



d30 Burial Urns

URN1: SHAPE & MATERIAL

		Shape/Type				
		A	B	C	D	Made from...
Roll on d30	1	2	3			stone
	4	5	6			clay
	7	8	9			ceramic (plain)
	10	11	12			cloisonné
	13	14	15			marble
	16	17	18	19	iron	
	20	21	22	23	brass	
			24	25	cherrywood	
			26	27	oak	
			28	29	mahogany	
	30				special	

URN1b: SPECIAL MATERIAL

		Shape/Type				
		A	B	C	D	Made from...
Roll on d30	1	2	3	4	brass	
	5	6	7	8	copper	
	9	10	11	12	silver	
	13	14	15	16	gold	
	17	18	19	20	electrum	
	21	22	23	24	platinum	
	25	26	27	crystal		
	28	29	30	glass		

A = lipped with cradled lid
B = topped with nesting cap
C = box with separate top
D = box with hinged top

URN2: CONTENTS

		General Contents					
		none	ashes	bone bits	ashes, bone bits	ashes, bone, body part	Other Contents
Roll on d30	1	2	3	4	5	none	
	6	7	8	9	10	dead bugs	
	11	12	13	14	15	webs	
	16	17	18	19	20	bugs/spiders	
	21	22	23	24	25	mundane item	
	26	27	28	29	30	special item	

URN3a Roll 1d30.

Roll Summons...

1-12 1d30 skeletons
13-18 1d15 zombies
19-21 1d5 ghouls
22-24 1d3 wights
25-27 1d3 shadows
28-30 1 wraith (standard)

URN3c Roll 1d30.

Roll Ability

1-10 invisibility
11-20 protection +1
21-25 feather falling
26-27 free action
28-29 spell storing
30 regeneration

URN5 SIZE

Roll Size

1-10 small
11-20 medium
21-30 large

URN3b Roll 1d30.

Roll Curse

1-10 +1 AC penalty
11-20 -1 "to hit" penalty
21-25 blindness
26-27 deafness
28-29 disease
30 death wish

URN4 CONDITION

Roll Condition

1 destroyed
2-5 badly aged/damaged; likely breaks if handled
6-10 fragile; likely breaks if roughly handled
11-20 cracked but intact; able to be handled
21-25 good condition; minor chips, cracks, etc.
26-29 shows only slightest signs of age
30 pristine/new

URN3: SPECIAL CONTENTS

Roll Contents

1	vermin: rat
2	vermin: bat
3	vermin: spiders, tiny (2d30)
4	vermin: spiders, small (1d30)
5	vermin: spiders, medium (1d5)
6	vermin: spider, large (1)
7	vermin: flies/gnats (small swarm)
8	vermin: beetles, small (1d30)
9	vermin: beetles, medium (1d10)
10	vermin: worms (1d15)
11	vermin: grubs
12	vermin: locusts (1d10 or by size of)
13	creature: ash wraith [as normal wraith, but composed of ash]
14	creature: ash "elemental" [as dust elemental]
15	creature: crawling hand
16	creature: flying eyeball [gaze effect at DM's discretion]
17	creature: ghost
18	creature: summoned undead [Roll on URN3a]
19	amulet: normal [1d30×10 gp value]
20	amulet: cursed [Roll on URN3b]
21	amulet: magical [Roll on URN3c]
22	ring: normal [1d30×10 gp value]
23	ring: cursed [Roll on URN3b]
24	ring: magical [Roll on URN3c]
25	gem: normal [3d30×100 gp value]
26	gem: cursed [Roll on URN3b]
27	effect: fear [save vs. spells or flee in fear for 1d3 turns]
28	effect: paralysis [save vs. spells or paralyzed in fear for 2 turns]
29	effect: dread [save vs. spells or attack/save at -1d3 for 1d30 rds.]
30	effect: sleep [no save; 1d30 rounds]