ST	light barding for horse (AR 2)
36	Barding, medium	7 ST	medium barding for horse (AR 3)
37	Barding, heavy	9 ST	heavy barding for horse (AR 4)
38	Alchemist's Matches	5 CP	10 matches
39	Burning Stones	3 CP	2 burning stones, charcoal
40	Delver's Periscope	2 ST	pole with mirrors for looking around corners
41	Fey Mirror Cloth	1 GC	rare reflective cloth, 10' bolt

42	Helmet Lantern	6 CP	lantern mounted on miner's helmet
43	Mirror, hand	3 ST	small hand held mirror
44	Mirror, tall	5 ST	4' tall oval mirror
45-46	Blanket, fine	4 CP	fine quality blanket
47	Blanket, exotic fur	8 CP	warm exotic fur blanket
48	Wisp Lantern	1 GC	hooded lantern with wisps for light
49	Sylvan Rations	5 ST	sylvan way bread, 1 month supply
50-51	Soap, perfumed	5 CP	cake of perfumed soap
52-53	Tent, small	6 CP	one man tent
54	Tent, large	9 CP	four man tent
55-56	Caltrops	5 CP	set of 6 caltrops
57	Disguise Kit	1 ST	grants +2 to disguise (thievery)
58	Lockpicks, fine	3 ST	grants +2 to open locks (thievery)
59	Shackles, fine	2 ST	fine shackles, +2 STR rating
60	Hourglass	5 ST	ornate hourglass
61-62	Sundial	1 ST	ornate small sundial
63-65	Balance and Weights	2 CP	set of balance and weights
66	Compass	8 CP	simple needle compass
67-68	Crowbar	3 CP	strong, heavy crowbar
69	Padlock, fine	7 CP	strong, fine quality padlock
70-71	Lanyard	3 CP	weapon lanyard
72-75	Whetstone	1 CP	simple whetstone
76-80	Chalk	2 CP	5 sticks of chalk
81	Glow Ink	5 CP	vial of glow ink
82	Scribes Kit	1 ST	3 quills, ink, paper, blotter, seal, etc.
83	Spectacles, fine	4 ST	fine quality spectacles
84	Blacksmith Kit	8 CP	tongs, hammer, brush, etc.
85	Armorer Kit	2 ST	hammer, tongs, block, etc.
86	Jeweler Kit	5 ST	files, flax, punch, polish, etc.
87	Weaponsmith Kit	3 ST	hammer, tongs, whetstone, etc.
88	Miners Kit	8 CP	shovel, pick, hammer, etc.
89-90	Cooking Kit	5 CP	spices, utensils, pots, etc.
91	Wax Tablet	6 CP	wax tablet and stylus
92-95	Bandoleer	2 CP	bandoleer, could have knives
96	Potion Belt	3 CP	belt designed to store bottles, vials
97	Float Coat	7 CP	coat with air pocket, life jacket
98	Snorkel	2 CP	simple bent breathing tube/reed
99	Brace and Bit	1 ST	drilling tool for thievery
100	Diamond Glass Cutter	1 GC	diamond headed tool for cutting glass

Books and Maps

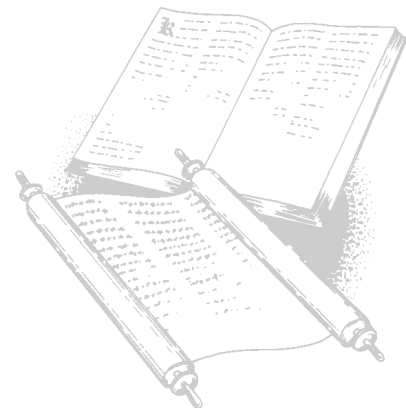
These are common and rare books and maps.

<u>Roll</u>	<u>Result</u>	<u>Value</u>	<u>Notes</u>
01-10	Book, common	1 ST	stories or common info
11-15	Book, obscure	2 ST	old stories or specific subject matter
16	Book, ancient	3 ST	ancient stories or subject matter
17-27	Tome, common	2 ST	skill based (history, etc.)
28-32	Tome, obscure	3 ST	skill based (alchemy, etc.)
33	Tome, ancient	4 ST	skill based (arcana, etc.)
34	Tome, formulae	1 GC	1d6 spell formulae
35-40	Sanctus Libra	5 ST	fine quality holy book
41	Necris Libra	8 ST	fine quality obscure holy book
42	Dracus Libra	1 GC	rare holy book
43-44	Etched glass tablet	8 ST	letter or communication
45	Etched glass tablet, formulae	2 GC	1 spell formulae
46-47	Stained glass tablet	1 GC	religious psalms or the like
48	Glass tablet, formulae	3 GC	1 spell formulae
49-50	Engraved metal tablet	6 ST	plans or communication
51-52	Metal tablet, formulae	1 GC	1 spell formulae
53-57	Clay tablet	8 CP	letter or communication
58	Clay tablet, formulae	1 GC	1 spell formulae
59-63	Stone tablet	1 ST	letter or communication
64	Stone tablet, formulae	1 GC	1 spell formulae
65-75	Scroll map, common	1 ST	recent map
76-80	Scroll map, obscure	2 ST	regional map
81	Scroll map, ancient	5 ST	ancient map
82-92	Treasure map, common	5 CP	poorly detailed treasure map
93-95	Treasure map, obscure	1 ST	detailed treasure map
96	Treasure map, ancient	1 GC	ancient detailed treasure map
97-98	Exotic hide map, common	1 ST	poorly detailed treasure map
99	Exotic hide map, obscure	2 ST	detailed treasure map
100	Exotic hide map, ancient	2 GC	ancient detailed treasure map

Scrolls

These are either spell scrolls or formulae scrolls. Scrolls cannot hold more than a rank 3 spell.

<u>Roll</u>	<u>Result</u>	<u>Value</u>	<u>Notes</u>
01-05	Air scroll, rank 1	5 ST	choose one rank 1 air spell
06-10	Fire scroll, rank 1	5 ST	choose one rank 1 fire spell
11-15	Earth scroll, rank 1	5 ST	choose one rank 1 earth spell
16-20	Water scroll, rank 1	5 ST	choose one rank 1 water spell
21-25	Spirit scroll, rank 1	5 ST	choose one rank 1 spirit spell
26-30	Air scroll, rank 2	1 GC	choose one rank 2 air spell
31-35	Fire scroll, rank 2	1 GC	choose one rank 2 fire spell
36-40	Earth scroll, rank 2	1 GC	choose one rank 2 earth spell
41-45	Water scroll, rank 2	1 GC	choose one rank 2 water spell
46-50	Spirit scroll, rank 2	1 GC	choose one rank 2 spirit spell
51-55	Air scroll, rank 3	3 GC	choose one rank 3 air spell
56-60	Fire scroll, rank 3	3 GC	choose one rank 3 fire spell
61-65	Earth scroll, rank 3	3 GC	choose one rank 3 earth spell
66-70	Water scroll, rank 3	3 GC	choose one rank 3 water spell
71-75	Spirit scroll, rank 3	3 GC	choose one rank 3 spirit spell
76-80	Air formulae	1 GC	choose one rank 1 air formulae
81-85	Fire formulae	1 GC	choose one rank 1 fire formulae
86-90	Earth formulae	1 GC	choose one rank 1 earth formulae
91-95	Water formulae	1 GC	choose one rank 1 water formulae
96-100	Spirit formulae	1 GC	choose one rank 1 spirit formulae



Concoctions

These are alchemical concoctions. Potions have 1d6/2 doses and last for 1d6 rounds.

<u>Roll</u>	<u>Result</u>	<u>Value</u>	<u>Notes</u>
01-03	Acid, glass vial	5 ST	1d6/2 doses, 2d10 dmg
04-06	Alchemists Fire	3 ST	1d10 in 10' radius
07-09	Glow Vial	1 ST	once activated 1d6 hours
10-12	Goblin Nerve Tonic	6 ST	+1 agility, +2 base move
13-15	Smoke Shell	1 ST	smoke in 10' radius
16-18	Flash Shell	1 ST	flash, blinded for 1 round
19-21	Jamming Glue	5 ST	1 target, stuck together, STR 10
22-25	Anti-Toxin	1 GC	cures sickness & disease
26-30	Antidote	1 GC	cures poison
31-33	Druid's Fertilizer	8 ST	plants get 1 yr growth in 1 hour
34-36	Luminous Dust	3 ST	illuminates for 1d6 hours
37-39	Lamouran Blood	8 ST	breathe water, swim at base move
40-42	Changeling Blood	1 GC	change appearance (humanoid)
43-45	Daemon Blood	3 GC	immunity to normal weapons/damage
46-48	Potion of Alacrity	2 GC	+2 to Agility
49-51	Potion of Might	3 GC	+2 to STR and END
52-56	Potion of Healing, lesser	5 ST	heals 1d10 dmg, permanent
57-60	Potion of Healing, greater	1 GC	heals 3d10 dmg, permanent
61-63	Potion of Resistance, fire	6 ST	immunity to fire/heat
64-66	Potion of Resistance, cold	6 ST	immunity to cold
67-69	Potion of Invisibility	8 ST	turn invisible
70-72	Potion of Invulnerability	2 GC	grants AR 10
73-75	Potion of Dark Vision	6 ST	grants dark vision
76-78	Potion of Magic Resistance	1 GC	grants +5 magic resistance, DR 5
79-81	Potion of Speed	7 ST	grants x2 base move
82-84	Potion of Wisdom	1 GC	grants +2 to WIL
85-89	Potion of Charisma	8 ST	grants +2 PRE and CHA
90-94	Love Potion	1 GC	love first person you see, 1d6 days
95-99	Sleep Potion	1 GC	sleep (cannot wake), 1d6 days
100	Draught of the Undead	1 GL	draught to turn into undead

Melee Weapons

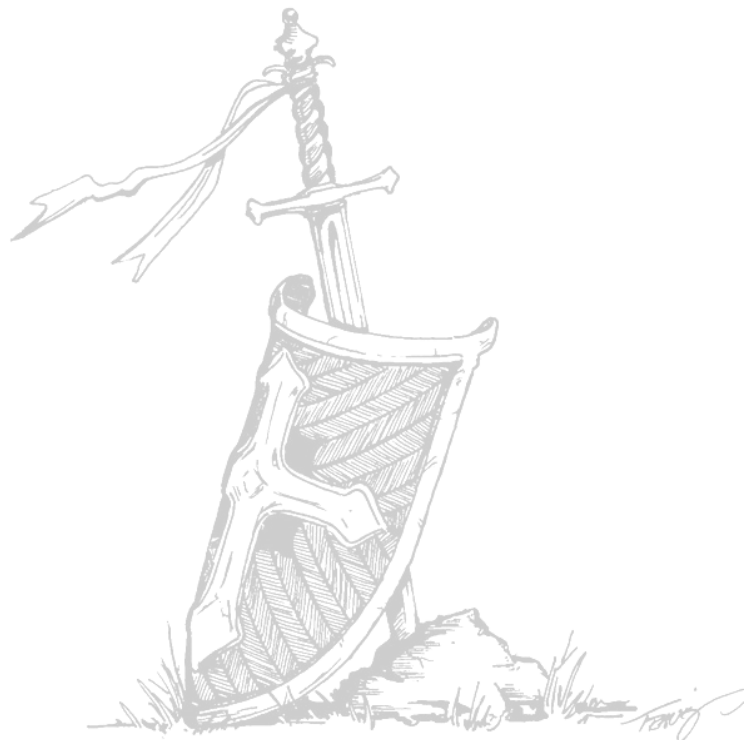
These are high quality and magical melee weapons. Each magical weapon should be given a name and/or background story.

BASE MELEE WEAPON TABLE

<u>Roll</u>	<u>Result</u>	<u>Value</u>	<u>Notes</u>
01-69	Fine quality weapon	5 ST	35% adornment + 1d6 ST value
70-89	Masterwork quality weapon	5 GC	45% adornment + 1d6 GC value
90-95	+1 weapon	5 GL	55% adornment + 1d6 GL value
96	+1 weapon with ability	unique	5% chance of 2 abilities
97	+2 weapon	unique	65% adornment 1d10 GL value
98	+2 weapon with ability	unique	10% chance of 2 abilities
99	+3 weapon	unique	75% adornment 1d10 GL value
100	+3 weapon with ability	unique	15% chance of 2 abilities

MELEE WEAPON TYPE TABLE

<u>Roll</u>	<u>Result</u>
01-05	Knife
06-10	Dagger
11-15	Short Sword
16-20	Long Sword
21-25	Broad Sword
26-30	Great Sword
31-35	Hand Axe
36-40	Battle Axe
41-45	War Axe
46-50	Pole Arm
51-55	Short Spear
56-60	Long Spear
61-65	Mace
66-70	Flail
71-75	Morning Star
76-80	War Hammer
81-85	Maul
86-90	Club
91-96	Quarterstaff
97-100	Gauntlet



MELEE WEAPON ABILITY TABLE

Roll	Result	Notes
01-05	light weapon	weapon weights ½ normal weight
06-10	silvered weapon	weapon has a silver blade
11-15	transforming weapon	changes into any melee weapon type
16-20	invisible weapon	weapon cannot be seen
21-25	ghost touch weapon	can hit insubstantial
26-30	summoned weapon	can be summoned or dismissed to holding dimension
31-35	mithril weapon	true silver and never needs to be sharpened
36-40	firebrand weapon	deals +1 die of fire damage
41-45	frostbrand weapon	deals +1 die of frost damage
46-50	shockbrand weapon	deals +1 die of lightning damage
51-55	thundering weapon	deals +1 die of sonic damage
56-60	throwing weapon	can be thrown without penalty and returns same round
61-65	weakness weapon	divide AR of defender in half, round up
66-70	sun weapon	light 10', + 1 die damage to undead
71-75	shadow weapon	shadows 10', +3 to stealth
76-81	assassin weapon	silence 10', +3 to stealth
82	slaying weapon	+2 die vs. specific creature type
83	holy weapon	+1 die vs. evil creatures
84	spell weapon	can store up to 5 PP worth of spells
85	void weapon	10' magic resistance of +5/DR 5
86	power weapon	has 10 PP reserve and doubles PP recovery
87	dancing weapon	weapon gains own attack
88	parrying weapon	grants +2 to parry
89	defending weapon	grants +2 to natural AR
90	dispelling weapon	weapon grants counter roll against spells
91	lifestealing weapon	drains 1d6 temp END on hit
92	luck weapon	reroll any roll once a day, own or others
93	focused weapon	weapon grants +1 rank boost to spells cast with it
94	poisoned weapon	deals 1 damage for 1d10 rounds
95	wounding weapon	deals 2 damage for 1d6 rounds
96	unbreakable weapon	weapon cannot be damaged in any way
97	adamantine weapon	unbreakable and add +1 to weapon
98	keen weapon	ignores AR
99	speed weapon	gain extra attack per round
100	vorspal sword	critical hit on 18-20 and all go to head chart

Ranged Weapons

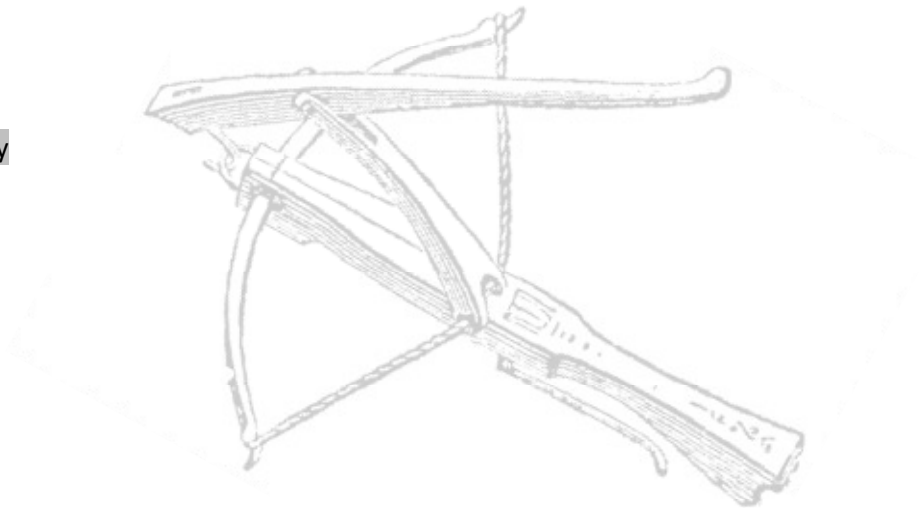
These are high quality and magical ranged weapons. Each magical ranged item should be given a name and/or background story.

BASE RANGED WEAPON TABLE

<u>Roll</u>	<u>Result</u>	<u>Value</u>	<u>Notes</u>
01-69	Fine quality weapon	5 ST	15% adornment + 1d6 ST value
70-89	Masterwork quality weapon	5 GC	25% adornment + 1d6 GC value
90-95	+1 weapon	5 GL	35% adornment + 1d6 GL value
96	+1 weapon with ability	unique	5% chance of 2 abilities
97	+2 weapon	unique	45% adornment 1d10 GL value
98	+2 weapon with ability	unique	10% chance of 2 abilities
99	+3 weapon	unique	55% adornment 1d10 GL value
100	+3 weapon with ability	unique	15% chance of 2 abilities

RANGED WEAPON TYPE TABLE

<u>Roll</u>	<u>Result</u>
01-24	Sling
25-34	Javelin
35-39	Short Spear
40-44	Long Spear
45-54	Short Bow
55-64	Long Bow
65-68	Composite Bow
69	Crossbow, hand
70-79	Crossbow, light
80-89	Crossbow, heavy
90-94	Dagger
95-98	Hand Axe
99	Shuriken
100	Arquebus



RANGED WEAPON ABILITY TABLE

Roll	Result	Notes
01-04	light weapon	weapon weights ½ normal weight
05-09	invisible weapon	ammo/weapon cannot be seen
10-13	ghost touch weapon	ammo/weapon can hit insubstantial
14-17	summoned weapon	can be summoned or dismissed to holding dimension
18-21	distance weapon	ignore first two range penalties
22-25	knockback weapon	ammo/weapon has knockback STR 12
26-29	firebrand weapon	ammo/weapon deals +1 die of fire damage
30-33	frostbrand weapon	ammo/weapon deals +1 die of frost damage
34-37	shockbrand weapon	ammo/weapon deals +1 die of lightning damage
38-41	thunder weapon	ammo/weapon deals +1 die of sonic damage
42-45	gas weapon	ammo/weapon releases gas 10' radius 1d6 temp END
46-49	sleep weapon	can substitute dmg for target sleeping 1d6 rounds
50-53	throwing weapon	weapon returns the same round thrown or roll again
54-57	close combat weapon	weapon ignores -3 penalty to use in melee
58-61	refilling weapon	weapon makes its own ammo or roll again
62-65	binding weapon	ammo/weapon releases binding on target STR 10
66-69	weakness weapon	divide AR of defender in half, round up
70-73	holy weapon	ammo/weapon +1 die vs. evil creatures
74-77	slaying weapon	ammo/weapon +2 die vs. specific creature type
78-81	shard weapon	ammo/weapon can deal normal damage in 10' radius
82-85	dancing weapon	weapon gains own attack
86-89	poisoned weapon	ammo/weapon deals 1 damage for 1d10 rounds
90-93	wounding weapon	ammo/weapon deals 2 damage for 1d6 rounds
94	unbreakable weapon	weapon cannot be damaged in any way
95	lifestealing weapon	ammo/weapon drains 1d6 temp END on hit
96	teleporting weapon	can substitute dmg for target moving 1d6 squares
97	phasing weapon	ammo/weapon ignores obstacles other than target
98	piercing weapon	ammo/weapon ignores AR
99	rapid fire weapon	grant extra attack per round
100	seeking weapon	critical hit on 18-20

Shields

These are high quality and magical shields.

<u>Roll</u>	<u>Result</u>	<u>Value/Notes</u>
01-05	Fine quality wooden buckler/small shield	1 ST
06-10	Fine quality metal buckler/small shield	1.6 ST
11-15	Fine quality wooden medium shield	2 ST
16-20	Fine quality metal medium shield	6 ST
21-25	Fine quality wooden large shield	4 ST
26-30	Fine quality metal large shield	1 GC
31-35	Fine quality wooden tower shield	6 ST
36-40	Fine quality metal tower shield	1.4 GC
41-44	Masterwork wooden buckler/small shield	5 ST
45-48	Masterwork metal buckler/small shield	8 ST
49-52	Masterwork wooden medium shield	1 GC
53-56	Masterwork metal medium shield	3 GC
57-60	Masterwork wooden large shield	2 GC
61-64	Masterwork metal large shield	5 GC
65-68	Masterwork wooden tower shield	3 GC
69-73	Masterwork metal tower shield	7 GC
74-75	+1 wooden buckler/small shield	unique
76-77	+1 metal buckler/small shield	unique
78-79	+1 wooden medium shield	unique
80-81	+1 metal medium shield	unique
82-83	+1 wooden large shield	unique
84-85	+1 metal large shield	unique
86-87	+1 wooden tower shield	unique
88-89	+1 metal tower shield	unique
90	+2 shield of any type	unique
91	+3 shield of any type	unique
92	Barrier shield	creates barrier around user TH 10 ST 20
93	Spike shield	1d6 spike attack in 10' radius from user
94	Lion shield	melee attack bite of 1d8
95	Sun shield	blinding light in 30' radius, -2 visibility
96	Darkwood shield	light as wood, strong as metal
97	Mithril shield	true silver, ½ weight, reflective surface
98	Adamantium shield	add +1 to shield and unbreakable
99	Shield of absorption	absorbs up to 20 PP worth of attacks
100	Shield of reflection	reflects up to 20 PP worth of attacks

Armor

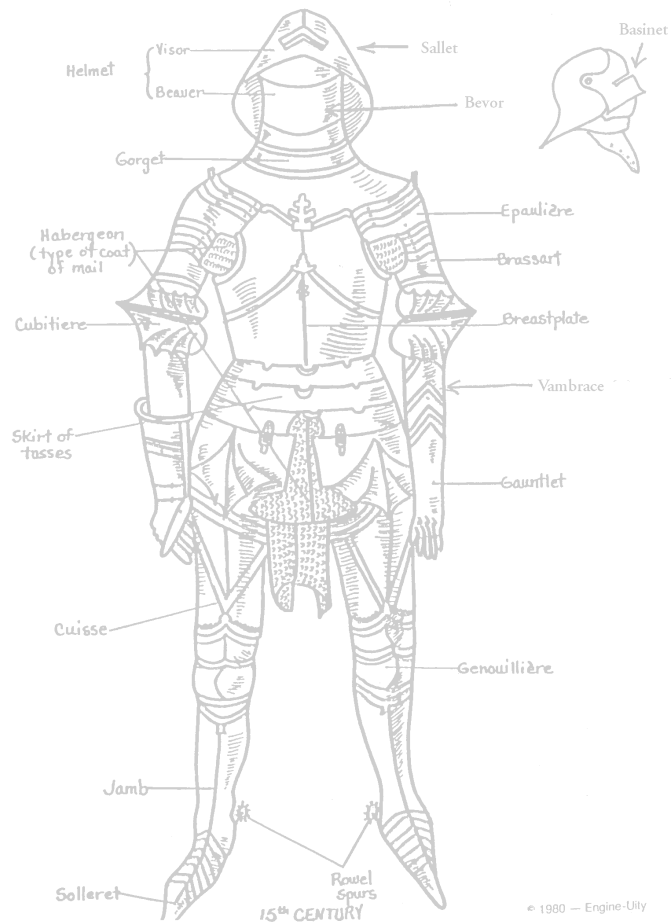
These are high quality and magical suits of armor.

BASE ARMOR TABLE

<u>Roll</u>	<u>Result</u>	<u>Value</u>	<u>Notes</u>
01-69	Fine quality	5 ST	10% adornment + 1d6 ST value
70-89	Masterwork	5 GC	20% adornment + 1d6 GC value
90-95	+1 standard	5 GL	30% adornment + 1d6 GL value
96	+1 with ability	unique	5% chance of 2 abilities
97	+2 standard	unique	40% adornment 1d10 GL value
98	+2 with ability	unique	10% chance of 2 abilities
99	+3 standard	unique	50% adornment 1d10 GL value
100	+3 with ability	unique	15% chance of 2 abilities

ARMOR TYPE TABLE

<u>Roll</u>	<u>Result</u>
01-10	Cloth
11-20	Soft Leather
21-30	Hide
31-40	Hard Leather
41-50	Studded Leather
51-60	Piecemeal
61-70	Chain
71-80	Brigandine
81-90	Lamellar
91-98	Scale
99	Plate
100	Full Plate



ARMOR ABILITY TABLE

Roll	Result	Notes
01-05	lightweight	armor weighs ½ normal weight
06-10	invisible	armor cannot be seen
11-15	transforming	armor changes into normal clothes on command
16-20	speed	adds +2 to base move
21-25	stealth	adds +3 to stealth skill (hide and move silently)
26-30	chameleon	grants +5 to hide when activated
31-35	dodging	adds +2 to the dodge skill
36-40	avoidance	allows dodge on area of effect, ½ dmg on failure
41-45	fire resistance	armor grants DR 5 fire
46-50	cold resistance	armor grants DR 5 cold
51-55	shock resistance	armor grants DR 5 electricity
56-60	fire immunity	immune to fire
60-65	cold immunity	immune to cold
66-70	shock immunity	immune to electricity
71-75	structured	armor grants x2 structure rating
76-80	threshold	armor grants x2 threshold rating
81-85	water adaptation	grants breathe water and swim at normal move
86-88	woodland	grants pass without trace and light step (terrain only)
89	dragonhide	non-metal only, DR 5 fire and +1 AR rating
90	mithril	metal only, ¼ weight
91	flight	armor allows flight at 5x normal move
92	ethereal	armor allows movement through astral space
93	ghost form	allows transformation into incorporeal form
94	power	grants 10 pp reserve and x2 pp recovery
95	magic resistance	armor grants +5 and DR 5 magic resistance
96	teleportation	armor allows teleportation up to 50'
97	cut resistant	take ½ damage from bladed weapons
98	impact resistant	take ½ damage from blunt weapons
99	unbreakable	armor takes no damage
100	adamantine	metal only, +1 to AR rating and is unbreakable

Unusual Items

These are rare and magical unusual items.

<u>Roll</u>	<u>Result</u>	<u>Notes</u>
01-05	Numerian Cold Box	4' x 4' box keeps items cold
06-10	Stone of Knowledge (language)	grants language skill at rank 1d6
11-15	Stone of Knowledge (skill)	grants general skill at rank 1d6
16-20	Never Ending Scroll	scroll unfolds forever
21-25	Miraculous Tool Belt	always has the appropriate tool for any job
26-30	Arquebus	early rifle, see equipment
31-35	Flintlock Pistol	single shot, 1d10, 100 range
36-40	Double Barreled Flintlock Pistol	double shot, 1d10, 100 range
41-45	Net Launcher	launches net 20', STR 9
46-50	Numerian Cannon	large cannon, 3d10 dmg, 10' radius, 300' range
51-55	Chime of Opening	chime opens locks
56-60	Tokens (1d10)	small wooden tokens turn into useful objects
61-65	Deed to a Horseless Carriage	deed to a Numerian horseless carriage
66-70	Folding Boat	small boat folds down to pocket size
71-75	Tome of Recording	tome records what the user sees and says
76-80	Hand of the Titan	replaces missing hand, +1 to all physical stats
81-85	Bowl of Elemental Summoning	bowl summons elementals, PP equal to rank
86-88	Miraculous Tent	huge on inside, keeps warm, has food, lavish
89	Golem Manual	manual on how to create golems
90	Horn of Valhalla	summons a valkyrie, cost is 10 PP
91	Rod of Lordly Might	grants +4 to PRE & CHA
92	Crystal Ball	can see far off people, places and things
93	Spectacles of True Sight	sees through disguises, invisibility, etc.
94	Portal Rings (1d6 +1)	can transport between rings instantly
95	Deck of Fate	see deck of many things (online)
96	Alchemist Stone	needed to create elixir of immortality
97	Hourglass of Time	can stop time for 1d6 rounds, 10 PP cost
98	Djinn Bottle	summons Djinn, 1 wish
99	Astrolabe of Mindor	fixed to a ship can teleport it anywhere on map
100	Deed to a Numerian Airship	deed to an airship, hot air balloon ship

Artifacts

These are some sample artifacts from the world of Arcacia. Each item is unique.

<u>Roll</u>	<u>Result</u>	<u>Notes</u>
01-10	Ring of Lamoura	grants wearer water breathing, swim at base move, DR5 cold resistance, underwater vision and ability to talk with aquatic creatures, user's skin gains a blue tint
11-20	Kern's Lute	always tuned, grants +3 to perform skill when using it, playing it can activate the following spells at rank 3: chaos, charm, emotion and enthrall, user gains the narcissist flaw
21-30	Sylvan Cloak	grants +3 to stealth, night vision, pass without trace, and DR 5 against cold and heat, user gains slightly pointed ears
31-35	Robes of Xanamier	provide AR 6, increase power point recovery x3, grant DR 5 against cold and heat and grants +3 to arcana skill, user's hair turns white
36-40	Mask of Elogos	user can change his appearance at will, grants +3 to thievery and stealth and darkvision, user becomes sensitive to light (-1 to all actions)
41-45	Belt of Thurm	grants +3 to STR and END, user grows +1 size category and gains +2 to natural AR, user also gains the blood rage flaw
46	Bracers of Dexterity	grants +3 to AGI, +3 to INI and +2 to base move, user gains the daredevil flaw
47-55	Shield of Agavion	+5 shield, provides user with +5/DR 5 to resist magic, user gains the honest flaw
56-60	Sun Bow	+5 longbow, fires arrows of energy (2d10) and bow can be called to the users hand on command, user gains the merciful flaw

61-65	Circlet of Andromeda	grants +4 PRE and CHA, +3 to diplomacy, intimidate and insight and intelligent creatures attacking wearer of the circlet must make a WIL check every round against a TN of 16 or they cannot do harm to the user, user must be female or no powers are conveyed
66-70	Shadowstrike	+5 shortsword, user gains +3 to stealth, dark vision and gains backstabbing edge, user also gains curious flaw
71-75	Yendra's Stave	+5 quarterstaff, has a 10 PP reserve, grants +3 to arcana skill when used as a focus and boosts any spell cast through it one rank, user gains the strong aura flaw
76	Mantle of Faith	grants +2 to natural AR, grants +2 WIL, grants +2 to channeling, grants protection from evil in 10' radius (-2) and provides a bonus of +2 to CHA and PRE, user must have true belief
77-80	Lightbringer	+5 morningstar, +1 die damage against evil, can shed light in 30' radius and can be thrown and returns in the same round, user gains the zealot flaw
81-85	Reaper	+5 adamantite great sword, grants cleave ability to user (if attack kills foe can attack adjacent target), and grants the user +1 to STR and END, user gains the overconfident flaw
86-90	Ring of Targan	grants regeneration (1hp/round), +2 to natural AR and user does not die until 2x END past 0, user's skin will become leathery and have a brown tint
91-95	Shroud Armor	+6 leather armor, grants +3 to dodge, grants +1 to AGI, and +3 to stealth, user gains paranoid flaw
96-98	Armor of Valor	+6 plate armor, ½ weight, grants +5/DR 5 magic resistance, user gains the my word is my bond flaw
99-100	Deathdealer	+6 longsword, drains 1d6 END on a hit, target gains END check against attack roll, sword must be fed at least 1 END point a day or will take from user

Cursed Items

Every magic item has a 20% chance to hold a curse along with the benefits of the item. Roll on the following table if a magic item contains a curse.

<u>Roll</u>	<u>Curse</u>	<u>Roll</u>	<u>Curse</u>
01	Albino (10)	51	Honest (10)
02-03	Allergy (5)	52	Isolationist (10)
04	Contagious (10)	53-54	Lost Love (5)
05-06	Heavy Sleeper (5)	55-56	Merciful (5)
07	Hemophilia (10)	57-58	Mood Swings (5)
08-09	Insomniac (5)	59	Multiple Personalities (10)
10-11	Lazy (5)	60-61	My Word is my Bond (5)
12-13	Limited Sense (5)	62-63	Naive (5)
14-15	Overweight (5)	64-65	Narcissist (5)
16	Sickness/Disease, major (10)	66-67	Overconfident (5)
17-18	Sickness/Disease, minor (5)	68-69	Paranoid (5)
19-20	Susceptible to Cold (5)	70-71	Perfectionist (5)
21-22	Susceptible to Heat (5)	72	Phobia (10)
23-24	Unusual Appearance (5)	73	Power Hungry (10)
25-26	Very Short (5)	74-75	Pride (5)
27-28	Very Tall (5)	76-77	Spoiled (5)
29-30	Very Thin (5)	78	Magic Affliction (10)
31	Weakness (10)	79	Magic Susceptibility (10)
32	Addiction (10)	80-81	Makes Animals Uneasy (5)
33	Amnesia (10)	82-83	Power Focus (5)
34	Bad Temper (10)	84-85	Strong Aura (5)
35	Blood Rage (10)	86-87	Weirdness Magnet (5)
36-37	Bully (5)	88	Wild Magic (10)
38-39	Center of Attention (5)	89	Branded (10)
40-41	Compulsive Thief (5)	90-91	Idealist (5)
42-43	Conceited (5)	92-93	Infamous (5)
44	Coward (15)	94-95	Lecherous (5)
45-46	Curious (5)	96-97	Racist (5)
47-48	Daredevil (5)	98-99	Shy (5)
49-50	Habitual Liar (5)	100	Zealot (10)