

Treasure

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Treasure tables suck.

No really, it's like a video game. I open the chest, what do I find? Wait, wait for it.

Gold.

Gems.

Magic Items.

Every time.

There's this cool list of items, with an extensive random table that doesn't take into account the power level of your group or the environment at all. How do I generate an appropriate list of items and treasure for an area without favoring certain PC's? How can I match the treasure with the approximate danger in the area? How can I randomly generate treasure that doesn't instantly unbalance my game because of a bad random roll (1% chance of an artifact I'm looking at you).

So I like to run a game that feels, I don't know, simulationist. And what did historical looters find of value?

Art.

Goods.

Furnishings.

Where are the tables for these things? Well, completely unsatisfied with every hodgepodge treasure table scattered all over the universe, I decided to compile a little document that would help me when preparing my games. Now you can roll up an 800 gp armoire that the players will walk right past when you roll that 20 for room contents. (Unguarded treasure?!) Now you can put more than enough treasure in the game for the players, and leave it up to them if they want to sell their diamond bells, or try to figure out how to move their 500 pounds of iron ingots. Now you can actually *know* how difficult to move whatever they find actually is.

The tables in this document are assuming that 60% or so of rooms are empty, and only 20% of the rooms contain treasure of any sort. All values are vaguely accurate and are designed to not break the suspension of disbelief in play.

There is little description. Most of the following should be fairly self-explanatory. Enjoy. If there isn't a table for something, pick. Or roll 1d20 and count words, cycling around till you run out of numbers.

Determine Average Treasure Value:

To determine your treasure unit value, we will consider several things. First your game system and its treasure requirements and second the treasure level of your game. In systems where 1 gold piece is equal to an experience point higher treasure values are given then in systems where 5 gold pieces are equal to an experience point. In some modern systems little to no experience is given for treasure and there are specific expectations of how much wealth by level should be acquired.

Low treasure games work well with a base value of 100-300 gold pieces per treasure unit. Middle value treasure games and games that give reduced experience for gold work well with treasure units from 400-800 gold pieces per treasure unit. High treasure games that give even experience points for gold work well with 1000+ gold piece value treasure units. This is just our base treasure value we use to determine specific treasure values for encounters. You should calculate a modifier to this base value from monster hit dice (Example 1), dungeon level (use the level as a multiplier), or party level (Example 2). Take this modifier and multiply it by the base treasure unit above. You may further modify this number by rolling on the **BASE VALUE OF THE HOARD** table below. Alternately you may use the values given on the **TREASURE TYPE CONVERSION** table.

To determine the number of units you may use the **TREASURE TYPE CONVERSION** table to find the size of the hoard, or roll on the **HOARD SIZE** table.

For each treasure unit, roll on the **TYPES OF TREASURE** Table. Then roll on the appropriate tables on the following pages. If a value is rolled on this table lower than 1 or higher then 20, consider it a 1 or 20.

You may, of course forgo rolling on any of these tables and simply select rational values for all choices. Note that this treasure method (of determining the unit value) does cap the value of treasure discovered before rolling. The randomness of discovering an artifact or a gem worth 1 million gold pieces is removed. Note that if this randomness is desired, it

BASE VALUE OF THE HOARD
(1d100)

01	1%
02-03	10%
04-08	25%
09-14	50%
15-24	75%
25-76	100%
77-86	150%
78-92	200%
93-97	300%
98-99	500%
00	1000%

TYPES OF TREASURE (1d20)

1	Art
2-3	Jeweled Items
4-7	Goods
8-13	Coins
14-17	Furnishings and clothing
18-19	Gems
20	Special and Magic Items

HOARD SIZE (1d20)

1	Individual Treasure	1 TREASURE UNIT
2-3	Small (Unguarded) Hoard	1-3 TREASURE UNITS
4-7	Small Hoard	3 + 1d6-2 TREASURE UNITS (2-7)
8-13	Medium Hoard	4 + 1d4-1 TREASURE UNITS (4-7)
14-16	Large Hoard	6 + 1d4 TREASURE UNITS (7-10)
17-18	Huge Hoard	6 + 2d4 TREASURE UNITS (8-14)
19	Massive Hoard	6 + 3d4 TREASURE UNITS (9-18)
20	Gargantuan Hoard	4*1d4+2 TREASURE UNITS (12-24)

is easily worked around by allowing results using “Gems”, “Art”, “Jeweled items”, and “Magic Items” to cascade to increasing values.

Example 1: We will determine the TREASURE UNIT size by enemy hit die totals. A treasure is guarded by 8 Advanced Bullywugs and 34 Normal Bullywugs. Advanced Bullywugs have 4 HD, and Bullywugs have 2 HD. To determine the treasure level, total the hit dice and divide by the number of opponents. The average guardian level is $((8*4) + (34*2))/42 = 2.38$. This is a mid-value treasure campaign so a TREASURE UNIT is equal to $2.38*500$ or around 1190 gold pieces (gp). (You may round this value to 1000 gp. Slavish devotion to the tables is NOT encouraged)

Example 2: We determine the TREASURE UNIT size by party level. A party consists of a 1st level monk, a 2nd level magic-user, and a 3rd level thief, a 3rd level cleric, and a 3rd level fighter. They have 4 1st level henchmen. The average party level is $(1+2+3+3+3+.5+.5+.5+.5)/5 = 2.8$. This is a low treasure campaign so a TREASURE UNIT is equal to $2.8*200$ or 560 gp. (You may round this value to 600. Slavish devotion to the tables is NOT encouraged) Note: Henchmen are considered an aspect of the character and are not used to reduce the average party level. Henchmen levels count as half.

Treasure Type Conversion

A: Massive Hoard. Average TREASURE UNIT 850 gp.

B: Huge Hoard. Average TREASURE UNIT 250 gp.

C: Huge Hoard, modifying the **TYPES OF TREASURE** table by adding 1 if you roll 11 or over, and subtracting 1 if you roll 10 or under. This hoard will not contain any Gold or Hard Silver. Average TREASURE UNIT 175 gp.

D: Large Hoard, This Hoard will not contain any Hard Silver. If magic items are present, 1 potion will be guaranteed. Average TREASURE UNIT 500 gp.

E: Large Hoard With a +2 bonus on one roll of the **TYPES OF TREASURE** Table. If magic items are present, 1 scroll will be guaranteed. Average TREASURE UNIT 1000 gp.

F: Huge Hoard, modifying the **TYPES OF TREASURE** table by adding 1 if you roll 11 or over, and subtracting 1 if you roll 10 or under. This hoard will not contain any copper. Average TREASURE UNIT 1200 gp.

G: Large Hoard, adding +50% to the base value of the hoard and modifying the **TYPES OF TREASURE** table by adding 2 if you roll 13 or higher, and subtracting 2 if you roll 9 or lower. This hoard will not contain any copper or silver. Average TREASURE UNIT 4000 gp. (Do not increase this value if you use it).

H: Gargantuan Hoard, doubling all TREASURE UNIT results, Average TREASURE UNIT 2000 gp (Do not increase this value if you use it).

I: Small Hoard that does not contain any Copper, Silver, Electrum or Gold. Average TREASURE UNIT 500 gp.

J, K, L, M, N, O, and P are all Individual treasure results. Average TREASURE UNIT of 1-100 gp.

Q: Produces 1 TREASURE UNIT of Gems. Average Treasure unit 250 gp.

R: Produces 1 TREASURE UNITS of potions, 1 TREASURE UNIT of Gems, and 1 TREASURE UNIT of Art. Average TREASURE UNIT 750 gp.

S: Produces 2 TREASURE UNITS of potions. Average TREASURE UNIT 750 gp.

T: Produces 1 TREASURE UNIT of scrolls. Average TREASURE UNIT 2500 gp.

U: Produces 1 TREASURE UNIT of Gems, 1 TREASURE UNIT of Art, and 1 TREASURE UNIT of magic items. Average TREASURE UNIT 2000 gp.

V: Produces 2 TREASURE UNITS of magic items. Average TREASURE UNIT 5000 gp.

W: is a small hoard. Average TREASURE UNIT 1500 gp.

X: Produces 1 TREASURE UNIT of Potions. Average TREASURE UNIT 1000 gp.

Y: Produces 1 TREASURE UNIT of gold. Average TREASURE UNIT 700 gp.

Z: is a Medium Hoard with all money types present. Average TREASURE UNIT 2000 gp.

Treasure Containers:

Treasure is contained in	
1	Bags or Sacks
2	Barrels or Cask
3	Coffer or Kist
4	Chest
5	Huge Chest
6	Trunk
7	Urn
8	Jar
9	Niche
10	Loose

Reference Appendix A for an extensive list of materials to aid in description (such as different types of woods and metals).

Bags and Sacks: These constructed out of the following fabrics:

Woven: *Barkcloth, Broadcloth, Burlap, Calico, Cambric, Canvas, Cheesecloth, Chiffon, Cloth of gold, Crape, Denim, Flannel, Gauze, Haircloth, Herringbone, Himroo, Hodden, Khaki, Longcloth, Moleskin, Muslin, Oilskin, Ottoman, Oxford, Samite, Sateen, Satin, Scarlet, Seersucker, Silk, Tweed, Twill, Brocade, Corduroy, Plush, Fleece, Terrycloth, Velvet, Velveteen, Wadmal*

Non-Woven: *Felt, Cedar Bark.*

Knitted: *Velour*

Netted: *Fishnet, Lace*

Bags and sacks may be woven, knitted, crocheted, braided, laced, or felted.

Security: Bags and sacks may be sealed by a rope ties, snaps, buckles, or knots.

Barrels or Casks: These are usually made from vertical wooden staves. They are bound by wooden or metal hoops. Barrels and casks are found in a variety of sizes. From the gallon (1 gallon) to the barrel (32 Gallons) to the hogshead (48-63 Gallons) to the tun (252 Gallons).

Security: Barrels or Casks may be sealed by wax seals or brands.

Coffers, Chests, Huge Chests, and Trunks: These may be composed of the following materials: *Bronze, Wood (Carved, Cheap, Painted, Sturdy), Copper, Gold, Iron, Leather, Lead, Marble, Silver, Slate, Steel, Stone or Magical Energy.* They may be bound by any of the above substances, they may be warped, or they may be wrapped in chains or straps.

Security: Coffers, Chests, Huge Chests, and Trunks may be sealed by latches, clasps, locks, rope ties, buckles or padlocks

Jars and Urns: These may be made from the following materials: Glass, Wood, Metals, Pottery and Ceramics.

Security: Jars and Urns may be sealed by wax seals, stoppers, or lids.

Niches: These may be found in either the floors, walls, or ceilings.

Security: They may be concealed, or protected by latches, locks, and padlocks.

Loose treasure may be stacked, organized, piled or scattered.

There is a 1 in 20 chance of a container having treasure being trapped. (You may apply a -4 modifier for chests with results equal or less than 1 indicating a trap). There is a 1 in 20 chance of treasure being hidden.

Treasure is hidden by	
1-2	Concealed
3	Invisible
4	Secret space under container
5	Secret compartment
6	Inside an ordinary item in plain view
7	Disguised to appear as something else
8	Under a heap of trash or dung
9	Under a loose stone in the floor or wall
10	In a nearby secret or concealed room.

Treasure is trapped by	
1	Contact Poison on Treasure
2	Contact Poison on Container
3-4	Poisoned needles in lock
4-6	Poisoned needles in handle
7-8	Poisoned spring darts in front
9-10	Poisoned spring darts on top
11-12	Poisoned Spring darts from inside lid
13-14	Poisoned spring darts from inside bottom
15	Blade scything across top
16	Poisonous vermin (insects, reptiles)
17	Poison Gas released
18	Trap door opens
19	Stone block drops
20	Magic

Concealed: This indicates the treasure is hidden from sight, perhaps inside a drawer, underneath a blanket, or shoved under a bed.

How much can I carry?

A great deal of the value in providing unique treasure is forcing the characters to find ways to transport it out of the dungeon. Valuable potable items (Gems, Jewelry, and Magic Items) are most rare. Certain devices exist to assist adventurers with moving treasure. How much can these reasonably carry without becoming useless? These containers may be able to physically hold more, but will tend to fall apart if overloaded. All weights are in pounds. Numbers to the right of the slash indicate maximum loads.

Backpack	40	Pack Ape	200/400
Small Belt Pouch	10	Brown Bear	300/600
Large Belt Pouch	20	Camel	400/600
Sack, Small	10	Dog Sled	300/600
Sack, Large	40	Donkey	150/250
Saddlebag, Small	25	Elephant	500/1000
Saddlebag, Large	100	Horse, draft	400/800
Box (Per cubic foot)	20	Horse, light war	300/500
Chests (Per cubic foot)	650	Horse, medium war	400/650
Ship (Per ton)	100	Horse, heavy war	500/750
Cart (Small)	400	Horse, wild	300/600
Cart (Large)	600	Mule	500/750
Chariot (Small)	400	Pony	200/300
Chariot (Large)	550	Ram, Giant	250/400
Wagon (Small)	850	Sheep	25/50
Wagon (Large)	1200	Yak	225/350
Wagon (Large, 2-4 Horses)	1500		

Art:

1-2	Paper art (prints, calligraphy, illustrated manuscript)
3-4	Fabric art (tapestry, embroidery, quilt)
5-6	Painting (watercolor, oils, acrylics, enamels)
7-8	Crafts (Doll making, Bookbinding)
9-10	Carving (woodwork, scrimshaw, bone, ivory, scales)
11-12	Ceramics (pottery, urns, statuary, china)
13-14	Glasswork (decanters, chandeliers, goblets, pipes, bowls, windows)
15-17	Stonework (Statues, birdbaths, plaques)
18-19	Metalwork (sculpture, furnishings, decorative)
20	Magical

1	Abstract (-2 Value)
2	Monster (-1 Value)
3	Humanoid
4-5	Natural
6	Supernatural
7-9	Local
10-12	Historical
13-17	Religious
18-19	Wealthy/Noble (+1 Value)
20	Royalty (+2 Value)

These two tables will give some indication as to the medium and subject of the art. Woodwork is covered under Furnishings.

If you wish more information about the piece roll on the following tables.

Renown of the artist:

1-3	Unknown (-3)
4-6	Obscure (-2)
7-10	Locally known (-1)
11-14	Regionally known (0)
15-18	Nationally known (+1)
19	Continentially known (+2)
20 (1-16)	World renowned (+3)
20 (17-20)	Ubiquitous (+4)

Quality of Materials:

1	Awful (-3)
2	Poor (-2)
3-5	Below Average (-1)
6-13	Average (0)
14-17	Above Average (+1)
18	Good (+2)
19	Excellent (+3)
20 (1-14)	Finest (+4)
20 (15-20)	Unique (+5)

Age:

1	Avant-garde (-3)
2	Current (-2)
3-5	Recent (-1)
6-13	Contemporary (0)
14-17	Modern (+1)
18	Old (+2)
19	Antique (+3)
20 (1-14)	Venerable (+4)
20 (15-19)	Archaic (+5)
20 (19-20)	Primordial (+7)

Value Categories:

1 copper	1500 gp
1 silver	2000 gp
5 silver	3000 gp
1 gold	4000 gp
10 gp	5000 gp
25 gp	7500 gp
50 gp	10,000 gp
75 gp	20,000 gp
100 gp	40,000 gp
150 gp	80,000 gp
200 gp	150,000 gp
300 gp	250,000 gp
400 gp	400,000 gp
500 gp	800,000 gp
750 gp	1 Million gp
1000 gp	Priceless

Size of the Art Object:

1	Tiny (-3)
2	Very Small (-2)
3-5	Small (-1)
6-13	Average (0)
14-17	Large (+1)
18	Very Large (+2)
19	Huge (+3)
20 (1-14)	Massive (+4)
20 (15-20)	Gargantuan (+5)

Quality of the work:

1	Awful (-3)
2	Poor (-2)
3-5	Below Average (-1)
6-13	Average (0)
14-17	Above Average (+1)
18	Good (+2)
19	Excellent (+3)
20 (1-14)	Brilliant (+4)
20 (15-20)	Masterpiece (+5)

Condition of the work:

1	Badly Damaged (-3)
2	Damaged (-2)
3-5	Worn (-1)
6-13	Average (0)
14-17	Good (+1)
18	Excellent (+2)
19	Near Perfect (+3)
20 (1-14)	Perfect (+4)
20 (15-20)	Flawless (+5)

Names of Artists: Bedlam Shroud, Eleanor Manuela Francis, Merz Damnmuck, Adam Von Bargen, Bauaet, Rexak Ghostcarver

Grosscraft, Dacthamei, Cariloadsem, Htarc Anvilworker, Anadalong, Condati, Greenpine,

Hazel Hudson, The Moolah Thief, Carolina Eunice Lester, Malik Montgomery, Zane Vondrak, Tob, Fanaungi,

Benedict Cobb, Mel Arden Mercado, Ernie Hays, Michael Moreau, Xavier Nix, Zar'tsokegorh, Nadnozmaciel,

Zoron The Unholy Earl That Prefers the Pretender, Carnage of the Mysterious Vortex, The Ambassador Who Hates the Dreamer

Various Examples of Art:

Paper Arts: Pastel chalk or oil, Charcoal, Colored pencil, Conte, Crayon, Graphite, Ink, Colored ink doing Calligraphy, Printing, or Illustrating a manuscript, letter, or drawing on Paper, Canvas, Wood, Plaster, or Metal.

Fabric Arts: Applique, Beadwork, Crochet, Cross-stitch, Dying, Embroidery, Felting, Knitting, Lace, Macrame, Nalebinding, Needlework, Patchwork, Passementerie, Quilting, Rope, Rugmaking, Sewing, Tapestry, Textile printing, Weaving.

Painting: Acrylic, Oil or Enamel Paint, Encaustic (wax), Fresco, Gesso, Glaze, Gouache, Ink, Sumi, Tempera, Watercolor on Buildings, Canvas, Clay, Cloth, Glass, Lacquer, Metal, Paper, Wood, or Ceramic.

Crafts: Bracelets, Lace, Origami, Scrap-booking, Wood burning, Egg Decorating, Mosaic,

Carving: Bone, Gourd, Ice, Ivory, Scrimshaw, Stone, Wood.

Ceramics: Figures/Statuary, Tiles, Tableware/China, Pottery,

Glasswork: Beads, Decanters, Lamps/Chandeliers, Goblets, Crystal, Pipes, Bowls, Windows, Stained, Flowers, Tiles, Etched and Engraved.

Stonework: Sculpture, Statues, Carvings, Engravings, Lapidary, Pietra dura, and Fountains, from Brick, Gems, Marble, Slate, Granite, Travertine, Limestone and Sandstone.

Metalwork: Sculpture, Furnishings, Miniatures, Tools, and Tableware.

These various factors can also modify the value of the art.

The base cost is set by the value of the TREASURE UNIT, you can select multiple pieces, or alter their age or condition to reflect their value.

Jeweled Items:

01-02	Anklet	34-35	Goblet	68	Chatelaine
03-05	Armband	36-37	Headband (fillet)	69	Cuff link
06-07	Belt	38	Idol	70	Lapel Pin
08-09	Small Box	39-40	Locket	71	Grill
10-14	Braclet	41	Medal	72	Bangles
15-17	Brooch	42	Medallion	73	Body Piercing
18	Buckle	43-45	Necklace	74	Prayer Beads
19	Chain	46	Pendant	75	Puzzle
20	Chalice	47	Pin	76	Aiguillette (decorative cord / ribbon tip)
21	Choker	48	Orb	77	Cock Ring
22	Clasp	49-53	Ring	78	Pectoral
23	Collar	54	Scepter	79	Zierscheibe (ornamental disc)
24	Coffer	55	Seal	80	Icon (small animal, symbol)
25	Comb	56	Statuette	81	Egg
26	Coronet	57	Tiara	82-85	Weapon
27	Crown	58-59	Mask	86-89	Armor
28	Decanter	60	Nose Ring/Stud	90-93	Tool
29	Diadem	61-62	Circlet	94-99	Roll on again on type of treasure table, Reroll coin results, new item is bejeweled.
30-32	Earring	63-64	Torc	00	Treasure container is bejeweled.
33	Fob	65-67	Utensils		

Most jewelry are plain items enhanced by precious metals and gems. There are many ways to enhance the value of an item, some common methods are listed below: You can increase the quality of the material, you can increase the quality of the manufacture. You may remove things from it (ornate carving, relief, beveling, fretwork). You may add things to it (Upholstering, inlaying precious metals and gemstones, adding a fur fringe, encasing it in valuable skin, embroidery). Things may be done to enhance the value of the object (Polishing, finishing, dying, coloring, painting), Social factors can also play a role in value, as any urban setting value will be dictated by culture and fashion.

There are many different types of utensils that can be enhanced as above. Here is a list of some items that can be selected on a roll of utensils, or in lieu of the above list: Adhesive, Adze, Ankus (to prod animals with), Anvil, Auger, Awl, Balls, Bangles, Bell, Bellows, Block and Tackle, Bottle, Bow Drill, Bowl, Branding Iron, Brush, Buckle, Stopper, Candelabra, Candlestick, Cards, Carding Comb, Carpenter's square, Cauldron, Chisel, Coffin, Combs, Corckscrew, Crowbar, Cup, Dice, Drill bits, Drill, Drinking Jack, Drinking Horn, Dolls, Door Handles, Ewers, Eye-patch, File, Fingerpick, Fish-hooks, Flagon, Forge, Fork, Game Pieces, Grindstone, Goblet, Hammer, Hilt, Hoe, Hollow Reed, Kettle, Key Ring, Knives, Ladle, Loom, Mallet, Mantle, Masks, Mirrors, Molds, Mortar & Pestle, Monocle, Mug, Nails, Paint, Pan, Peg-legs, Pickaxe, Pitcher, Pitchfork, Pen Case, Planner, Platters, Pliers, Plow, Pots, Potters Wheel, Pouches and small boxes, Pulley, Rake, Rope, Salt cellar, Saw, Scissors, Scepters, Shepherd's Crook, Sledge, Spade, Spit, Spoon, Stein, Thimble, Tiles, Trays, Tongs, Toys, Vestments, Wedge, Wheelbarrow, Whetstone, Whitewash, Wire, Whistle.

Goods:

Low Value Goods

01-08	Cotton/Wool/Flax
09-18	Furs/Hides/Skins
19-22	Ingots: Iron/Copper/Lead/Tin
23-26	Lumber
27-35	Wine/Ale/Beer/Liquor
36-48	Grain/Foodstuffs
49-52	Livestock/Slaves
53-65	Sugar/Spices/Hemp/Jute/Pipeweed/Herbs/Salt*
66-69	Dressed Stone
70-73	Cloth/Fabric*
74-79	Leather Goods
80-87	Pewter/Bronze/Copperware/Ceramics
88-95	Wooden Items
96-00	Steel Bar Stock

High Value Goods

01-12	Armor/Weapons
13-16	Coffee/Tea
17-20	Exotic Fruits
21-30	Leathers/Silks/Fabrics
31-33	Gold/Silver/Electrum/Platinum Bars
34-37	Ivory
38-40	Narcotics/Medicine
41-46	Perfumes
47-48	Ingots, Rare Metals
49-50	Rare Woods
51-63	Religious Artifacts
64-85	Scrolls/Books
86-90	Ingots, Electrum/Silver/Gold/Platinum
91-98	Laboratory Items
99-00	Magical Components

Low value goods are useful to the Dungeon Master in several situations. These are particularly effective if you are looking to screw your party out of treasure, if you want them to walk past the treasure in the adventure, or if they desperately need natural resources. The value to weight of low value goods means that the low value goods table should be restricted to the lower character levels, or certain specific situations in higher level campaigns. (i.e. "Yes, there are things of value in there, but it's not worth your time to retrieve.") These tables are also very useful for determining the contents of ships, caravans, merchants and general goods.

Low value goods:

Cotton/Wool/Flax: Cotton is 1 gold piece per pound, Wool is 3 copper pieces per pound, Flax is worth 5 silver pieces a pound.

Furs/Hides/Skins: Depending on the animal and the quality of the fur, the value of these varies wildly. These refer to the un-worked tanned furs hides and skins of animals. See clothing for worked fur clothing. Small common animals have furs valued between 3 - 10 silver pieces per pound. Larger Common animals have furs valued at 1 - 2 gold pieces per pound. Rare animals have skins valued at 3 - 5 gold pieces per pound. Exotic animals and monsters have hides valued at 10 - 500 gold pieces per pound. See

the appendix for a list of creatures furs, skins and hides.

Ingots Iron/Copper/Bronze/Lead/Tin: An Ingot is a pound. Iron is 2 copper pieces per pound, Copper is 1 silver pieces per pound, Bronze is 6 copper pieces per pound, Lead is 6 copper pieces per pound, and Tin is 1 gold piece per pound,

Lumber: lumber is found in cords. A full cord measures 4 feet high by 4 feet wide by 8 feet long (4'x4'x8") and has a volume of 128 cubic feet. It has a value of 10 gold pieces a cord, and weighs between 2000 and 4000 pounds a cord. It takes up approximately 1/4 a ton of space in a ship.

Wine/Ale/Beer/Liquor: A gallon of liquid will weigh between 8 and 10 pounds. Wine and Liquor will be in bottles or casks, Beer and will be in casks or barrels. Barrels and casks are found in a variety of sizes. From the Gallon (1 gallon) to the barrel (32 Gallons) to the hogshead (48-63 Gallons) to the tun (252 Gallons). The alcoholic liquid inside will be valued at 1 copper piece to 300 gold pieces a pound (or 10 copper pieces to 3000 gold pieces a gallon) based on the rarity and difficulty of manufacture in your setting. Wine made from grapes crushed by the feet of young elven female virgins, or beer made by a dwarf over one thousand years old might be more difficult to procure and more expensive as a result.

Grain/Foodstuffs: Foodstuffs and grain vary wildly in cost and weight. The worth starts at 1 copper piece per pound and increases to a maximum of 10 gold pieces per pound.

Livestock/Slaves: Assuming slavery is legal, the value of a slave depends on the local market and their condition. If they are skilled, young, talented, healthy or of an unusual race they are worth much more. They are usually sold for the approximate value to rent their services for 2 years. This value varies from 2 gold pieces to 500 gold pieces or more. Livestock varies by the beast. Cows will sell for 10 gold pieces, whereas a Chicken is worth a copper piece. Use the value for beasts of burden in your role-playing system for more detail.

Sugar/Spices/Hemp/Jute/Pipeweed/Herbs/Salt: Sugar and Salt are 1 gold piece per pound. (Sugar may be found in cane form which cuts it's value by 1/2 per pound). Spices and Herbs range from 1 copper piece to 20 gold pieces a pound. Hemp and Jute run approximately 2 silver pieces a pound. Pipeweed goes for 20-500 gold pieces a pound (and is usually found in ounce and quarter-ounce quantities).

Dressed Stone: This is worth between 2 - 5 silver pieces a cubic foot. Each cubic foot of stone weighs 100 pounds. (Good luck)

Cloth/Fabric: This also varies in price. 1 pound of material is approximately 2 square yards. It varies in price between 1 gold piece and 30 gold pieces per pound. There are literally dozens of different types of fabric. The most common are cotton and wool, followed by cloth made from the soft fur of animals. See the appendix for a full listing.

Leather Goods: These can vary in price depending on the actual source of leather. 1 pound of material is approximately 2 square yards. It has a value of 10 gold pieces per pound for cow leather. The value can range from 5-100 gold pieces per pound for more exotic leathers.

Pewter/Bronze/Copperware/Ceramics: These functional items fetch approximately 1 silver piece to 2 gold pieces a pound. To determine the item, you can use the utensil entry in the appendix.

Wooden Items: These items average approximately 1 gold piece a pound. To determine the item, see the utensil entry in the Appendix.

Steel Bar Stock: Standard bars are 400 ounces, equal to 25 pounds. Each pound of steel is equivalent to 10 gold pieces. A Steel Bar is worth 250 gold pieces.

High value goods:

Armor/Weapons: Refer to the costs and weights of armor and weapons in your gaming system.

Coffee/Tea: Coffees and teas vary between 1 gold piece and 5 gold pieces a pound.

Exotic Fruits: Fruits vary between 1 silver piece and 10 gold pieces a pound.

Leathers/Silks/Fabrics: These refer to expensive or rare fabrics, or embroidered or enhanced leathers and fabrics. Again 1 pound is equal to 2 square yards of material. The prices on these items range from 20-40 gold pieces a pound. A list of some fabrics may be found in the Appendix.

Gold/Silver/Electrum/Platinum Bars: Each bar is 400 ounces, weighing approximately 25 pounds. A gold bar is worth 1250 gold pieces, a silver bar is worth 125 gold pieces, an Electrum bar is worth 625 gold pieces, and a Platinum Bar is worth 6250 gold pieces

Ivory: has a value of 5 - 25 gold pieces per pound depending on availability. The value of ivory increases as the size of the piece increases, large pieces may double, triple or quadruple the price per pound. The source of the ivory may also be a factor. Ivory from fantastic creatures is most valuable, followed by that from elephants. Ivory from hippos, walrus and such is less so.

Narcotics/Medicine: Narcotics vary wildly in price. They are worth between 50 and 5000 gold pieces a pound. They may be illegal, and it may be difficult to procure a purchaser. Some examples include vitamins, fertility drugs, antibacterials, depressants, euphorants, hallucinogens, hypnotics/sedatives, and stimulants.

Perfume: Perfumes are priced by the ounce. They are worth between 2 silver pieces and 20 gold pieces an ounce.

Ingots, Rare Metals: An ingot is a pound. Mithral is 75 gold pieces per pound, Adamantine is 750 gold pieces per pound, Dwarven Iron, is 10 gold pieces per pound, Fine steel is worth 15 gold pieces a pound (or as it is more likely to be found, 375 gold pieces per steel bar), Alchemical Silver is 15 gold pieces a pound, Cold Iron is 1 gold piece a pound, Orichalcum is 500 gold pieces a pound.

Rare Woods: These are 2x - 10x the cost of normal wooden items. Assume a cord of rare wood has a value between 20 - 100 gold pieces. Items made from rare woods are 10 gold pieces to the pound. Many of these can be used to make magical weapons and armors.

Religious Artifacts: These include a variety of items, such as *altars, altar cloth, bells, braziers, candelabras, candles, candlestick holders, cassocks, censers, chalices, chimes, altar cloths, drums, fonts, holy/unholy symbols, holy relics (bones, vials of blood, bloodstained cloths) idols, incense, incense burners, kneeling bench, lamps, lecterns, mosaics, offertory containers, reliquaries, screens, shrines, snuffing bells, thuribles, tripods, vestments, votive lights, and whistles.* These items can be made from or covered by *linen, velvet, silk, gold brocade, dyed cloth, bronze, iron, silver, gold, platinum, brass, wood, or granite.* Most of these items weigh a few pounds or less except for altars (10-2000 pounds), Braziers (5-200 pounds), Kneeling benches (3-20 pounds), Lecterns (20-150 pounds) and Reliquaries (5-50 pounds).

Scrolls /Books: These include a wide variety of items. The writings on these documents can cover any conceivable topic. A list of topics follows: *Autobiographies, Biographies, Botanical, Common (Accounting, Letters, Lists), Entomological, Engineering, Erotica (Stories, Pictures, Lyrics, Poetry), Herpetological, Historical, Ichthyological, Legal Texts (Contracts, Writs, and Subpoenas), Letters of credit, Literature (Epics, Novels, Plays, Poetry), Ornithological, Planar, Religious (Scriptures, Tracts, Hymnals), Spellcraft, Trade Secrets, Warfare, Zoological and Sage (For each race, Human, Elven, Dwarven, Gnome, Halfling, Orc: Art & Music, Biology, Demography, History, Languages, Legends & Folklore, Law & Customs, Philosophy & Ethics, Politics & Genealogy, Psychology, Sociology, Theology & Myth. Physical and Supernatural Universe: Architecture, Astronomy, Chemistry, Geography, Geology & Mineralogy, Mathematics, Meteorology & Climatology, Oceanography, Physics, Topography & Cartography, Amphibians, Arachnids, Avians, Cephalopods & Echinoderms, Crustaceans & Mollusks, Ichthyoids, Insects, Mammals, marsupials, Reptiles, Bushes and Shrubs, Flowers, Fungi, Grasses & Grains, Herbs, Mosses & Ferns, Trees, Weeds, Astrology & Numerology, Cryptography, Divination, Dweomercraft, Heraldry, Signs & Sglis, Medicine, Metaphysics, Inner Planes, Outer Planes).* There is a 25% chance of the books or scrolls having value towards an Arcane library. There is a 5% chance one of the documents is a map or puzzle that leads to some sort of treasure. There is a (1%) possibility of spell books or scrolls within the cache.

Ingots Electrum/Silver/Gold/Platinum: An Ingot is a pound. Electrum is 5 gold pieces per pound, Silver is 1 gold piece per pound, Gold is 10 gold pieces per pound, Platinum is 50 gold pieces per pound.

Laboratory Items: These include a wide variety of items, such as *adhesives, alembics, astrolabes, balances and weights, beakers, bellows, bladders, bottles, bowls, boxes, braziers, cages, caldrons, candles, candlesticks, carafes, chalk, crucible, cruet, crystal balls, decanters, desks, dishes, flasks, funnels, furnaces, horns, hourglasses, ink, inkwells, jars, jugs, kettles, ladles, lamps, lenses, maps, mortar and pestle, pans, paper, parchments, papyrus, pentacles, pentagrams, phials, pipettes, pots, prisms, quills, retorts, stirring or mixing rods, scroll tubes, sheets, skins, skulls, spatulas, measuring spoons, stands, stools, stuffed animals, tanks, tongs, tripods, tubes, tweezers, vellum, vials, waterclocks, wax, wires, and workbenches.* These items are usually made of glass, iron, and steel. There may well be alchemical materials, poisons, and potions among the supplies.

Magical Components: These are magical components, useful in creating scrolls, crafting magic items, and researching spells. Specifics are left to the Dungeon Master. Their cost (increased by the lack of a need to kill the monster to retrieve them) varies greatly. Obviously goblin blood is a little more common than a dozen basilisk eyes. This also includes poisons, alchemical materials, and potions, as well as spell components.

Coins & Furnishings:

1-2	Copper
3-5	Silver
6-7	Electrum
8-10	Gold
11	Hard Silver
12	Platinum

Coins:

Copper coins in particular, and coins in general are a trap. Their weight in comparison to their value very rarely makes them worth taking in any fantasy game you might be playing in.

If you do not use Hard Silver in your game, simply read all Hard Silver results as Gold. (Hard Silver is a mix of Platinum and Gold).

For purposes of calculation, due to impurities, all coins weigh .1 pounds, have a diameter of 1.5 inches, a thickness of .1 inch, a volume of approximately .18 cubic inches, and a specific gravity of 15.66. These values give you 4 loose coins to the cubic inch. A cubic foot can hold approximately 6400 coins. Containers (excepting chests) can not hold their maximum physical capacity of weight in solid mass. Items will hold more than their listed capacity of weight, but any attempt to move them when they are overfull, will cause them to rip, tear, crack and break. There is no issue with changing this to 50 or 100 coins to the pound. If this is the case, assume proportionately smaller coins.

Furnishings:

Furniture may be *ornate, engraved, inlaid with precious metals, carved, burned, beveled, have fretwork, be upholstered* or be made more valuable in a variety of ways. It may be made out of a variety of valuable woods, fabrics, and metals (q.v.). References are in the Appendix. Notes on individual furnishings are below.

Armoire and Closets: This may contain a selection of clothing as part of it's value (or other items).

Bed: Do not forget the value of the mattress, linens, and sheets.

Bench: These may be upholstered with valuable fabrics (and expensive nails or tacks).

Carpet and Rug: There are a huge variety of types of these. Methods of rug and carpet making include, but are not limited to: *Woven, Needlefelt, Knotted, Tufted, Flatweaved, Hooked, and Embroidered*. Types of rugs are often associated with earth cultures and include *Chinese, Persian, Turkish, Pakistani, Azerbaijani, Turkmen, Oriental, Spanish, French, and English*.

Chest of Drawers, Cupboard, and Desk: May double as a treasure container.

Clothing:

Clothing may be made out of expensive fabrics (silk) or rare furs. This will often increase the price and value of clothing. It may also have gems and rare metals for buttons and decoration which may also increase the value. Examine the lists of fabrics, metals, gems, skins, and furs to create

01	Altar	52	Dais
02	Armchair	53-56	Desk
03-05	Armoire	57	Fountain
06	Arras	58	Fresco
07-10	Bed	59-60	Hamper
11-12	Bench	61-63	Idol
13-15	Blanket	64	Loom
16-17	Box	65-68	Mat
18-19	Brazier	69-70	Mattress
20	Bucket	71-73	Pallet
21	Buffet	74-75	Pedestal
22-23	Bunks	76-78	Pillow
24-25	Cabinet	79-80	Quilt
26-27	Candelabrum	81-84	Rug
28-30	Carpet	85-86	Screen
31	Chandelier	87-88	Shelves
32-36	Chair	89	Shrine
37-38	Chair, Padded	90	Sofa
39	Armchair, Padded	91-93	Stool
40-42	Chest of drawers	94-96	Table
43-45	Closet (Wardrobe)	97	Throne
46	Couch	98	Tub
47	Cresset	99	Wall Basin
48-49	Cupboard	00	Work Bench
50-51	Cushion		

the value of the clothing. Clothing from a specific designer, or made of a certain quality will also greatly increase or decrease the cost. The base price for clothing is a few slivers.

Furs generally have a given value for a pelt in the range of 1 silver piece - 10 gold pieces. This value is multiplied by 10 if the fur is used to trim an item, by 100 if a cape or jacket is made from the fur(s) or skin(s), and by 200 if a coat, robe or blanket is made from the fur. These values are subject to two major factors, the frequency of appearance of the animal, and the difficulty in acquiring usable fur for large garments. It is this reason, say, mink is worth 30, 900, and 1800 times it's base value (for trimming, cape, and coat respectively). If an animal is both small and rare, increase the value accordingly

Valuable Furs: *Aurumvorax, Bear, Beaver, Bobcat, Bunyip, Caterwaul, Chinchilla, Devil Dogs, Ermine, Fisher, Fox (hoar/red/silver), Giraffe, Lynx, Marten, Mink, Musk-ox, Muskrat, Nonafel, Otter, Owlbear, Panther Sable, Seal, Snow leopard, Spotted cats, Tiger, Winter Wolf, Wolf, Wolverine, Yeti, Zebra*

Valuable skins: *Bulk Hides (Cattle, Bison, Mammoths, Mastodons, Caribou) Behemoth, Blink Dog, Dragon*, Dragon Horse, Dragonfly, Dragonne, Displaced Tentacle Cat, Gorgon, Hippopotamus, Ki-rin, Neo-otyugh, Otyugh, Reptiles (Snake, Crocodile, Lizard, Turtles, Dinosaurs)*

*Dragon hides have many special qualities

Ivory Producing animals: *Baku, Behemoth, Catoblepas, Elephant, Hippopotamus, Hollyphant, Mammoth, Mastodon, Narwhal, Oliphant, Walrus, Walrus Giant.*

Quality: *Poor, Average, Fine, Superior and Royal*

01	Apron	51-52	Jerkin
02-03	Belt	53	Jupon
04-05	Blouse / Chemise	54-55	Kerchief
06-07	Bodkin	56	Kirtle
07-08	Boots	57-58	Leggings
09	Braies	59-60	Linen (drawers)
10-11	Buskins	61-62	Linen (Undershirt)
12-13	Cap	63	Mantle
14-15	Cape	64-65	Pantaloon
16-17	Caul / Barrette & Fillet	66-67	Petticoat
18-19	Cloak	68-69	Pouch/Purse
20-21	Coat	70-71	Robe
22-23	Coif	72-73	Sandals
24-25	Doublet	74-75	Scarf
26-27	Dress	76-77	Shawl
28	Fez	78-79	Shift
29-30	Frock/Pinafore	80-81	Slippers
31-32	Garter	82-83	Smock
33-34	Gauntlets	84-85	Stockings
35-36	Girdle	86-87	Surcoat
37-38	Gloves	88	Toga
39-40	Gorget	89-91	Trousers
41-42	Gown	92-94	Tunic
43-44	Hat	95-96	Veil
45-46	Habit	97-98	Vest
47-48	Hood	99	Wallet
49-50	Hose	00	Wrapper

Gems & Magic Items:

Instead of rolling randomly for gems, you have the value, so select the gems based on their core value, modified by their size and quality.

Ornamental Stones (value 1-25 gold pieces): *Azurite, Banded Agate, Blue Quartz, Bone, Eye Agate, Hematite, Lapis Lazuli, Malachite, Moss Agate, Obsidian, Pyrite, Rhodochrosite, Tiger Eye, Turquoise, Mother of Pearl.*

Semi-Precious Stones (Value 25-75 gold pieces): *Amazon Stones, Bloodstone, Carnelian, Chalcedony, Chrysoprase, Citrine, Jasper, Moonstone, Onyx, Rock Crystal, Sardonyx, Serpentine, Smoky Quartz, Star Rose Quartz, Variscite.*

Fancy Stones (Value 76-250 gold pieces): *Amber, Alamandines, Alexandrite, Amethyst, Chrysoberyl, Coral, Diopside, Garnet, Idicolite, Jade, Jet, Morganite, Nephrite, Pearl, Spinel, Spessartite, Sugilite (Iuvulite), Rubellite, Tourmaline, Zircon.*

Precious stones (Value 251-750 gold pieces): *Aquamarine, Garnet, Black Pearl, Peridot, Spinel, Kunzite, Hiddenite, Topaz, Zoisite (Tanzanite).*

Gems (751-2,500 gold pieces): *Black Opal, Emerald, Fire Opal, Garnet, Opal, Oriental Amethyst, Oriental Topaz, Sapphire, Star Ruby, Star Sapphire.*

Jewels (2,501-10,000 gold pieces) *Ammolite, Black Sapphire, Diamond, Jacinth, Oriental Emerald, Ruby*

Types of Gemstone Cuts: *Step Cut, Rose Cut, Table Cut, Cabochon Cut (round), Emerald Cut, Brilliant Full Cut, Eight Cut, Scissors Cut.*

Size of the Gem:		Quality of the Gem:	
1	Tiny (-3)	1	Badly Flawed (-3)
2	Very Small (-2)	2	Flawed (-2)
3-5	Small (-1)	3-5	Minor Inclusions (-1)
6-13	Average (0)	6-13	Average (0)
14-17	Large (+1)	14-17	Good (+1)
18	Very Large (+2)	18	Excellent (+2)
19	Huge (+3)	19	Near Perfect (+3)
20 (1-14)	Massive (+4)	20 (1-14)	Perfect (+4)
20 (15-20)	Gargantuan (+5)	20 (15-20)	Flawless (+5)

Each of the above modifiers will increase or decrease the value of the stones by 1 category each. These gemstones may be found cut or uncut. Cut gemstones will rise in value to the next category of value. Stones increase in value past the category values (Ornamental, Semi-Precious, Fancy, et. al.) by these increments, 10,001-20,000; 20,001-40,000; 40,001-80,000; 80,001-200,000; 200,001-400,000; 400,001-800,000; 800,001-1,000,000+. Stones lower in value by these increments, 1 gold piece, 5 silver pieces, 1 silver piece, 1 copper piece. Stones that have a value of 1 copper piece or less are known as 'rocks'.

There are extensive magic item lists for every game systems. Use the TREASURE UNIT value to select an appropriate item. In the case of Special, consider such options as Deeds, Treasure Maps, Monster Eggs, Monster Carcasses, Monster Servants, Monster Guards. The value for many of these things is in the thousands of gold pieces and dictated more by campaign considerations so set your prices accordingly. These are not only excellent rewards more valuable than gold (would you trade 12,000 coin for a baby Thessalydra to guard your fortress?), and can often lead to many other adventures.

Weapons:

Magical weapons are a special consideration. Here are some details and alterations to create unique magical weapon descriptions.

Materials: They may be constructed from any Metal, Wood, or Stone listed in the Appendix, *Stainless, High Carbon, Damascus, and Layered Steel, Crystal, Glass, Obsidian, Ceramic, and Bone.*

Blade shapes: *Straight, Curved, Tapered, Wavy (Kris), Blood grooves (Fullers), Notches, Spikes/Protrusions, Saw, Jagged*

Hand Guards: (Reference Appendix for Materials) *Arched, Animals, Body parts, Flora, Fauna, Gods*

Handle: *Organic (Ivory, Bone, Wood, Antler), Inorganic (Stone, Ebony, Metal), Wrapped in Fabric, Fur, or Leather.*

Handle Shapes: *Straight, Tapered, Fluted, Grooves (Straight/Spiral), Prism, Hand Imprint, Hollow.*

Pommel Materials and Shapes: (Reference Appendix for Materials), *Heads (Monster, Human, Gods), Crosses, Skulls, Holy Symbols, Limbs, Hand or Paw, Short Blade.*

Accents: *Word Engravings, Picture Carvings, Runes, Metal Inlays, Jewels and Gems.*

To describe magical weapons give them a name, value, legend, appearance, combat statistics, magical abilities, intelligence, ego, alignment, method of communication, and personality.

Appendix A:

Woods: softwoods: Pine, Cedar, Cypress, Fir, Yew, Hemlock, Larch, Redcedar, Redwood, Spruce.

Hardwoods: Alder, Applewood, Ash, Aspen, Balsa Beech, Birch, Basswood, Blackwood, Boxwood, Buckeye, Cherry, Chestnut, Cottonwood, Dogwood, Ebony, Elm, Eucalyptus, Gum, Hickory, Ironwood, Locust, Maple, Oak, Poplar, Sandalwood, Sassafras, Teak, Walnut, Willow.

Fantasy Woods: Realms Bluewood (errie blue leaves, burns bright blue, silver hue to wood), Duskwood (smoky gray wood, hard as iron, fire resistant), Hiexel (Bark is useful as paper), Laspar (golden yellow wood), Phendar (green-brown wood with thin black grain lines), Shadowtop (strong fibrous wood, good for ropemaking, unsuitable for carving or loadbearing; it splits), Silverbark (dry, brittle weak wood), Suth (hard durable wood, hard to work with, very strong), Vundwood (red-brown with a spicy smell), Weirwood (will not burn in a normal fire, resilient durable wood), Zabunter (black bark and wood, strong, easily worked) **Other** Darkwood (weighs half as much as normal wood), Ironbark (as strong as metal)

Fabrics: Animal: Wool, Wollen Wool, Worsted Wool, Goat (Cashmere, Mohair), Alpaca, Vicuna, Llama, Camel (Alpaca), Rabbit (angora), Wadmal, or Silk (Worm, Spider).

Plant: Grass, Rush, Hemp, Sisal, Coconut (Coir), Straw, Bamboo, Cotton, Flax, Ramie, Jute (Burlap), Linen, or the tree fabrics, Model, Kapok, Pina.

Fabrics: Woven: Barkcloth, Broadcloth, Burlap, Calico, Cambric, Canvas, Cheesecloth, Chiffon, Cloth of gold, Crape, Denim, Flannel, Gauze, Haircloth, Herringbone, Himroo, Hodden, Khaki, Longcloth, Moleskin, Muslin, Oilskin, Ottoman, Oxford, Samite, Sateen, Satin, Scarlet, Seersucker, Silk, Tweed, Twill, Brocade, Corduroy, Plush, Fleece, Terrycloth, Velvet, Velveteen, Wadmal

Non-Woven: Felt, Cedar Bark

Knitted: Velour

Netted: Fishnet, Lace

Metals: Bronze, Brass, Copper, Electrum, Gold, Iron, Lead, Platinum, Silver, Steel, Titanium, Cobalt, Nickel, Palladium, Tungsten. And, uh, Coral (It doesn't really fit in anywhere)

Fantasy Metals: Mithral, Adamantine, Cold Iron, Starmetal, Orichalcum, Hell Metals (Green Steel/devil, Morghuth Iron/daemon, Bloodiron/demon), Astral metals (Ferroplasm, Driftmetal), Ice metals (Blue, Stygian, Rimefire)

Stones: Marble, Slate, Basalt, Obsidian, Pumice, Quartz, Chalk, Coal, Flint, Lignite, Sandstone, Shale.

Utensils: Adhesive, Adze, Ankus (to prod animals with), Anvil, Auger, Awl, Balls, Bangles, Bell, Bellows, Block and Tackle, Bottle, Bow Drill, Bowl, Brandy Iron, Brush, Buckle, Stopper, Candelabra, Candlestick, Cards, Carding Comb, Carpenter's square, Cauldron, Chisel, Coffin, Combs, Corckscrew, Crowbar, Cup, Dice, Drill bits, Drill, Drinking Jack, Drinking Horn, Dolls, Door Handles, Ewers, Eye-patch, File, Fingerpick, Fish-hooks, Flagon, Forge, Fork, Game Pieces, Grindstone, Goblet, Hammer, Hilt, Hoe, Hollow Reed, Kettle, Key Ring, Knives, Ladle, Loom, Mallet, Mantle, Masks, Mirrors, Molds, Mortar & Pestle, Monocle, Mug, Nails, Paint, Pan, Peg-legs, Pickaxe, Pitcher, Pitchfork, Pen Case, Planner, Platters, Pliers, Plow, Pots, Potters Wheel, Pouches and small boxes, Pulley, Rake, Rope, Salt cellar, Saw, Scissors, Scepters, Shepherd's Crook, Sledge, Spade, Spit, Spoon, Stein, Thimble, Tiles, Trays, Tonges, Toys, Vestments, Wedge, Wheelbarrow, Whetstone, Whitewash, Wire, Whistle.

Musical Instruments: Flute, Harp, Bagpipes, Chimes, Cymbals, Horns, Drums, Dulcimers, Fiddles, Fifes, Gongs, Bells, Hurdy-Gurdy's Lutes, Lyres, Mandolins, Ocarina, Organs, Pan Pipes, Recorder, Tambourine, Triangle, Trumpet, Whistle, Xylophone, Organ, Blocks.

Livestock: Alpacas, Apes, Baboons, Bats, Bears, Bison, Boars, Bulls, Camels, Cats, Chickens, Cows, Dogs, Deer, Dolphins, Donkeys, Ducks, Eagles, Elephants, Falcons, Ferrets, Foxes, Goats, Geese, Giraffe, Hare, Hawk, Hen, Horse, Lamb, Lizard, Llama, Mammoth, Monkey, Mule, Otter, Owl, Ox, Partridge, Peacock, Pheasant, Pig, Pigeon, Pony, Ram, Rat, Raven, Rhinoceros, Rooster, Sheep, Snake, Songbird, Swan, Toad, Weasel, Wolf, Wolverine,

Gold piece value for eggs is given in parenthesis, double this value (at least) for live young. **Steed Monsters and Eggs:** Camel, Dragonnel (2500) Eel, Giant (2000), Elephant, Giant Strider (1500), Griffon (2000), Hippocampus (1500), Hippogriff (1000), Wild Horse, Mammoth, Mastodon, Oliphant, Pegasus (3000), Roc (4000), Sea Horse, Sphinx (4000+) Unicorn (No egg, but worth 10,000 gp for live young), Wyvern, (2500).

There are a *large* number of ways to increase the value of an item. A list of some of the most common follow:

You can increase the quality of the material, you can increase the quality of the manufacture. You may remove things from it (ornate carving, relief, beveling, fretwork). You may add things to it (Upholstering, inlaying precious metals and gemstones, adding a fur fringe, encasing it in valuable skin, embroidery). Things may be done to enhance the value of the object (Polishing, finishing, dying, coloring, painting), Social factors can also play a role in value, as any urban setting value will be dictated by culture and fashion.

Appendix B:

David F. Godwin (December 1983) "How Many Coins in a Coffin?"

Dragon Magazine TSR, Inc.

Ed Greenwood (December 1983) "Treasures Rare and Wondrous" **Dragon Magazine** TSR, Inc.

Charles Rodgers (April 1992) "Not Another Magical Sword!?!?" **Dragon Magazine** TSR, Inc.

Mark Plemmons and Brian Jelke (2004). **Goods and Gear: The Ultimate Adventurers Guide**. Kenzer and Co.

David Howery (September 1988) "Treasures of the Wilds" **Dragon Magazine** TSR, Inc.

Gygax, Gary (1979). **Advanced Dungeons & Dragons Dungeon Master's Guide**. TSR, Inc.

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