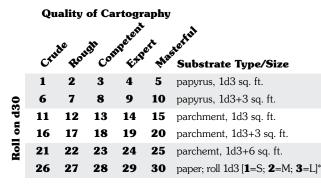


**MAP3: MAP CONTENTS** 

## **d30 Treasure Map Generator**

## MAP1: SIZE OF MAP & MATERIAL USED



<sup>\*</sup> S=1d3 sq. ft.; M=3+1d3 sq. ft.; L=1d3+6 sq. ft.

## **KEY TO MAP3: DETAILS SHOWN**

- C = written in common
- D = written in demi-human language
- H = written in humanoid language
- A = written in arcane language or symbolic code
- G = shows/notes major geographic locations
- Gg = shows/notes major & minor geographic locations
- S = shows/notes major settlements
- Ss = shows/notes major & minor settlements
- M = shows/notes location of major monster lairs
- \* writing on map is "scrambled" (out of place from actuality); re-roll for details of map, ignoring this result hereafter
- \*\* writing on map is invisible/hidden (details for revealing contents at DM's discretion); re-roll on this table for contents of hidden map, ignoring this result hereafter
- \* map details may be both invisible and scrambled; conditions for appearance of either/both at DM's discretion

## **MAP2: CONDITION OF MAP**

Chance-in-3		Chance-in-30	MAI J. MAI CONTENIS	
Roll	<b>Blemishes/Imperfections/Deterioration</b>	of being usable	Roll	Details
1	none	30	1	С
2	light overal flocking (mold)	29	2	C, G
3	medium overal flocking (mold)	28	3	C, Gg
4	1d3 minor spots (mold)	27	4	C, G, S
5	1d3 minor spots (mold) + light overall flocking	26	5	C, Gg, S
6	1d3 minor spots (mold) + medium overall flocking	25	6	C, Gg, Ss
7	1d3 minor spots (mold) + heavy overall flocking	24	7	C, Gg, Ss, M
8	1d3 minor holes + 1d3 minor spots (mold)	23	8	D
9	1d3 minor holes + 1d3 minor spots (mold) + light over	all flocking 22	9	D, G
10	1d3 minor holes + 1d3 minor spots (mold) + medium of	overall flocking 21	10	D, Gg
11	1d3 minor holes + 1d3 minor spots (mold) + heavy over	erall flocking 20	11	D, G, S
12	1d3 major spots	19	12	D, Gg, S
13	1d3 major spots + light overall flocking	18	13	D, Gg, Ss
14	1d3 major spots + medium overall flocking	17	14	D, Gg, Ss, M
15	1d3 major spots + heavy overall flocking	16	15	Н
16	1d3 major spots $+$ 1d3 minor holes + light overall floc	king 15	16	H, G
17	1d3 major spots $+$ 1d3 minor holes + medium overall	flocking 14	17	H, Gg
18	1d3 major spots $+ 1d3$ minor holes + heavy overall flo	ocking 13	18	H, G, S
19	1d3 major holes	12	19	H, Gg, S
20	1d3 major holes + light overall flocking	11	20	H, Gg, Ss
21	1d3 major holes + medium overall flocking	10	21	H, Gg, Ss, M
22	1d3 major holes + heavy overall flocking	9	22	А
23	1d3 major holes + 1d3 minor spots	8	23	A, G
24	1d3 major holes + 1d3 minor spots + light overall flock	king 7	24	A, Gg
25	1d3 major holes + 1d3 minor spots + medium overall f	locking 6	25	A, G, S
26	1d3 major holes + 1d3 minor spots + heavy overall flo	cking 5	26	A, Gg, S
27	1d3 major holes + 1d3 major spots	4	27	A, Gg, Ss
28	1d3 major holes + 1d3 major spots + light overall flock	ing 3	28	A, Gg, Ss, M
29	1d3 major holes + 1d3 major spots + medium overall f	locking 2	29	scrambled*†
30	1d3 major holes + 1d3 major spots + heavy overall floo	cking 1	30	invisible**†