

Project 74 Supplement

Treasure Generation System

Revision 2004.0

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Introduction

It all started when I decided to assemble all our house rules for AD&D into a coherent rulebook. I quickly realized it was becoming a complete system, not just patches here and there, and one thing led to another...

While I was reviewing the magic items tables from the various editions of D&D and AD&D which I have collected, I noticed a few inequities and strangenesses. The most glaring thing is the prevalence of swords over all other types of weapons... in the Cook edition of D&D Expert, a random magic item has a 20% chance to be a magic sword of some kind, but only a 0.15% chance to be a magic bow. Sure, swords are the "glamor" weapon, but I can't believe that no fantasy king ever commissioned large numbers of magic bows or axes or whatever.

So I wrote my own "General Magic" table, and weapon-generation tables as well. Then I thought about monetary treasure... ever notice how it is doled out in even thousands? More annoying to me are treasure types such as D (which has a 10% chance of 1d8 thousand copper pieces and a 15% chance of 1d10 thousand silver pieces). So the players defeat ten lairs with type D treasure and only one has **any** silver, but that one has an average of 4,500 sp total.

Seemed silly to me. The tables presented here, which are based on the Cook edition D&D Expert rulebook, have higher chances of containing smaller amounts of treasure; the average over several of the same type of treasure is about the same, though. Also, monetary treasures are scaled in the hundreds rather than thousands. I also randomized the number of magic items in those treasures which may have several, so that all type A treasures (for instance) won't have exactly 3 items (or none).

Finally, as I have compiled these tables for use with my Project 74 rules, I have eliminated items that are incompatible with my rules or my campaign; for instance, the Helm of Alignment Changing is irrelevant to a game with no alignment system *per se*.

As these tables are derived from the original work, I cannot claim copyright thereto. Note me merely as the Compiler.

Treasure Types

Lair Treasures

Type	100's of Copper	100's of Silver	100's of Electrum	100's of Gold	100's of Platinum	Gems and Jewelry	Magic Items
A	50% 5d6	60% 5d6	40% 5d4	70% 10d6	50% 1d10	50% 6d6 50% 6d6	30% Any 3
B	75% 5d10	50% 5d6	50% 5d4	50% 3d6	Nil	25% 1d6 25% 1d6	10% 1 weapon or armor
C	60% 6d6	60% 5d4	30% 2d6	Nil	Nil	25% 1d4 25% 1d4	15% Any 1d2
D	30% 4d6	45% 6d6	Nil	90% 5d8	Nil	30% 1d8 30% 1d8	20% Any 1d2 + 1 Potion
E	30% 2d8	60% 6d10	50% 3d8	50% 4d10	Nil	10% 1d10 10% 1d10	30% Any 1d4 + 1 Scroll
F	Nil	40% 3d8	50% 4d8	85% 6d10	70% 2d8	20% 2d12 10% 1d12	35% Any 1d4 exc. Weapons + 1 Potion + 1 Scroll
G	Nil	Nil	Nil	90% 4d6x10	75% 5d8	25% 3d6 25% 1d10	50% Any 1d4 + 1 Scroll
H	75% 8d10	75% 6d10x10	75% 3d10x10	75% 5d8x10	75% 9d8	50% 1d100 50% 10d4	20% Any 1d4 + 1 Potion + 1 Scroll
I	Nil	Nil	Nil	Nil	80% 3d10	50% 2d6 50% 2d6	15% Any 1
J	45% 3d8	45% 1d8	Nil	Nil	Nil	Nil Nil	Nil
K	Nil	90% 2d10	35% 1d8	Nil	Nil	Nil Nil	Nil
L	Nil	Nil	Nil	Nil	Nil	50% 1d4 Nil	Nil
M	Nil	Nil	Nil	90% 4d10	90% 2d8x10	55% 5d4 45% 2d6	Nil
N	Nil	Nil	Nil	Nil	Nil	Nil Nil	40% 2d4 Potions
O	Nil	Nil	Nil	Nil	Nil	Nil Nil	50% 1d4 Scrolls

Individual Treasures

Type	Pieces of Copper	Pieces of Silver	Pieces of Electrum	Pieces of Gold	Pieces of Platinum	Gems and Jewelry	Magic Items
P	3d8	Nil	Nil	Nil	Nil	Nil Nil	Nil
Q	Nil	3d6	Nil	Nil	Nil	Nil Nil	Nil
R	Nil	Nil	2d6	Nil	Nil	Nil Nil	Nil
S	Nil	Nil	Nil	2d4	Nil	Nil Nil	Nil
T	Nil	Nil	Nil	Nil	1d6	Nil Nil	Nil
U	50% 1d20	50% 1d20	Nil	25% 1d20	Nil	5% 1d4 5% 1d4	2% Any 1
V	Nil	25% 1d20	25% 1d20	50% 1d20	25% 1d20	10% 1d4 10% 1d4	5% Any 1

Gems and Jewelry

Use the tables below to determine the base value and number found when gems are indicated in a treasure hoard. If the number generated in the main table above is small, roll for each gem; but if the number is large (10 or more, at the DM's option), after each roll for Type and Base Value, roll the indicated die to see how many such gems are in the hoard.

d%	Type	Base Value (gp)	Number Found
01-20	Ornamental	10	1d10
21-45	Semi-Precious	50	1d8
46-75	Fancy	100	1d6
76-95	Precious	500	1d4
96-00	Gem	1000	1d2
	Jewel	5000	1

The values of gems vary from the above for reasons of quality, size, etc. The DM may use the table below to adjust the values of the gems in the hoard, at his or her option.

2d6	Value Adjustment
2	Next Lower Value Row
3	1/2
4	3/4
5-9	Normal Value
10	1.5 Times
11	2 Times
12	Next Higher Value Row

Standard items of jewelry are valued at 3d6x100 gp value. The table below can be used to generate descriptions of the items themselves. This table is adapted from the jewelry generator by Mark J. Young (available at <http://www.mjyoung.net/dungeon/progs.html>).

d%	Type	d%	Type	d%	Type
01-06	Anklet	46-47	Circlet	78-80	Locket
07-12	Belt	48-51	Comb	81-82	Medal
13-14	Bowl	52	Crown	83-89	Necklace
15-21	Bracelet	53-55	Cup	90	Plate
22-27	Brooch	56-62	Earring	91-95	Pin
28-32	Buckle	63-65	Flagon	96	Sceptre
33-37	Chain	66-68	Goblet	97-99	Statuette
38-40	Choker	69-73	Knife	0	Tiara
41-45	Clasp	74-77	Letter Opener		

Magic Item Generation

Any	Weapon or Armor	Any Exc. Weapons	Type of Item
01-25	01-70		Weapon
26-35	71-00	01-12	Armor
36-55		13-40	Potion
56-85		41-79	Scroll
86-90		80-86	Ring
91-95		87-93	Wand, Staff, or Rod
96-00		94-00	Miscellaneous Magic

Magic Weapons

First, roll d% on the Weapon Type and Weapon Bonus tables below. Follow the directions given if a roll on the Special Enemy or Special Ability tables are indicated; generally multiple rolls on the Special Ability table should be ignored when rolled.

Weapon Type

d10 Roll	Type
1-2	Sword
3	Dagger
4	Axe
5	Mace/Hammer
6	Arrows
7	Bolts
8	Bow
9	Sling
10	Polearm

Weapon Bonus

d% Roll		Bonus
Melee	Missile	
01-40	01-46	+1
41-50	47-58	+2
51-55	59-64	+3
56-57		+4
58		+5
59-75	65-82	+1/+2 vs. Special Enemy
76-85	83-94	+1/+3 vs. Special Enemy
86-95		Roll Again + Special Ability
96-98	95-98	Cursed, -1*
99-00	99-00	Cursed, -2*

* if cursed weapons are rolled along with special abilities, ignore the special ability roll

Special Enemy

1d6	Creature Type
1	Lycanthropes
2	Spell Users
3	Undead
4	Dragons
5	Regenerators
6	Enchanted

Special Ability

1d20	Ability
01-09	Casts Light 30' on Command
10-12	Locate Objects
13-16	Flames on Command
17	Drains Energy
18	1d4 Wishes
19-20	Charm Person

If a magic weapon is indicated, roll on the appropriate Weapon Subtype table below to choose the exact weapon.

1d20	Axe	Hammers/Maces	Polearms	Sword
1-5	Hand Axe	Hammer	Spear	Shortsword
6-16	Battle Axe	Mace	Pike	Longsword
17-18	Battle Axe	Mace	Longspear	Scimitar
19-20	Great Axe	Maul/Great Hammer	Halberd	Greatsword

1d20	Bow or Arrow	Bolt
1-14	Short	Light
15-20	Long	Heavy

Magic Armor

Generate the type, size, and bonus of each item of magic armor on the tables below.

d%	Armor Type
01-07	Leather Armor
08-12	Studded Leather Armor
13-30	Chain Mail
31-44	Plate Mail
45-46	Full Plate Armor
47-00	Shield

* if Cursed armor is rolled, roll again and reverse the bonus (i.e. -1 instead of +1).

** this armor has AR 0 but will appear to be +1 when tested.

d%	Armor Bonus
01-50	+1
51-80	+2
81-90	+3
91-95	Cursed *
96-00	Cursed, AR 0 *

d%	Armor Size
01-64	Human/Half-Elf*
65-83	Elf/Half-Elf*
84-93	Gnome/Dwarf*
94-98	Halfling/Gnome*
99-00	Half-Ogre

d%	Shield Size
01-20	Buckler
21-40	Small
41-90	Medium
91-00	Large

* Half-elves and gnomes are given twice. Determine which category will fit a character based on relative stature.

Potions

d%	Type
01-03	Clairaudience
04-07	Clairvoyance
08-10	Control Animal
11-13	Control Dragon
14-16	Control Giant
17-19	Control Human
20-22	Control Plant
23-25	Control Undead
26-28	Diminution
29-35	Delusion
36-39	ESP
40-43	Fire Resistance
44-47	Flying

d%	Type
48-51	Gaseous Form
52-55	Giant Strength
56-59	Growth
60-63	Healing
64-68	Heroism
69-72	Invisibility
73-76	Invulnerability
77-80	Levitation
81-84	Longevity
85-86	Poison
87-89	Polymorph Self
90-97	Speed
98-00	Treasure Finding

Scrolls

d%	General Type
01-09	Cleric Spell Scroll
10-35	Magic-User Spell Scroll
36-40	Cursed Scroll
41-75	Protection
76-00	Treasure Map

1d8	Protection Scroll
1-2	Protection from Lycanthropes
3-5	Protection from Undead
6-7	Protection from Elementals
8	Protection from Magic

d%	Number of Spells
01-35	1
36-58	2
59-74	3
75-86	4
87-93	5
94-98	6
99-00	7

1d20	Treasure Map
01-08	Type A
09-11	Type E
12-13	Type G
14-20	1d4 Magic Items

Rings

d%	Type
01-06	Control Animal
07-12	Control Human
13-19	Control Plant
20-30	Delusion
31-33	Djinni Summoning
34-44	Fire Resistance
45-57	Invisibility
58-71	Protection

d%	Protection Ring
01-57	+1
58-86	+2
87-00	+3

d%	Type
72-73	Regeneration
74-75	Spell Storing
76-81	Spell Turning
82-83	Telekinesis
84-90	Water Walking
91-97	Weakness
98	Wishes (1d4)
99-00	X-Ray Vision

d%	Spell Storing Ring
01-24	1
25-48	2
49-67	3
68-81	4
82-91	5
92-96	6
97-00	7

Wands, Staves, and Rods

d%	Rod or Staff
01-08	Rod of Cancellation
09-11	Staff of Commanding
12-21	Staff of Healing
22-23	Staff of Power
24-28	Snake Staff
29-31	Staff of Striking
32-34	Staff of Withering
35	Staff of Wizardry
36-00	Wand (next table)

d12	Wand
1	Enemy Detection
2	Magic Detection
3	Metal Detection
4	Secret Door Detection
5	Trap Detection
6	Fear
7	Cold
8	Fireballs
9	Illusion
10	Lightning Bolts
11	Paralyzation
12	Polymorph

Miscellaneous Magic Items

d%	Type
01-04	Amulet vs. Crystal Balls and ESP
05-06	Bag of Devouring
07-12	Bag of Holding
13-17	Boots of Levitation
18-22	Boots of Speed
23-27	Boots of Traveling and Leaping
28-33	Broom of Flying
34-40	Crystal Ball
41	Drums of Panic
42	Efreeti Bottle
43-44	Displacer Cloak
45	Bowl Commanding Water Elementals
46	Brazier Commanding Fire Elementals
47	Censer Commanding Air Elementals
48	Stone Commanding Earth Elementals
49-55	Elven Cloak
56-62	Elven Boots
63-64	Flying Carpet
65-71	Gauntlets of Ogre Power
72-73	Girdle of Giant Strength
74-79	Helm of Reading Languages and Magic
80	Helm of Telepathy
81	Helm of Teleportation
82	Horn of Blasting
83-91	Medallion of ESP
92	Mirror of Life Trapping
93-97	Rope of Climbing
98-00	Scarab of Protection