

# Loot & Treasure Generator -For Use With The Mythic GME, Dungeons and Dragons 3.5

## I. Probability Of Finding Loot

- Loot and treasure generation is dependent on the type of target that is being searched. Roll 1d% and 1d10, then compare to Table 1 to determine if there is loot in a given situation.

**Table 1 - Loot Odds (Compare to Mythic Fate Chart)**

Searched Target	Mythic Odds
Non-Adventuring Humanoid with Backpack, Bag, Pouch, etc.	Somewhat Likely
Non-Adventuring Humanoid without Backpack, Bag, Pouch, etc.	Unlikely
Adventuring Humanoid with Backpack, Bag, Pouch, etc.	Very Likely
Adventuring Humanoid without Backpack, Bag, Pouch, etc.	Likely
Wild Animals	No Way

## II. Loot Items

- Roll 1d% and 1d10 again this time comparing to Table 2. Choose one of the item frequencies ("Common", "Military", or "Dungeon") depending on your location or the level of magic you would like in your game. Continue on to the indicated Table 3 (and Table 4 when appropriate) to roll for the specific loot item. Make multiple rolls at once for multiple items to save time.
- Numbers in blue indicate enchanted items, numbers in red indicate special qualities (see Table 5).

**Table 2 - Loot Items**

Item	Common	Military	Dungeon	Item	Common	Military	Dungeon
Trade Good	1-30	1-10	1-5	Ring	83	80	70-71
Equipment	31-50	11-25	6-20	Necklace	84	81	72-73
Melee Weapon	51-60 <b>60</b>	26-46 <b>43-46</b>	21-38 <b>34-38</b>	Potion Vial	85-93	82-90	74-85
Ranged Weapon	61-70 <b>70</b>	47-67 <b>64-67</b>	39-56 <b>52-56</b>	Poison Vial	93-97	91-94	86-93
Staff	71	68	57	Magical Scroll	98-99	95-97	94-97
Armor	72-82 <b>82</b>	69-79 <b>77-79</b>	58-69 <b>66-69</b>	Gem	100	98-100	98-100

**Table 3a - Trade Goods**

Trade Good	d%	Trade Good	d%	Trade Good	d%
1 lb. of Wheat	1-3	1 oz. of Poppy Seed	40	1 pint of Molasses	71
1 lb. of Flour	4-6	1 oz. of Rosemary	41-42	1 lb. of Sugar	72-73
1 ingot of Iron	7-8	1 oz. of Saffron	43	1 oz. of Marzipan	74
1 lb. of Barley	9-10	1 oz. of Sage	44-45	1 oz. of Honey	75-76
1 lb. Rye	11-12	1 oz. of Salt	46	Dried Goods (Common)	77-78
1 oz. of Basil	13-14	1 oz. of Tarragon	47-48	Dried Goods (Rare)	79
1 oz. of Cardamon	15-16	1 oz. of Thyme	49-50	1 pint of Ale	80-82
1 oz. of Cinnamon	17-18	1 oz. of Turmeric	51	1 bottle of Wine	83
1 oz. of Cloves	19	1 lb. of Pipeweed	52	1 bottle of Wine (Fine)	84
1 oz. of Coriander	20-21	1 lb. of Tobacco	53-54	1 pint of Elven Mead	85
1 oz. of Cubeb	22	1 oz. of Paprika	55	Bolt of Fabric (Common)	86-87
1 oz. of Cumin	23-24	1 oz. of Lotus	56	Bolt of Fabric (Fine)	88
1 oz. of Dillweed	25-26	1 lb. of Coffee	57	Bolt of Fabric (Exotic)	89
1 oz. of Garlic	27-28	1 lb. of Chillies	58	Dye (Common)	90
1 oz. of Ginger	29	1 lb. of Walnuts	59-60	Dye (Rare)	91
1 oz. of Juniper	30-31	1 lb. of Almonds	61	Animal Fur (Common)	92-93
1 oz. of Laurel	32	1 lb. of Cashews	62	Book (Common)	94-95
1 oz. of Mint	33-34	1 lb. of Hazelnuts	63-64	Book (Rare)	96
1 oz. of Nutmeg	35	1 lb. of Pine Nuts	65	Book (Exotic)	97
1 oz. of Oregano	36-37	1 lb. of Pistachios	66	Animal Fur (Rare)	98
1 oz. of Pepper	38	1 lb. of Chestnuts	67-69	Music Box	99
1 oz. of Psilocybin	39	1 oz. of Pimento	70	1 oz. Drugs	100



**Table 3b - Equipment**

Equipment	d%	Equipment	d%	Equipment	d%
Crowbar	1-5	Artisan's Tools	42	Holy Text	68
Lantern, hooded	6-8	Climber's Kit	43	Holy Symbol	69
Lantern, bullseye	9-10	Disguise Kit	44	Small Magnet	70
Lamp	11-16	Healer's Kit	45-48	Hand Mill	71
Lock, Average	17-18	Animal Trainer's Kit	49	Pestle & Mortar	74-76
Lock, Good	19	Forgery Kit	50	Candle	77-81
Lock, Superior	20	Navigator's Kit	51	Flint & Steel	82-84
Manacles	21-23	Armor Maintenance Kit	52	Parchment	85-89
Small Mirror	24	Thieve's Tools	53	Rations, 1 day	90-94
Rope, 50 ft.	25-30	Flask, empty	54-59	Torch	95-97
Grappling Hook	31-34	Hacksaw	60-63	Spyglass	98
Hourglass	35	Bolt Cutters	64-66	Magnifying Glass	99
Waterskin	36-41	Ink Vial	67	Inkpen	100

**Table 3c - Melee Weapons**

Melee Weapon Group	d%
Axe	1-11 <b>8-11</b>
Club	12-24 <b>21-24</b>
Flail	25-32 <b>30-32</b>
Gauntlet	33-43 <b>40-43</b>
Knife	44-60 <b>54-60</b>
Mace	61-73 <b>69-73</b>
Pole	74-84 <b>80-84</b>
Sword	85-100 <b>94-100</b>

**Table 3d - Ranged Weapons**

Ranged Weapons	d%
Arrows/Bolts	1-15 <b>11-15</b>
Bolas	16-20 <b>20</b>
Crossbow	21-33 <b>29-33</b>
Dart	34-46 <b>40-46</b>
Javelin	47-52 <b>50-52</b>
Longbow	53-65 <b>61-65</b>
Net	66-76
Shortbow	77-89 <b>85-89</b>
Shuriken	90-95 <b>94-95</b>
Sling	96-100 <b>100</b>

**Table 3e - Armor**

Armor	d%	Armor	d%
Padded	1-7	Brigandine	58-62
Leather Studded Leather	8-12	Ring	63-67
Bark	13-14	Shell	68-69
Bone	15-19	Scale Mail	70-75
Cord	20-26	Chainmail	76-80
Leather Scale	27-33	Breastplate	81-86
Wicker	34-40	Banded Mail	87-92
Wood	41-44	Coral	93
Chain Shirt	45-51	Half-Plate	94-98
Hide	52-57	Full-Plate	99-100

**Table 4 - Specific Weapons**

Axe	d%
Throwing	1-18
Handaxe	19-35
Battleaxe	36-52
Urgrosh	53-69
Greataxe	70-86
Kama	87-100

Club	d%
Standard	1-75
Greatclub	76-100

Knife	d%
Dagger	1-40
Punching	41-75
Kukri	76-100

Flail	d%
Standard	1-40
Heavy	41-75
Dire	76-100



Mace	d%
Light	1-40
Heavy	41-75
Morningstar	76-100

Pole	d%
Spear	1-16
Halberd	17-31
Naginata	32-48
Trident	49-59
Scythe	60-76
Quarterstaff	77-91
Warhammer	92-100

Sword	d%
Shortsword	1-15
Bastard Sword	16-30
Longsword	31-41
Sickle	42-47
Rapier	48-53
Sai	54-59
Scimitar	60-70
Falchion	71-80
Katana	81-95
Greatsword	96-100

Longbow/Shortbow	d%
Standard	1-65
Composite	66-100

Ammunition	d%
Arrow (Bow) x10	1-50
Bolts (Crossbow) x10	51-95
Bullets (Sling) x10	96-100

Crossbow	d%
Hand	1-15
Light	16-46
Heavy	47-77
Light, Repeating	78-90
Heavy, Repeating	91-100

- If an item is determined to be enchanted or have a special feature, roll on the appropriate chart for the characteristic.

**Table 5a - Weapon Enchantments**

Enchantment	d%	Enchantment	d%	Enchantment	d%
Finder	1-3	Shock	38-41	Exit Wounds	73-76
Dispelling	4-5	Silent Strike	42-45	Deflecting	77-79
Hideaway	6-7	Throwing	46-49	Corrupted	80-83
Doomwarding	8	Thundering	50-53	Blessed	84-87
Bane	9-13	Waterborn	54-57	Roaring	88-89
Bloodthirsty	14-17	Burning	58-60	Clouting	90-91
Corrosive	18-21	Deadly Precision	61-63	Vorpal	92
Flaming	22-25	Holy	64-66	Righteous	93
Forgetful	26-29	Paralyzing	67-68	Unholy	94-96
Frost	30-33	Vampiric	69-71	Morphing	97-100
Magebane	34-37	Dancing	72	--	--

**Table 5b - Armor Enchantments**

Enchantment	d%	Enchantment	d%	Enchantment	d%
Glammered	1-6	Fire Resistance	28-29	Spell Resistance 13	55-60
Shadow	7-12	Fire Resistance, Improved	30	Spell Resistance 15	61-65
Shadow, Greater	13	Sonic Resistance	31-32	Invulnerability	66-69
Silent Moves	14-19	Sonic Resistance, Improved	33	Halfweight	70-73
Silent Moves, Improved	20	Elect. Resistance	34-36	Fortification, Light	74-78
Acid Resistance (10)	21-22	Elect. Resistance, Improved	37	Exalted	79-82
Acid Resistance, Improved	23	Angelic	38-41	Spearblock	83-88
Cold Resistance	24-25	Axeblock	42-47	Fortification, Medium	89-92
Cold Resistance, Improved	26	Empyrean	48	Twilight	93-99
Deep	27	Hammerblock	49-54	Fortification, Heavy	100

**Table 5c - Weapon Special Features**

Feature	d%	Feature	d%
+1 Deflect bonus to AC	1-9	Made of Hardened Glass	63-73
Poison on Command	10-19	Made of Adamantine	74-80
Reroll Attack 1x/day	20-29	+1 Attack	81-91
Doubled Critical Range	30-39	+2 Attack	92-96
Lethal on Critical	40-49	+3 Attack	97-99
Made of Silver	50-62	+4 Attack	100



**Table 6 - Potions and Scrolls**

Potion	d%	Potion	d%	Potion	d%
Blur	1-3	Gaseous Form	40	Good Hope	72
Cure Light Wounds	4-10	Haste	41-43	Resist Energy 30	73-74
Darkvision	11-12	Heroism	44-46	Barkskin +5	75
Invisibility	13-17	Keen Edge (oil)	47-49	Great. Magic Fang +2	76-77
Lesser Restoration	18	Circle of Protection	50-51	Great. Magic Weapon +2	78-79
Cure Mod. Wounds	19-24	Neutralize Poison	52-56	Magic Vestment +2	80-82
Remove Paralysis	25	Nondetection	57-59	Protection from Arrows 15	83
Shield of Faith +3	26-27	Protection from Energy	60-61	Great. Magic Fang +3	84
Undetectable Alignment	28	Rage	62	Great. Magic Weapon +3	85
Barkskin +3	29-30	Remove Blind/Deaf	63	Magic Vestment +3	86-88
Shield of Faith +4	31	Remove Curse	64	Great. Magic Fang +4	89
Resist Energy 20	32	Remove Disease	65	Great. Magic Weapon +4	90
Cure Serious Wounds	33-34	Tongues	66	Magic Vestment +4	91-92
Daylight (oil)	35	Water Breathing	67	Bull's Strength	93-94
Displacement	36-37	Water Walk	68	Cat's Grace	95-96
Flame Arrow (oil)	38	Barkskin +4	69-70	Owl's Wisdom	97-98
Fly	39	Shield of Faith +5	71	Bear's Endurance	99-100

**Table 7 - Poisons**

Poison	d%	Poison	d%	Poison	d%
Med. Centipede	1-5	Garg. Scorpion	34	Deathblade	57
Large Centipede	6-10	Col. Scorpion	35	Black Lotus Extract	58
Huge Centipede	11-13	Dragon Bile	36	Wyvern Poison	59
Garg. Centipede	14	Med. Spider	37-41	Drow Poison	60-65
Col. Centipede	15	Large Spider	42-46	Black Adder Venom	66-70
Giant Wasp	16-18	Huge Spider	47	Striped Toadstool	71-75
Terinav	19-20	Garg. Spider	48	Bloodroot	76-80
Malyss Root Paste	21-22	Col. Spider	49	Hemlock	81-85
Med. Scorpion	23-27	Lich Dust	50-54	Belladonna	86-89
Large Scorpion	28-32	Basilisk Breath	55	Destroying Angel	90-94
Huge Scorpion	33	Lifebane	56	Yew Berries	95-100

**Table 8 - Staffs**

Staff	d%	Staff	d%	Staff	d%
Charming	1-15	Defense	63-65	Transmutation	84-86
Fire	16-30	Abjuration	66-68	Divination	87-89
Swarming Insects	31-39	Conjuration	69-71	Earth & Stone	90-92
Healing	40-48	Enchantment	72-74	Woodlands	93-94
Size Alteration	49-57	Evocation	75-77	Life	95-96
Illumination	58-60	Illusion	78-80	Passage	97-98
Frost	60-62	Necromancy	81-83	Power	99-100

**Table 9 - Gemstones**

Gem	d%	Gem	d%	Gem	d%
Banded Agate	1-2	Sardonyx	52-53	Aquamarine	79
Moss Agate	3-4	Rose Quartz	54-55	Violet Garnet	80
Azurite	5-7	Smokey Quartz	56-57	Black Pearl	81
Blue Quartz	8-10	Star Rose Quartz	58-59	Deep Blue Spinel	82
Hematite	11-13	Zircon	60-61	Golden Yellow Topaz	83
Lapis Lazuli	14-16	Amber	62	Emerald	84



Malachite	17-19	Amethyst	63	White Opal	85
Obsidian	20-22	Chysoberyl	64	Black Opal	86
Rhodochrosite	23-25	Coral	65	Fire Opal	87
Tiger Eye Turquoise	26-27	Red Garnet	66	Blue Sapphire	88
Freshwater Pearl	28-29	Brown-Green Garnet	67	Fiery Yellow Corundum	89
Bloodstone	30-31	Jade	68	Rich Purple Corundum	90
Carnelian	32-33	Jet	69	Blue Star Sapphire	91
Chrysoprase	34-35	White Pearl	70	Black Star Sapphire	92
Citrine	36-37	Golden Pearl	71	Star Ruby	93
Iolite	38-39	Pink Pearl	72	Bright Green Emerald	94
Jasper	40-41	Silver Pearl	73	Blue-White Diamond	95
Moonstone	42-43	Red Spinel	74	Canary Diamond	96
Onix	44-45	Red-Brown Spinel	75	Pink Diamond	97
Peridot	46-47	Deep Green Spinel	76	Brown Diamond	98
Rock Crystal	48-49	Tourmaline	77	Blue Diamond	99
Sard	50-51	Alexandrite	78	Jacinth	100

**Table 10 - Rings and Pendants**

Enhancement	d%	Enhancement	d%
Protecion	1-5	Invisibility	58-61
Feather Falling	6-7	Wizardry	62-64
Sustenance	8-12	Evasion	65
Climbing	13-16	X-Ray Vision	66-69
Jumping	17-20	Blinking	70-73
Swimming	21-24	Freedom of Movement	74
Counterspell	25-26	Friend Shield (pair)	75-78
Mind Shielding	27	Shooting Stars	79-82
Force Shield	28-32	Spell Storing	83-86
Ram	33-34	Telekinesis	87-88
Animal Friendship	35-39	Regeneration	89-92
Energy Resistance	40-45	Three Wishes	93
Chameleon Power	46-49	Spell Turning	94-96
Water Walking	50-52	Djinni Calling	97
Spell Storing, Lesser	53-57	Elemental Command	98-100

**Open Source Material Cited:**

- Mythic: Game Master Emulator
- Dungeons and Dragons: Player's Handbook (Ed. 3.5)
- Dungeons and Dragons: Dungeon Master's Guide (Ed. 3.5)
- Dungeons and Dragons: Arms and Equipment Guide (Ed. 2)