

Simpler Systems Options: Treasure

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Treasure:

Treasure refers to various objects of value and are categorized as follows:

- Salvage (S); low value items
- Treasure (T); high value items
- Loot (L); average value items

Treasure takes 1 equipment slot unless otherwise stated.

Creating Treasure:

1. Treasure Type: Use the value listed in the Tome of Monsters & Creatures or roll d6 on the Treasure Type Table below to determine the treasure type and then roll the value.
2. Treasure Generator: Roll 4d20 on the Treasure Generator Table to generate ideas for the specific item.

3. Make the treasure description fit the theme of the NPC, monster or adventure site (and make it more interesting than “you find X coins”)
4. Treasure may have a history, reputation or backstory
5. The Gems & Jeweler table adds detail for these items.

Placing Treasure:

- Treasure can be found at an adventure location or may be carried by NPCs or monsters.
- The higher the value of treasure the more likely it will be hidden or guarded.

There should be a reason why it hasn't been found by others.

- Valuable treasure may be coveted by others.
- Some treasure may be hard to sell in settlements.

Treasure Type Table:

d6	Value	Individual Value	Patrol Value	Lair Value
01-02	Salvage (low)	d10sp	xd3	xd10
03-04	Loot (average)	d12 x10sp	xd6	xd20
05-06	Treasure (high)	d12 x100sp	xd12	xd30

Treasure Generator Table:

d20	Object	Descriptor	Feature	Flaw
01	Armour, Shield, Uniform	Worthless	Fated, uneasy touch	Cursed
02	Art, Tapestry, Painting	Incomplete	Has organic parts	Counterfeit
03.	Book, Scroll, Map	Ugly or crude	Alien element	Outlawed
04	Carving, Sculpture, Figurine	Cheap or inexpensive	Unbreakable	Reviled
05	Clothing, Worn Item	Common, average	Fine materials	Contaminated
06	Coins	Worn or used	Cultural symbol	Imperfection
07	Creature remains	Vintage or old	Symbol of power	Infamy
08	Device, Contraption	Desirable	Etched in old language	Damaged
09	Equipment, Instrument	Good quality	Rune-marked	Parts Missing
10	Food, Drink	Mint condition	Nonhuman origin	Broken
11.	Furnishing, Room content	Beautiful	Antique and rare	Unusual, bulky
12	Game, Puzzle, Toy	Expensive looking	Masterwork	Large, heavy
13.	Gemstones, Precious Stone	Some marking	Enchanted, faint aura	Fragile
14	Jewelry,	Unusual design	Historical significance	Small
15	Medicine, Spices, Herbs	Alluring, charming	Well known owner	Obvious
16	Raw material, Resource	Good condition	Well known creator	Spirit
17	Religious, Talisman, Idol	dirty, filthy looking	Blessed, Holy	Secret
18	Scraps, Fragment	Extravagant looking	Precious metal	Ceremonial
19	Utensil, Cups, Bowls, Vase	Interesting design	Contains gems, jewels	Stolen, Hunted
20	Weapon Wondrous, breathtaking	Exquisite construction	Unexpected	

Gems & Jewelry Table:

d20	Gem (Color)	Jewelry
01	Alexandrite (Various)	Armband, Armlet
02	Amethyst (Purple)	Bangle, Bracelet
03	Aquamarine (Pastel Blue)	Beads
04	Citrine (Yellow/Brown)	Belt Buckle
05	Diamond (Clear)	Brooch, Clasp, Pin
06	Emerald (Green)	Button
07	Garnet (Rainbow)	Charm, Ornament
08	Jade (Green)	Circlet, Headwear
09	Lapis Lazuli (Deep Blue)	Choker, Collar
10	Moonstone (Varies)	Cross, Symbol
11	Morganite (Peach/Pink)	Earring
12	Onyx (Black)	Fragment, Hacksilver
13	Opal (Various)	Mask
14	Pearl (Cream)	Medallion, Amulet
15	Peridot (Lime Green)	Nose Ring, Stud
16	Ruby (Red)	Necklace, Locket
17	Sapphire (Blue)	Pin, Medal
18	Tanzanite (Silky Blue)	Ring (Finger, Toe)
19	Topaz (Various)	Stud, Piercing
20	Zircon (Various)	Torc, Bangle
01	Agate (Brightly colored with swirls, bands, and eyes.)	
02	Quartz (Colorless through pink, orange, purple, brown or black.)	
03	Turquoise (Pale blue or green to dark blue.)	
04	Jasper (Various.)	
05	Amber (Yellow to orange.)	
06	Carbuncle (Deep red.)	
07	Jacinth (Red, orange, or yellow.)	
08	Glass Beads (Various.)	

Salvage Ideas Table:

d20	Salvage Item
01	Fine weapon hilt but no blade
02	An incomplete tapestry marked with runes
03	Pungent herbs, which have gone off
04	2d20 melted copper coins
05	Bracelet marked with date of the emperor
06	d6 bones carved into the form of a gem
07	Gold plated figurine of a God, fools gold
08	Old painting on an ancient ritual, disturbing
09	Fragile glass but stones containing eye-balls
10	Sturdy table inscribed with an evil sign
11.	Collection of toy metal soldiers, some missing
12	Wooden carved symbol of a forgotten deity
13	Wooden game marking a great battle
14	Old bulky art frame, no art
15	Shrunken silvered skull, object of the death god
16	Fragile fake gemstones (IE. cut glass)
17	Remnants of a tome of dwarven writing, fragile
18	Wondrous sword of hercanium, size of a needle
19	Pieces of ceremonial armor of the Empire
20	Primitive doll crafted of animal parts

Loot Ideas Table:

d20	Loot Item
01	Silver bracelet marked with elven runes
02	Old Dwarven tapestry, large and bulky
03	Old wolfskins and furs (cursed from a werewolf)
04	Holy symbol (hidden small blade)
05	Ancient texts, language indecipherable, old
06	Square silver coins, denoting a historic leader
07	Wind up toy soldier which walks, head is missing
08	Common cloak, broach of an infamous lord
09	Vintage amulet marking coronation of old King
10	A wooden chess board carved with unusual pieces
11	Harvested monster furs gained by a famous hunter
12	Incomplete dress uniform, finely tailored
13	Luxurious scented herbs, no medicinal use
14	Heavy spiked broadsword from an outlawed clan
15.	Snake skins from a Medusa's hair
16	Feathers from a fire phoenix, unstable
17	Heavy silver coins marked with a skull, ugly design
18	Shield formed of skeleton bones, hastily crafted
19	Formal dress of an alien entity, does not fit humans
20	Silver figurine of Somaris holding the sun

Treasure Ideas Table:

d20	Treasure Item
01	Elegant sword of a cosmic metal with a snapped blade
02	Ripped crude treasure map in an unknown language
03	Hercanium coin, marked with the first emperor
04	Golden goblet inscribed with a battle victory tale
05	Masterwork medicine chest with materials
06	Drama costume of the god of death, worthless
07	Masterwork spear, well balanced and finely crafted
08	Precious rune-marked amulet, markings obscured
09	Golden ring containing a reviled demon stone
10	A sturdy cloak made of a hard to break material
11	Essence of an angelic spirit in a bottle
12	Enchanted golden necklace, faint magical aura
13	Preserved dwarven journal, detailing ancient mines
14	Exotic herbs stolen from a well known herbalist
15	Fine painting of a famous duo, other part missing
16	An elven carved lute, belonged to a famous bard
17	Heavy golden coins, twice the size of current coins
18	A dragons skull, large and impossibly heavy
19	An antique scepter belonging to the ancients
20	Emerald jewelry, homage to the Queen of Dreams

Gems:

Price is for finished gems. Uncut, raw gems are half the cost.

d12	Price in SP:	Examples:
1 – 2	2 – 5	Glass Gems
3 – 4	10	Agate, Quartz, Turquoise, Citrine, Zircon
5 – 6	15	Jasper, Onyx, Alexandrite, Lapis Lazuli
7	25	Amber, Amethyst, Garnet, Jade
8	50	Aquamarine, Pearl, Topaz, Moonstone
9	75	Carbuncle, Opal, Morganite, Peridot
10	100	Emerald, Ruby, Sapphire
11	130	Diamond, Jacinth, Tanzanite

Artifacts:

Artifacts are items of power originating from the time of the ancients and are categorized as follows:

- Rare, low power, single feature
- Epic, medium power or multiple powers
- Legendary, high power and/or multiple powers

Artifacts take 1 equipment slot unless stated.

Creating Artifacts:

1. Artifact Type: Roll d6 on the Artifact Type Table to determine the artifacts rarity and features
2. Artifact Generator: Roll 4d20 on the Artifact Generator Table to generate ideas for the artifact

3. Artifact Description: For each of the above methods, write three bullet points using generated information as prompts covering: description (appearance); discoverable info (nature of power, lore); secret info (activation, specific powers, lore) to generate a basic description of the artifact with additional details which can be revealed if investigated
4. Decide the items specific powers using the theme as inspiration. Powerful items have limited uses.

Using Artifacts:

- Artifacts powers should be discoverable through various means (IE. magic skill, clues, deduction and testing) and can be treated as a puzzle to unlock.
- Using an artifact may involve a magic check. On a critical failure, the artifact will fade in power and lose one of its powers. On a critical success, the use of the power is magnified
- Artifacts will be hard to sell or trade and will be coveted by others.

Artifact Type Table:

d6	Rarity	Features
01-03.	Rare	Low power, typically single feature
04-05	Epic	Medium or multiple powers
06	Legendary	High and/or multiple powers

Artifact Creation Example:

1. The referee rolls d6 on the Artifact Type Table (4, epic item)
2. The referee rolls 4d20 on the Artifact Generator Table and gets 4 (Grimoire, Scroll), 4 (Stolen from an ancient vault), 10 (Light aligned) and 10 (Life)
3. The item is a single use Scroll of Resurrection, stolen from the Holy Temple of Somaris. It will resurrect a person who will be blessed with the mark of a saint.

Artifact Generator Table:

d20	Object	Origin	Construction	Theme
01	A Body Part	Born of chaos, death or shadow	Chaos	Ascension, Awakening
02	Ark, Coffin	Crafted by a master smith	Organic	Protection, Resistance
03	Armour	Taken from a monster (name it)	Masterwork	Chaos, Cursed
04	Grimoire, Scroll	Taken from an ancient vault	Rock	Darkness, Shadows
05	Building	A piece of a legendary monster	Metal	Death, Destruction
06	Clothing	Enchanted by a sorcerer	Precious metal	Destiny, Desire
07	Crown, Headwear	Grown or birthed	Plant material	Doom, Conflict
08	Crystal, Rock, Gem	Came from another realm	Shadow aligned	Elemental Power
09	Equipment, Tool	Crafted by an ancient race	Rune marked	Knowledge, Memories
10	Furniture, Furnishing	Used by a legendary hero	Light aligned	Life, Creation
11	Landmark	Dwarven forged	Made of an unusual metal	Light, Holy
12	Machine, Device	Elven crafted	Contains strange sand	Magic, Anti Magic
13	Material, Substance	Demon born or blood born	Imbued with sorceries	Might, Power
14	Mundane object	Alien origin	Crafted of crystal or gems	Order, Law
15	Orb, Sphere	Created by an arcane ritual	Attuned to sun, stars or moon	Prophecy, Visions
16	Plant, Food, Water	A gift from someone	Alien or unusual element	Rift, Portal
17	Staff, Wand, Rod	Born of the cosmic energies	Powered by cosmic energies	Sentient
18	Statue, Ornament	Constructed by the Ancients	Holy or blessed	Spirit, Psychic
19	Valuable, Jewelry	A gift from the Gods	Forged of elemental power	Summoning
20	Weapon	Existed before time	Holds ancient primal powers	Time, Age, History

Sample Artifacts (Roll d10)

1. Cloak of the Ravens (rare) (magic, healing)

- Cloak made of black raven feathers
- Gives a warm comfortable feeling when worn
- Heals d20 health overnight, each use reduces the skill die down a level (d12, d8, d6, d4) until depleted.

2. Crown of Kings (rare) (magic, command, 10 uses)

- A finely crafted and intricate golden crown
- Increases the users force of personality (adv. interactions)
- Power fades after each use (10 uses). Crown valued at 500sp.

3. Elven Chainmail Armour (epic) (magic, defense +4)

- A finely wrought suit of chain made from a durable and flexible metal
- Lightweight and can be worn underneath clothes, is not treated as heavy armor
- The crafting technique has been lost to the elves for centuries

4. Elven Moonblade (epic) (magic, bleed, d6)

- Finely crafted shortsword marked with elvish runes
- When unsheathed it creates faint moonlight 5 feet around the user
- When wielded in combat, attacks are empowered (increase melee attacks by one die)

5. Elven Star Amulet (rare) (magic, 20 uses)

- An intricately crafted amulet containing a small aquamarine colored gem
- Has an aura of magic. The amulet is largely decorative and was worn as a mark of rank amongst high society during more civilized times
- The magic of the amulet can be used to power spells — although each use will drain the magic until the aquamarine gem fades to a translucent form.

6. Ember Grindstone (rare) (magic, x2 damage, single use)

- Grind the stone along a bladed weapon to smear its properties onto the weapon (single use)
- The stone will smear a red residue on the blade which lasts for the session before it wears off
- When used in combat the blade will emit sparks and embers causing double damage for the encounter.

7. Sword of the Ancients (d8 advantage, durable)

- A longsword inscribed with runes, the blade feels old
- The longsword has been finely crafted and is strong. It ignores the first time it suffers equipment wear each session
- Despite its fine craftsmanship it was the simple weapon of a soldier. The ancient runes indicate the maker, date and regiment of soldiers it was crafted for.

8: Occult Arrows x5 (rare) (d6, magic, darkness, single use)

Arrows with weird markings etched on the shaft

The arrows have been enchanted by occult talents summoning the power of shadow

When fired they cause d6 damage but also create a 30 foot circle of darkness around the target for the encounter. Anyone caught within the circle of darkness acts with disadvantage.

9. Orb of Light (rare) (magic, light, 10 uses)

- A palm sized glass orb containing a swirling pattern
- The orb can be activated by thought to create 30 feet of light for 4 hours or light from this device can also be more tightly focused as a short beam up to 120 feet.
- However, each time it is used it drains some of the items power until the pattern of star fades

10. The Tree of Life (legendary) (magic, life, 1 use)

- A legendary tree covered from base to top in many white flowers
- Elves were said to bury their dead underneath its roots
- Burying a body underneath its roots will resurrect them after 48 hours. The flowers drop from the trees marking the end of its powers

Resources:

- Resources are objects which have some property that can be used for alchemy (potions) or crafting (items)
- Common resources are excluded from this list and are listed under the Common Resources Table.
- See Simpler Systems Options: Sorcerous Item Creation with Resources for Artifice & Alchemy for details.

Common Resources Table:

d20	Name	Use			
01	Fruit	Food	10	Mud	Building, Crafting
02	Berries	Food	11	Salt	Preservative, Food
03	Small Game	Food	12	Peat	Fuel, Building
04	Large Game	Food	13	Coal	Fuel, Art
05	Plants & Roots	Food, Medicinal	14	Sand	Building
06	Water	Food	15	Mushrooms	Food, Medicinal
07	Wood	Fuel, Building, Crafting	16	Iron Ores	Crafting
08	Stone	Building, Crafting	17	Animal Remains	Crafting
09	Clay	Building, Crafting	18	Vines/Fibrous plant	Crafting
			19	Precious Metal (Rare)	Crafting
			20	Herd Animals	Food, Transport

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