

(GM Article)



"BUILD A BETTER TREASURE"

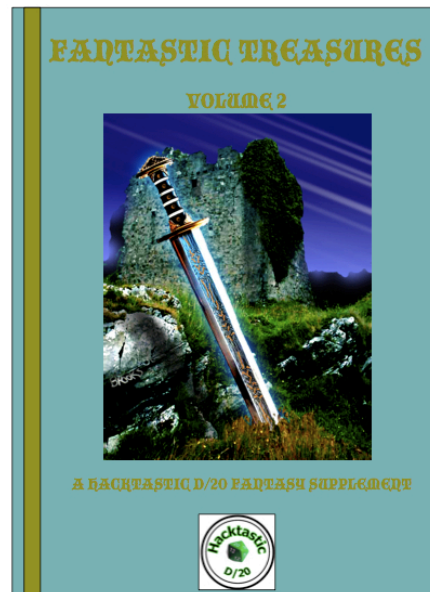
By Big E

TREASURE, every adventure needs some, as a GM it sometimes a pain in the dice-bag to come up with it. Sometimes you are running off the fly or just plain forgot t get the treasure list together for a particular play session. Well, whatever the case have no fear, the BigE is here!



On page 199 of the H/20 Fantasy Guidebook you'll find the **Random Per Encounter Treasure Breakdown Chart**. This chart helps you with a general idea about treasure, but really doesn't flesh it out. So once you have the general make up of your treasure, try

these charts to help flesh it out. I did not mess with the Coin and Trade Gems since that is pretty self-explanatory. I focused on a couple of random carts (yep, there I go again with my beloved charts) to give you some ideas on Art and exquisite items and then a random Mage-craft / Magic Item chart to give you a good mix. As far as the "Named" mage-Craft Items / Artifacts I suggest you use the few from **Fantastic Treasures 2** or make up your own. Maybe next time we will throw together a couple of Artifacts with a short legend to go along with them.



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2d20	Exquisite Craft / Art Items	Value
2	<i>Bone Comb set w/ Blood Tear Chips</i>	1d20 X 50EP
3	<i>Exquisite Quality Shield (1d20 1-4 +1, 5-8 +2, 9-12 +3, 13-16 +4, 17-20 +5)</i>	Varies
4	<i>Simple Gold Ring</i>	25EP
5	<i>Exquisite Quality Armor (1d20 1-4 +1, 5-8 +2, 9-12 +3, 13-16 +4, 17-20 +5)</i>	Varies
6	<i>Ornate Carved Bone Smoking pipe</i>	1d20 X 20 EP
7	<i>Earth Stone and Sky Diamond Necklace</i>	1d20 X 200 EP
8	<i>Exquisite Quality Gear (1d20 1-4 +1, 5-8 +2, 9-12 +3, 13-16 +4, 17-20 +5)</i>	Varies
9	<i>Silver and Earth Stone Bracelet</i>	1d20 X 100 EP
10	<i>Iron crown inlaid with moonstone chips</i>	1d20 X 200 EP
11	<i>Silver Ring Carved with Elfinnin Script</i>	10 EP
12	<i>Electrum Dwarven Bear Ring</i>	1d20 X 10 EP
13	<i>Small Teakwood and Ivory Coffin</i>	1d20 X 25EP
14	<i>Ivory Gaming Piece</i>	1d20 EP
15	<i>Exquisite Quality Light Melee Weapon (1d20 1-4 +1, 5-8 +2, 9-12 +3, 13-16 +4, 17-20 +5)</i>	Varies
16	<i>Electrum and Sky Diamond Earring</i>	1d20 X 10 EP
17	<i>Sunstar Pendant on a fine gold chain</i>	1d20 X 500 EP
18	<i>Pewter Tankard inlaid with Sky Diamond chips</i>	1d20 X 50EP
19	<i>Exquisite Quality Light Ranged Weapon (1d20 1-4 +1, 5-8 +2, 9-12 +3, 13-16 +4, 17-20 +5)</i>	Varies
20	<i>Eye patch Set W/ Moon Babble</i>	1d20 X 5 EP
21	<i>Gold and Earth Stone necklace</i>	1d20 X 100 EP
22	<i>Silver and Onyx snuff box</i>	1d20 X 50 EP
23	<i>Hand carved Soapstone Figurine</i>	5 EP
24	<i>Exquisite Quality Medium Melee Weapon (1d20 1-4 +1, 5-8 +2, 9-12 +3, 13-16 +4, 17-20 +5)</i>	Varies
25	<i>Bejeweled hand Mirror</i>	1d20 X 200 EP
26	<i>Small Tapestry (5ft x 5ft)</i>	1d20 X 30 EP

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2d20	Exquisite Craft / Art Items	Value
27	<i>Electrum and Blood Tear Belt Buckle</i>	1d20 X 150 EP
28	<i>Exquisite Quality Medium Ranged Weapon (1d20 1-4 +1, 5-8 +2, 9-12 +3, 13-16 +4, 17-20 +5)</i>	Varies
29	<i>Black Pearl Necklace</i>	1d20 X 100 EP
30	<i>Bejeweled Chalice</i>	1d20 X 300 EP
31	<i>Earth Stone and Pearl Pendent</i>	1d20 X 50 EP
32	<i>Exquisite Quality Great Melee Weapon (1d20 1-4 +1, 5-8 +2, 9-12 +3, 13-16 +4, 17-20 +5)</i>	Varies
33	<i>Treasure map</i>	Varies
34	<i>Bone Charm</i>	1d20 X 5 EP
35	<i>Silver and Sky Diamond Tiara</i>	1d20 X 100 EP
36	<i>Exquisite Quality Great Ranged Weapon (1d20 1-4 +1, 5-8 +2, 9-12 +3, 13-16 +4, 17-20 +5)</i>	Varies
37	<i>Tome or Book</i>	1d20 X 100 EP
38	<i>Silver and Moon Babble Ring</i>	1d20 X 25 EP
39	<i>Gold and Blood tear Ring</i>	1d20 X 500 EP
40	<i>Electrum Circlet set with Sunstars</i>	1d20 X 1,000 EP

Feel free to substitute other items that fit better in your campaign or that fit the area better than these. I just threw them together to give you something to work with. There are almost unlimited possibilities for Art / Exquisite Items. You could add in expensive ales, wines and foodstuffs if you like. Also don't forget you could always add in alchemical items to your charts. A Witch Fire Flask or two is never bad treasure, (unless you are VULNERABLE to FIRE). Other ideas are perhaps Poisons, Deeds, Paintings, fine Clothing or Even Exotic animals or Monsters. Like I said the list is almost endless.



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2d20	Mage-Craft / Magic Items
2 - 4	<i>Ammunition</i>
5	<i>Armbands or Bracers</i>
6	<i>Armor</i>
7	<i>Babble</i>
8	<i>Bandanna, Hat or Helm</i>
9	<i>Belts Girdles or Sash</i>
10	<i>Boots, Sandals, Shoes or Slippers</i>
11	<i>Brooch, Necklace, Pendent, Periapt or Talisman</i>
12 - 16	<i>Charm</i>
17	<i>Circlet or Crown</i>
18	<i>Cloak, Clothing, Robe or Vest</i>
19	<i>Container</i>
20	<i>Eye Patch Goggles or Lenses</i>
21	<i>Gauntlets or Gloves</i>
22	<i>Gear</i>
23	<i>Orb, Rod or Staff</i>
24 - 28	<i>Potion or Oil</i>
29	<i>Ring</i>
30- 32	<i>Scroll</i>
33	<i>Shield</i>
34 -36	<i>Trinkets</i>
37 - 38	<i>Wands</i>
39	<i>Melee Weapon</i>
40	<i>Ranged Weapon</i>

Until Next Month Remember, When all else fails: Roll Some Dice and make some Crap Up!

Big E