

# Treasure Tables

BY DAVID BOWMAN

Guide for using a single roll of the dice and the **Check Method** to randomly determine treasure.

**Roll 1d6, 1d10, 1d12 and 1d20** together, for **Gold, More Gold, Gems** and **Magic**, respectively.

**Check Method:** The Ref dices against a Check number to determine both the presence and Quantity of each treasure type with a single roll. Rolls higher than the Check number indicate a *Quantity of zero*. Rolls matching or under the Check number *equal the Quantity* of that treasure type.

**Gold:** (d6) Check 6. Multiply Quantity by the Gold Amount. Gold is in each trove.

**More Gold:** (d10) Check 6. Multiply Quantity by the Gold Amount. More Gold is added to the Gold.

**Gems:** (d12) Check equal to the dungeon level. Troves on Levels 12 and deeper always have Gems.

**Magic:** (d20) Check equal to 1 plus the dungeon level/3. 1-2: 1, 3-5: 2, 6-8: 3, 9-11: 4, 12+: 5.

The sum of Gold and More Gold amounts is representative of the total worth of all coins in the treasure trove. This amount may be achieved with Silver, Electrum, Platinum or whatever coin types the Ref prefers. Furthermore, the sum of Gold and More Gold is used to set an approximate value, variation in the exact amount is recommended to create more realistic coin counts.

---

<b>Gold Amount:</b>		
<b>Level</b>	<b>Gold</b>	<b>More Gold</b>
<b>1</b>	10	10
<b>2-3</b>	20	100
<b>4-5</b>	50	200
<b>6-7</b>	100	500
<b>8-9</b>	200	1000
<b>10-11</b>	500	2000
<b>12+</b>	1000	3000

---

## **Gem Values:**

### **Roll 1d6:**

**1-2:** 50

**3-4:** 100

**5:** 200

**6:** 500, see **Gem 6**.

---

## **Magic Items:**

**Roll 1d6:** Subtract one from the result for each Magic Item already determined in an individual trove. For example, the third item would be rolled at -2.

**1-2:** Keys/Maps

**3-4:** Potions/Scrolls

**5:** Swords

**6:** See **Magic 6**.

---

---

## **Gold 6:**

Checks of 6 when rolling for coins indicate that instead of Gold coins, the trove holds valuables equal to that amount. For example, when checking Gold in a level 3 trove, Gold 6 is rolled. Instead of 120 coins, perhaps the trove holds a pair of goblets worth 60 gold a piece.

---

---

## **Gem 6:**

On a 6, roll again. If the result is 6 once more the Gem is worth 1000. Roll again and continue to do so as long as 6's are rolled, increasing value in the following steps: 5k 10k, 25k, 50k, 100k and 500k.

---

---

## **Magic 6:**

On a 6, roll again.

**1-3:** Weapons/Armor

**4:** Rings

**5:** Wands

**6:** Miscellaneous

---

*Example:* The Ref wishes to determine the contents of a random Treasure Trove on the 6<sup>th</sup> level of a dungeon. Rolling 1d6, 1d10, 1d12 and 1d20 together, the Ref comes up with 5, 3, 8 and 2. **Gold:** roll of 5 vs. Check 6, looking at the Gold Amount Table, the Ref sees that the amount is therefore 5x100, or 500 Gold. **More Gold:** roll of 3 vs. Check 6, using the same table the Ref adds More Gold in the amount of 3x500, or 1,500 Gold for a total of 2,000 Gold. The Ref adjusts this on the fly to 2,076 Gold. **Gems:** roll of 8 vs. Check 6 (the dungeon level) indicates a Quantity of zero; there are no Gems. **Magic:** roll of 2 vs. Check 3, the Ref has determined that there are two Magic Items. Each is diced for on the Magic Items table; the second item rolled at -1. The first roll of two indicates a random Key or Map. The second roll of six -1, 5 indicates a random Sword.

<http://shamsgrog.blogspot.com/>

<http://thmgames.blogspot.com/>