# Chapter 8: Treasure and magical Items

At the end of the day, adventurers will defeat the evil guys and receive much deserved experience. But, as important as experience is, gold and treasure is necessary to improve character equipment.

## Treasure (a.k.a. loot)

At the end of a successful battle, the members of the party gain the right to claim any equipment or money the opponents may carry. This is regarded as treasure.

Humanoid characters or intelligent monsters usually carry some form of treasure in their bodies. Some may be in form of cash in his pockets, pouch or wallet and some may be in form of items, jewellery or weapons.

The common monster, animal or non-intelligent creature will hardly carry any form of treasure on itself. It might be possible to find some items in the stomach of a monster (from his previous meals) but the task of extracting it would be gruesome (to say the least) and only really durable items (metals over gold quality), would survive in those conditions for long.

There is a higher possibility to find more treasure in the monster lair. If the GM allows it and the party has some tracking ability, they may be able to backtrack the monster and find its lair. The lair may be empty or guarded by more creatures of the same species.

Each monster description includes how much money the characters are expected to find in the body of one member of the species and how much is expected to be found in his home or lair.

In general, the GM will decide beforehand the specific amount and type of treasure the players will find if they search a body. However if you would like some randomness, you may use table 8-1 to determine an encounter treasure:

Table 8-1: Treasure - Money

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Money | | Items | |  |
| Level | Carry Silver | Lair Gold | Carry | Lair | Qlty |
| 1 | 1 | 1 | 1 | 3 | 4 |
| 2 | 8 | 8 | 2 | 6 | 8 |
| 3 | 27 | 27 | 3 | 9 | 12 |
| 4 | 64 | 64 | 4 | 12 | 16 |
| 5 | 125 | 125 | 5 | 15 | 20 |
| 6 | 216 | 216 | 6 | 18 | 24 |
| 7 | 343 | 343 | 7 | 21 | 28 |
| 8 | 512 | 512 | 8 | 24 | 32 |
| 9 | 729 | 729 | 9 | 27 | 36 |
| 10 | 1000 | 1000 | 10 | 30 | 40 |
| 11 | 1331 | 1331 | 11 | 33 | 44 |
| 12 | 1728 | 1728 | 12 | 36 | 48 |
| 13 | 2197 | 2197 | 13 | 39 | 52 |
| 14 | 2744 | 2744 | 14 | 42 | 56 |
| 15 | 3375 | 3375 | 15 | 45 | 60 |
| 16 | 4096 | 4096 | 16 | 48 | 64 |
| 17 | 4913 | 4913 | 17 | 51 | 68 |
| 18 | 5832 | 5832 | 18 | 54 | 72 |
| 19 | 6859 | 6859 | 19 | 57 | 76 |
| 20 | 8000 | 8000 | 20 | 60 | 80 |
| 25 | 15625 | 15625 | 25 | 75 | 80 |
| 30 | 27000 | 27000 | 30 | 90 | 80 |
| n | nxn | nxn | n | 3n | lvl\*4 |

**Level:** is the level of a character. You should compute the treasure for each individual character in the encounter.

An encounter usually has multiple small characters of the same level (aka. minions) leaded by one big boss and occasionally a second in command. In such cases just pick the level of the minion and multiply that treasure level by the number of minions. The add the treasure for the boss and second in command.

**Money/Carry:** This is the amount of money a character of that level is usually carrying in any coin combination that adds up to this amount of silver pieces.

**Money/Lair:** This is the amount of money that might be found on the character lair in any coin combination adding up to this amount of gold.

**Items/Carry:** This is the number of items a character of that level is usually carrying in any quality levels.

**Items/Lair:** This is the number of items that might be found on the character lair.

**Qlty:** The quality factor for random quality generation. The maximum value is 80 regardless of the level.

### Item type

To determine the item type, roll a d6 and use this table

|  |  |  |  |
| --- | --- | --- | --- |
| SubType | Trait | D100 | |
| Armor | Leather | 01 | 02 |
|  | Chain | 03 | 04 |
|  | Cloth | 05 | 06 |
|  | Plate |  |  |
|  | Scale |  |  |
|  | Helm |  | 20 |
| Jewellery | Ring | 21 |  |
|  | Necklace |  |  |
|  | Lens |  |  |
|  | Brooch |  |  |
|  | Amulet |  | 30 |
| Clothing | Habit | 31 |  |
|  | Shirt |  |  |
|  | Robe |  |  |
|  | Pants |  |  |
|  | Belt |  |  |
|  | Boots |  |  |
|  | Gloves |  |  |
|  | Cloak/Cape |  | 40 |
| Weapon | Axe | 41 |  |
|  | Blade |  |  |
|  | Hammer |  |  |
|  | Pick |  |  |
|  | Polearms |  |  |
|  | Spears |  |  |
|  | Bow |  |  |
|  | Crossbow |  |  |
|  | Shield |  | 70 |
| Item | Scroll | 71 |  |
|  | Potion |  |  |
|  | Dust |  | 80 |
| Equipment | Varies | 81 | 85 |
| Tools | Varies | 86 | 90 |
| Artifact | Varies | 91 | 95 |

### Quality treasure

Once the items have been defined, there is a chance an item is of a higher quality than normal. You can define it in two ways.

#### Simple

Any character will have a number of quality items equal to half his level rounded down. Each item has an increasing quality starting from a +1 Modifier.

For example, a level 7 character will have 7 items in his body. However, there will be (7/2=) 3 quality items. The items will have a +1, +2 and +3 quality.

#### Random (Simple)

This method takes longer but is more exciting for the players as they get to test their luck and maybe get more powerful items. This method can get items with higher quality than the simple method described above.

Table 8-3 defines the probability of an item quality (columns) based on the encounter level (rows).

First, find the encounter level in the appropriate row in the table 8-3. Then for each item roll a d100 and check the result. If the result is equal or lower than the specified value then the item has the quality level in the column head.

Regardless of any value in the table, if the roll result is a 98 or 99 then the item gets an extra +1 Modifier and you get to continue rolling for the same item. If the result is a 100 the item gets an extra +2 and you may continue rolling for the same item. If you get 98, 99 or 100 again and again then keep adding the bonuses.

For example, after defeating a level 5 character the party gets to roll 5 items. The first item is a shield.

A player rolls a d100 and gets a 100, then the items gets a +2 and the character is allowed to continue rolling for the shield. His second roll is a 20 which provides a +0 Modifier so the final quality Modifier for the shield is +2.

#### Random(Complex)

The random method described above is a simplification of the following method. To get the item quality, roll a d100. If the result is less or equal than the Qlty factor for the target level then the item gains a +1 quality and you may keep rolling. With each additional success an additional +1 is added to the quality. If the roll is higher than the Qlty factor then the procedure ends.

This generation procedure is performed for each item.

For example, a character level 5 is defeated. Then the party gains 5 items and for each one a random generation is executed. A Qlty factor of 20 is used.

The first item is a hammer. So the player rolls a d100 and get a 15, as it is less than 20 the hammer gets a +1 Modifier and the player roll again. He gets a 20, its still in the limit so the hammer now has a +2 quality and the player rolls again. On his third roll he gets a 53 so the process ends and the hammer final quality is +2.

The table used for the simple random method is a probability accumulation table which provides similar results.

### Using the quality Modifier

If you got a quality item, then you can use those bonuses for (a) increase the item material or (b) add quality modifiers or (c) buy magical abilities.

Half the quality bonuses (rounded up) must be assigned to the material. So for example, a sword with a +10 quality Modifier gets +5 to material (so it is at least a Palladium sword) and the other +5 can be used for any changes you might prefer.

The sword might be increased to a +10 material which makes it into an iridium sword. Or it might be set to a magical ability with a +5 quality (for example, make it a Palladium sword of Giant Strength).

Items like potions, scrolls or dusts still have to spend the material portion of the quality bonuses even if they can’t be applied to anything specific.

## Magical abilities

The magical abilities described in this section can be applied to items. De description includes the type of object the ability can be applied to.

### Weapon

The magical abilities described in this section can be applied to weapons. Unless otherwise specified, the abilities are fired when a blow lands.

### Armor

The magical abilities described in this section can be applied to armor. Unless otherwise specified the abilities constantly affect the character while the armor is worn.

#### Armor of Strength (1-5)

This item grant the wearer with increased strength.

|  |  |  |
| --- | --- | --- |
| Quality | Name | Modifier |
| 1 | Strength | +1 Fire |
| 2 | Ox Strength | +3 Fire |
| 3 | Bear Strength | +5 Fire |
| 4 | Ogre Strength | +7 Fire |
| 5 | Giant Strength | +9 Fire |

#### Armor of Precision (1-5)

This item grant the wearer with increased Precision.

|  |  |  |
| --- | --- | --- |
| Quality | Name | Modifier |
| 1 | Precision | +1 Air |
| 2 | Precision | +2 Air |
| 3 | Precision | +3 Air |
| 4 | Precision | +4 Air |
| 5 | Precision | +5 Air |

### Clothing

The magical abilities described in this section can be applied to clothing. Unless otherwise specified the abilities are always active and will benefit the character while the clothing is worn.

#### Cape of Flying (1-5)

This bright red cape grants the character with the power of flight.

|  |  |  |
| --- | --- | --- |
| Quality | Name | Level |
| 1 | Fly | 3 |
| 2 | Fly | 5 |
| 3 | Fly | +3 Air |
| 4 | Fly | +4 Air |
| 5 | Fly | +5 Air |

#### Cloak of Shadow (2)

This black cloak is created from a wisp of the demiplane of shadows. The cloak moves and waves as if affected by a light breeze even if there is no wind at all.

This cloak magic only works at night granting an automatic 25 result in his Stealth skill even when the character is not trying to hide. If the character is trying to hide he receives a +15 Modifier in his hide check, with any result under 25 automatically considered 25.

Normal daylight won’t damage the cloak, but it can be destroyed by concentrating daylight on the fabric by using some lens contraption.

user a +15 Modifier in his skill checks. This Modifier works even if the character is not trying to hide.

Table 8-3 : Random quality generation

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | Quality | | | | | | | | | | | | | | | | | | | | |
| Lvl | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 1 | 95 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 2 | 91 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 3 | 88 | 98 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 4 | 83 | 97 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 5 | 79 | 95 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 6 | 76 | 94 | 98 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 7 | 71 | 92 | 97 | 99 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 8 | 67 | 89 | 96 | 98 | 99 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 9 | 63 | 87 | 95 | 98 | 99 | 99 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 10 | 59 | 83 | 93 | 97 | 98 | 99 | 99 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 11 | 55 | 80 | 91 | 96 | 98 | 99 | 99 | 99 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 12 | 51 | 76 | 88 | 94 | 97 | 98 | 99 | 99 | 99 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 13 | 47 | 72 | 85 | 92 | 96 | 98 | 98 | 99 | 99 | 99 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 14 | 43 | 68 | 82 | 90 | 94 | 96 | 98 | 99 | 99 | 99 | 99 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 |
| 15 | 39 | 63 | 78 | 87 | 92 | 95 | 97 | 98 | 98 | 99 | 99 | 99 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 |
| 16 | 36 | 59 | 73 | 83 | 89 | 93 | 95 | 97 | 98 | 98 | 99 | 99 | 99 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 |
| 17 | 31 | 53 | 68 | 78 | 85 | 90 | 93 | 95 | 96 | 97 | 98 | 99 | 99 | 99 | 99 | 99 | 99 | 99 | 100 | 100 | 100 |
| 18 | 27 | 48 | 62 | 73 | 80 | 86 | 89 | 92 | 94 | 96 | 97 | 98 | 98 | 98 | 99 | 99 | 99 | 99 | 99 | 100 | 100 |
| 19 | 23 | 42 | 56 | 66 | 74 | 80 | 85 | 88 | 91 | 93 | 95 | 96 | 97 | 98 | 98 | 98 | 99 | 99 | 99 | 99 | 100 |
| 20 | 19 | 35 | 48 | 59 | 67 | 73 | 79 | 83 | 86 | 89 | 91 | 93 | 94 | 95 | 96 | 97 | 98 | 98 | 98 | 98 | 99 |

### Rings

#### Ring of sacrifice

This ring is powered by the wearer blood. The wearer gains +2 Fire, +2 Air but it requires to permanently lose 1 health each day (or portion of day) the ring is worn.