

RANDOM TREASURE TABLES

Use these tables to create a wide array of treasures for your next adventure. Roll on the below Random Treasure Table as feels right, or until you reach the indicated treasure value for a party by your favorite rules system.

RANDOM TREASURE TABLE

1d6	Treasure Type
1-3	Trade Goods
4-5	Currency
6	Magic Item

CURRENCY & TRADE GOODS VALUE

First, determine the amount of currency or the value of the trade goods. Use the Currency Type table below to determine the level. Next roll a number of ten-sided dice equal to the party level. Add the results and party level together. This is the amount of currency or value of the specified trade goods.

VALUE FORMULA: $XD10 + X$
 X = Party Level

CURRENCY TYPE

1d10	Coin Type
1-4	Copper Pieces
5-7	Silver Pieces
8-9	Gold Pieces
10	Platinum Pieces



TRADE GOODS

1d20	Good Type
1	Foodstuffs
2	Flavorings
3	Medicine
4	Drinks
5	Meat
6	Animal Byproducts
7	Fish & Game
8	Grains
9	Aromatics
10	Textiles
11	Resources
12	Animals
13	Clothing
14	Arms & Armor
15	Art
16	Jewelry
17	Containers
18	Pelts
19	Tools
20	Writing Supplies

MAGIC ITEMS BY PARTY LEVEL

PARTY LEVEL 1-4

1d6	Item Rarity
1-4	Common
5-6	Uncommon

PARTY LEVEL 5-10

1d6	Item Rarity
1-3	Common
4-5	Uncommon
6	Rare

PARTY LEVEL 11-16

1d10	Item Rarity
1-4	Common
5-7	Uncommon
8-9	Rare
10	Very Rare

PARTY LEVEL 17-20

1d20	Item Rarity
1-6	Common
7-11	Uncommon
12-15	Rare
16-18	Very Rare
19-20	Legendary

MAGIC ITEM TYPE

1d10 Item Type

1	Armor
2	Potion
3	Ring
4	Rod
5	Scroll
6	Staff
7	Wand
8	Weapon
9	Wondrous Item
10	Cursed (roll again and ignore result of ten)

TRADE GOODS TABLES

Subsequent tables for trade good treasures.

1) FOODSTUFFS & PREPARATION

1d8	Types
1	Fruits
2	Legumes
3	Mushrooms
4	Nettles
5	Nuts
6	Roots & Tubers
7	Vegetables
8	Vetch

1d12	Preparation
1	Cured
2	Dried
3	Fatted
4	Fermented
5	Jellied
6	Jugged
7	Lye
8	Pickled
9	Raw
10	Salted
11	Smoked
12	Sugared

2) FLAVORINGS

1d6	Types
1	Herbs/Spices
2	Oils
3	Salt
4	Lard
5	Sugar
6	Vinegars

3) MEDICINE

1d12	Types
1	Ointment
2	Poultice
3	Salve
4	Elixir
5	Herbs
6	Lozenge
7	Pill
8	Powder
9	Tincture
10	Incense
11	Infused Oils
12	Potpourri

4) DRINKS

1d10	Types
1	Coffee
2	Infused Water
3	Tea
4	Beer
5	Cider
6	Mead
7	Wine
8	Cordials
9	Schnapps
10	Spirits

5) MEAT & PREPARATION

1d6	Types
1	Beef
2	Mutton
3	Poultry
4	Pork
5	Game
6	Fish

1d12	Preparation
1	Cured
2	Dried
3	Fatted
4	Fermented
5	Jellied
6	Jugged
7	Lye
8	Pickled
9	Raw
10	Salted
11	Smoked
12	Sugared

6) ANIMAL BYPRODUCTS

1d8	Types
1	Beeswax & Honey
2	Blood, Bone, Urine
3	Butter, Cheese, Yogurt (Dairy)
4	Eggs
5	Lanolin, Lard, Tallow
6	Feathers
7	Gelatin
8	Antler, Horn, Ivory

7) FISH & GAME

1d6	Types
1	Big Game
2	Fish
3	Fowl
4	Small Game
5	Medium Game
6	Amphibian/Reptile

8) GRAINS & STATUS

1d8	Types
1	Barley
2	Corn
3	Millet
4	Oats
5	Rice
6	Rye
7	Sorghum
8	Wheat

1d4 Status

1	Dried Sheaf
2	Separated Kernel
3	Meal (Ground)
4	Flour (Milled)

9) AROMATICS

1d6	Types
1	Perfume
2	Incense
3	Potpourri
4	Rosewater
5	Scented Oil (Lamp)
6	Dried Plant

10) TEXTILES

1d8	Types
1	Cotton/Linen
2	Fur/Hide
3	Hemp/Jute
4	Wool/Mohair
5	Felt
6	Silk
7	Canvas/Sackcloth
8	Color Dyed (roll again and ignore result of eight)

11) RESOURCES

1d3 Types

- 1 Bulk Raw
- 2 Bulk Worked
- 3 Finished Goods

1d6 Bulk Raw

- 1 Cash Crop
- 2 Coke
- 3 Lye
- 4 Ore
- 5 Timber
- 6 Unworked Gems

1d6 Bulk Worked

- 1 Parchment/Paper
- 2 Charcoal/Coal/Firewood
- 3 Cut Gemstones
- 4 Ingots
- 5 Lumber
- 6 Rope

1d4 Finished Goods

- 1 Clothing
- 2 Shoes
- 3 Baskets/Pottery
- 4 Furniture

12) LIVE ANIMALS

1d12 Types

- 1 Bird
- 2 Cat
- 3 Bovine
- 4 Dog
- 5 Fish
- 6 Goat/Sheep
- 7 Camel/Horse/Mule
- 8 Insect
- 9 Ox
- 10 Pig
- 11 Alpaca/Llama
- 12 Exotic

1d4 Bird

- 1 Chicken
- 2 Raptor
- 3 Songbird
- 4 Waterfowl

1d4 Exotic

- 1 Amphibian
- 2 Fish
- 3 Mammal
- 4 Reptile

13) CLOTHING

1d8 Types

- 1 Shoes/Sandals
- 2 Belt/Sash
- 3 Cape/Cloak
- 4 Hat
- 5 Gloves
- 6 Tunic/Dress
- 7 Breeches/Skirt
- 8 Hose/Socks

14) ARMS & ARMOR

1d8 Types

- 1 Light Armor
- 2 Medium Armor
- 3 Heavy Armor
- 4 Shield
- 5 Simple Melee
- 6 Simple Ranged
- 7 Martial Melee
- 8 Martial Ranged

15) ART

1d8 Types

- 1 Drawing
- 2 Carving
- 3 Glass
- 4 Pottery
- 5 Painting
- 6 Sculpture
- 7 Tapestry
- 8 Woodblock Print

16) JEWELRY

1d6 Types

- 1 Head/Hair
- 2 Neck
- 3 Arms
- 4 Hands
- 5 Feet
- 6 Body

17) CONTAINERS

1d6 Types

- | | |
|---|--------------|
| 1 | Cloth Sack |
| 2 | Woven Basket |
| 3 | Pottery |
| 4 | Crate |
| 5 | Chest |
| 6 | Keg/Barrel |

18) PELTS

1d4 Type

- | | |
|---|-----------------------------|
| 1 | Pelt (Skin + Hair) |
| 2 | Fur (Treated Pelt) |
| 3 | Skin (No Fur, Untreated) |
| 4 | Hide/Leather (Treated Skin) |

19) TOOLS

1d10 Types

- | | |
|----|---------------|
| 1 | Auger |
| 2 | Axe |
| 3 | Adaze |
| 4 | Bucket |
| 5 | Chisel |
| 6 | Hammer/Mallet |
| 7 | Hoe |
| 8 | Saw |
| 9 | Shears/Snips |
| 10 | Shovel |

20) WRITING

1d8 Types

- | | |
|---|--------------------|
| 1 | Bound Book/Journal |
| 2 | Chalk/Charcoal |
| 3 | Ink |
| 4 | Paper |
| 5 | Parchment |
| 6 | Quill/Pen |
| 7 | Sealing Wax |
| 8 | Wax Diptych |

