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# TREASURE

## MONSTERS WITH TREASURE

Every monster has a treasure rating (indicating how much treasure it has, although for some creatures the rating is “None”). The tables found below are used to determine the specifics. After referencing the level and kind of treasure (coins, goods, items) found in the creature’s description, roll on the appropriate row and columns of the proper table.

When generating an encounter dealing with monsters away from their lair, remember that a creature only takes what it can easily carry with it. In the case of a creature that cannot use treasure, that generally means nothing. The monster safeguards or hides its treasure as well as it can, but it leaves it behind when outside the lair.

Using the Treasure Table

Cross-reference the level of the treasure on the left with the type of treasure. The level of the treasure is equal to the CR of the monsters in the encounter. A standard treasure (one that includes coins, goods, and items) requires three rolls, one for each category.

**Table: Treasure Values per Encounter**

Encounter Level	Treasure per Encounter	Encounter Level	Treasure per Encounter
1	300 gp	11	7,500 gp
2	600 gp	12	9,800 gp
3	900 gp	13	13,000 gp
4	1,200 gp	14	17,000 gp
5	1,600 gp	15	22,000 gp
6	2,000 gp	16	28,000 gp
7	2,600 gp	17	36,000 gp
8	3,400 gp	18	47,000 gp
9	4,500 gp	19	61,000 gp
10	5,800 gp	20	80,000 gp

On average, the PCs should earn one treasure suitable to their level for each encounter they overcome.

**Table: Average Treasure Results**

Type	Average Result
Gem	275 gp
Art object	1,100 gp
Mundane item	350 gp
Minor magic item	1,000 gp
Medium magic item	10,000 gp
Major magic item	40,000 gp

**Table: Treasure**

Level	d%	— Coins —	d%	Goods	d%	Items
1st	01–14	—	01–90	—	01–71	—
	15–29	1d6 x 1,000 cp	91–95	1 gem	72–95	1 mundane
	30–52	1d8 x 100 sp	96–100	1 art	96–100	1 minor
	53–95	2d8 x 10 gp				
	96–100	1d4 x 10 pp				
2nd	01–13	—	01–81	—	01–49	—
	14–23	1d10 x 1,000 cp	82–95	1d3 gems	50–85	1 mundane
	24–43	2d10 x 100 sp	96–100	1d3 art	86–100	1 minor
	44–95	4d10 x 10 gp				
	96–100	2d8 x 10 pp				
3rd	01–11	—	01–77	—	01–49	—

	12–21	2d10 x 1,000 cp	78–95	1d3 gems	50–79	1d3 mundane
	22–41	4d8 x 100 sp	96–100	1d3 art	80–100	1 minor
	42–95	1d4 x 100 gp				
	96–100	1d10 x 10 pp				
4th	01–11	—	01–70	—	01–42	—
	12–21	3d10 x 1,000 cp	71–95	1d4 gems	43–62	1d4 mundane
	22–41	4d12 x 1,000 sp	96–100	1d3 art	63–100	1 minor
	42–95	1d6 x 100 gp				
	96–100	1d8 x 10 pp				
5th	01–10	—	01–60	—	01–57	—
	11–19	1d4 x 10,000 cp	61–95	1d4 gems	58–67	1d4 mundane
	20–38	1d6 x 1,000 sp	96–100	1d4 art	68–100	1d3 minor
	39–95	1d8 x 100 gp				
	96–100	1d10 x 10 pp				
6th	01–10	—	01–56	—	01–54	—
	11–18	1d6 x 10,000 cp	57–92	1d4 gems	55–59	1d4 mundane
	19–37	1d8 x 1,000 sp	93–100	1d4 art	60–99	1d3 minor
	38–95	1d10 x 100 gp	100	1 medium		
	96–100	1d12 x 10 pp				
7th	01–11	—	01–48	—	01–51	—
	12–18	1d10 x 10,000 cp	49–88	1d4 gems	52–97	1d3 minor
	19–35	1d12 x 1,000 sp	89–100	1d4 art	98–100	1 medium
	36–93	2d6 x 100 gp				
	94–100	3d4 x 10 pp				
8th	01–10	—	01–45	—	01–48	—
	11–15	1d12 x 10,000 cp	46–85	1d6 gems	49–96	1d4 minor
	16–29	2d6 x 1,000 sp	86–100	1d4 art	97–100	1 medium
	30–87	2d8 x 100 gp				
	88–100	3d6 x 10 pp				
9th	01–10	—	01–40	—	01–43	—
	11–15	2d6 x 10,000 cp	41–80	1d8 gems	44–91	1d4 minor
	16–29	2d8 x 1,000 sp	81–100	1d4 art	92–100	1 medium
	30–85	5d4 x 100 gp				
	86–100	2d12 x 10 pp				
10th	01–10	—	01–35	—	01–40	—
	11–24	2d10 x 1,000 sp	36–79	1d8 gems	41–88	1d4 minor
	25–79	6d4 x 100 gp	80–100	1d6 art	89–99	1 medium
	80–100	5d6 x 10 pp	100	1 major		
11th	01–08	—	01–24	—	01–31	—
	09–14	3d10 x 1,000 sp	25–74	1d10 gems	32–84	1d4 minor
	15–75	4d8 x 100 gp	75–100	1d6 art	85–98	1 medium
	76–100	4d10 x 10 pp	99–100	1 major		
12th	01–08	—	01–17	—	01–27	—
	09–14	3d12 x 1,000 sp	18–70	1d10 gems	28–82	1d6 minor
	15–75	1d4 x 1,000 gp	71–100	1d8 art	83–97	1 medium
	76–100	1d4 x 100 pp	98–100	1 major		
13th	01–08	—	01–11	—	01–19	—
	09–75	1d4 x 1,000 gp	12–66	1d12 gems	20–73	1d6 minor
	76–100	1d10 x 100 pp	67–100	1d10 art	74–95	1 medium
	96–100	1 major				
14th	01–08	—	01–11	—	01–19	—
	09–75	1d6 x 1,000 gp	12–66	2d8 gems	20–58	1d6 minor
	76–100	1d12 x 100 pp	67–100	2d6 art	59–92	1 medium
	93–100	1 major				
15th	01–03	—	01–09	—	01–11	—
	04–74	1d8 x 1,000 gp	10–65	2d10 gems	12–46	1d10 minor

	75–100	3d4 x 100 pp	66–100	2d8 art	47–90	1 medium
	91–100	1 major				
16th	01–03	—	01–07	—	01–40	—
	04–74	1d12 x 1,000 gp	08–64	4d6 gems	41–46	1d10 minor
	75–100	3d4 x 100 pp	65–100	2d10 art	47–90	1d3 medium
	91–100	1 major				
17th	01–03	—	01–04	—	01–33	—
	04–68	3d4 x 1,000 gp	05–63	4d8 gems	34–83	1d3 medium
	69–100	2d10 x 100 pp	64–100	3d8 art	84–100	1 major
18th	01–02	—	01–04	—	01–24	—
	03–65	3d6 x 1,000 gp	05–54	3d12 gems	25–80	1d4 medium
	66–100	5d4 x 100 pp	55–100	3d10 art	81–100	1 major
19th	01–02	—	01–03	—	01–04	—
	03–65	3d8 x 1,000 gp	04–50	6d6 gems	05–70	1d4 medium
	66–100	3d10 x 100 pp	51–100	6d6 art	71–100	1 major
20th	01–02	—	01–02	—	01–25	—
	03–65	4d8 x 1,000 gp	03–38	4d10 gems	26–65	1d4 medium
	66–100	4d10 x 100 pp	39–100	7d6 art	66–100	1d3 major

For treasures above 20th level, use the 20th-level row and then add a number of random major items.

Level	Magic Items	Level	Magic Items	Level	Magic Items
21st	+1	25th	+9	28th	+23
22nd	+2	26th	+12	29th	+31
23rd	+4	27th	+17	30th	+42
24th	+6				

**Table: Gems**

d%	Value	Average	Examples
01–25	4d4 gp	10 gp	Banded, eye, or moss agate; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodochrosite; tiger eye turquoise; freshwater (irregular) pearl
26–50	2d4 x 10 gp	50 gp	Bloodstone; carnelian; chalcedony; chrysoprase; citrine; iolite, jasper; moonstone; onyx; peridot; rock crystal (clear quartz); sard; sardonyx; rose, smoky, or star rose quartz; zircon
51–70	4d4 x 10 gp	100 gp	Amber; amethyst; chrysoberyl; coral; red or brown-green garnet; jade; jet; white, golden, pink, or silver pearl; red spinel, red-brown or deep green spinel; tourmaline
71–90	2d4 x 100 gp	500 gp	Alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel; golden yellow topaz
91–99	4d4 x 100 gp	1,000 gp	Emerald; white, black, or fire opal; blue sapphire; fiery yellow or rich purple corundum; blue or black star sapphire; star ruby
100	2d4 x 1,000 gp	5,000 gp	Clearest bright green emerald; blue-white, canary, pink, brown, or blue diamond; jacinth

**Table: Art Objects**

d%	Value	Average	Examples
01–10	1d10 x 10 gp	55 gp	Silver ewer; carved bone or ivory statuette; finely wrought small gold bracelet
11–25	3d6 x 10 gp	105 gp	Cloth of gold vestments; black velvet mask with numerous citrines; silver chalice with lapis lazuli gems
26–40	1d6 x 100 gp	350 gp	Large well-done wool tapestry; brass mug with jade inlays
41–50	1d10 x 100 gp	550 gp	Silver comb with moonstones; silver-plated steel longsword with jet jewel in hilt
51–60	2d6 x 100 gp	700 gp	Carved harp of exotic wood with ivory inlay and zircon gems; solid gold idol (10 lb.)
61–70	3d6 x 100 gp	1,050 gp	Gold dragon comb with red garnet eye; gold and topaz bottle stopper cork;

			ceremonial electrum dagger with a star ruby in the pommel
71–80	4d6 x 100 gp	1,400 gp	Eye patch with mock eye of sapphire and moonstone; fire opal pendant on a fine gold chain; old masterpiece painting
81–85	5d6 x 100 gp	1,750 gp	Embroidered silk and velvet mantle with numerous moonstones; sapphire pendant on gold chain
86–90	1d4 x 1,000 gp	2,500 gp	Embroidered and bejeweled glove; jeweled anklet; gold music box
91–95	1d6 x 1,000 gp	3,500 gp	Golden circlet with four aquamarines; a string of small pink pearls (necklace)
96–99	2d4 x 1,000 gp	5,000 gp	Jeweled gold crown; jeweled electrum ring
100	2d6 x 1,000 gp	7,000 gp	Gold and ruby ring; gold cup set with emeralds

**Table: Mundane Items**

d%	Mundane Item
01–17	Alchemical item
01–12	Alchemist's fire (1d4 flasks, 20 gp each)
13–24	Acid (2d4 flasks, 10 gp each)
25–36	Smokesticks (1d4 sticks, 20 gp each)
37–48	Holy water (1d4 flasks, 25 gp each)
49–62	Antitoxin (1d4 doses, 50 gp each)
63–74	Everburning torch
75–88	Tanglefoot bags (1d4 bags, 50 gp each)
89–100	Thunderstones (1d4 stones, 30 gp each)
18–50	Armor (roll d%: 01–10 = Small, 11–100 = Medium)
01–12	Chain shirt (100 gp)
13–18	Masterwork studded leather (175 gp)
19–26	Breastplate (200 gp)
27–34	Banded mail (250 gp)
35–54	Half-plate (600 gp)
55–80	Full plate (1,500 gp)
81–90	Darkwood
01–50	Buckler (205 gp)
51–100	Shield (257 gp)
91–100	Masterwork shield
01–17	Buckler (165 gp)
18–40	Light wooden shield (153 gp)
41–60	Light steel shield (159 gp)
61–83	Heavy wooden shield (157 gp)
84–100	Heavy steel shield (170 gp)
51–83	Weapons
01–50	Masterwork common melee weapon
51–70	Masterwork uncommon weapon
71–100	Masterwork common ranged weapon
84–100	Tools and gear
01–03	Backpack, empty (2 gp)
04–06	Crowbar (2 gp)
07–11	Lantern, bullseye (12 gp)
12–16	Lock, simple (20 gp)
17–21	Lock, average (40 gp)
22–28	Lock, good (80 gp)
29–35	Lock, superior (150 gp)
36–40	Manacles, masterwork (50 gp)
41–43	Mirror, small steel (10 gp)
44–46	Rope, silk (50 ft.) (10 gp)
47–53	Spyglass (1,000 gp)
54–58	Artisan's tools, masterwork (55 gp)
59–63	Climber's kit (80 gp)
64–68	Disguise kit (50 gp)

69–73	Healer’s kit (50 gp)
74–77	Holy symbol, silver (25 gp)
78–81	Hourglass (25 gp)
82–88	Magnifying glass (100 gp)
89–95	Musical instrument, masterwork (100 gp)
96–100	Thieves’ tools, masterwork (50 gp)