

508
15

LOOT TABLE BY BELVIN GREEN (td6/HD + id10)

INSTRUCTIONS

Grab one D6 for each hit dice of monsters holding or guarding the loot, plus one D10.

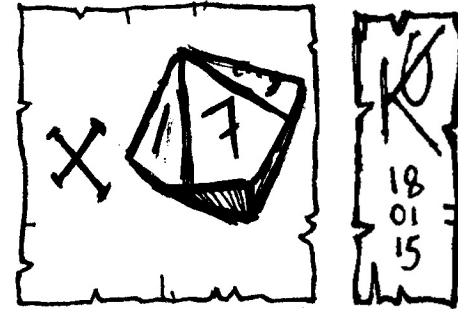
Drop all the dice on the chart; where a dice lands that's what you find, so if a D6 lands on coins, you find coins.

Ignore the D10 unless it lands on a special space.

If you are generous, reroll any dice that land off the chart.

The number rolled is the value of the item in gold (or silver in LotFP). Pick a value that works for you; here is a chart that assumes an average of 100gp per hit dice:

1	30gp	4	120gp
2	60gp	5	150gp
3	90gp	6	180gp.



Multiply one of the D6s by the value of the D10; the item is worth that much.

If the D6 is here then the item is whatever the D10 is on.



One of the D6s (or the D10 if the only D6 is here) has landed on a magic item! Generate as normal; magic books are spellbooks, magic food is potions, and so on.