

Treasure

Treasure is Experience. Providing enough treasure is important for the party to gain levels. How quickly should the party gain levels? It's hard to provide good numbers. If your players are frustrated, you might need to add more treasure. I like to run a campaign for fifty sessions or more. Assuming the campaign ends with characters on level ten, that means it took them about five sessions per level. Instead of handing out more treasure than provided for in these tables, consider providing more treasure in a different form:

1. stealing a ship that is worth 50 000 gp would provide as much XP when it is lost (given away, sunk, stolen)
2. conquering a well maintained keep worth 75 000 gp would provide as much XP when it is lost (given away, lost in a siege)

Treasure is distribution is not fair. If treasure isn't parceled out in small chunks and isn't gained in regular intervals, but found rarely and in big chunks, then it works a bit like a slot machine: the reward is rare and hard to predict and thus players might feel a strong urge to be there for every session, and such large hoards become part of the oral tradition of the campaign as players keep talking about it.

Roll for treasure. Players might get a lot of treasure, but they might also get nothing at all. Beating a dragon is not a guarantee of a rich reward. Players need to determine whether the particular dragon they are targeting does in fact have a big hoard. This encourages players to look gather information and to scout, both of which make the game more interesting and the decision to risk a fight a strategic one.

Magic items come in various types: weapons, armour, scrolls, wands, potions, rings, and other items, as well as treasure maps.

When a big chunk of XP is provided via treasure, fighting turns into a strategic decision: when is it worth to risk a fight? And it makes alternative approaches more rewarding: tricking a dragon makes more sense than fighting it.

This sort of treasure isn't listed in the treasure tables below!

When such design patterns are abused, they are addictive. Signs of addiction are the inability to stop even though you want to, abandoning friends and family, the inability to maintain normal social ties. All of this isn't true when you're simply playing in a regular role-playing group so I wouldn't worry about it.

If it doesn't, I hope the players are at least doing it for the right reasons and not for material gain and personal advancement.

Magic Weapons

The magic bonus applies to both to hit and damage rolls.

1. An elven *dagger* +1
2. An elven *long sword* +1
3. An elven *long bow* +1
4. An elven *silver dagger* +1/+3 vs. devils
5. The long sword *Meteorstrike* +1/+3 vs. dragons, an old elven sword forged in the dragon wars
6. The long sword *Dragonslayer* +1/+3 vs. dragons, blessed by *Marduk*
7. A dwarven *dagger* +2
8. A dwarven *short sword* +2
9. A dwarven *crossbow* +2
10. The holy long sword *Angelfire* +1/+3 vs. undead, forged in Asgard by the dwarves
11. The dwarven hammer *Ironslayer* +1/+3 vs. armoured foes
12. A *dagger* +1 consecrated to a power
13. A *dagger* +1 with the pommel being a small talking head of a power always there to recommend a violent course of action
14. A *dagger* +1 consecrated to an evil power poisoning your thoughts with images of you stabbing anybody you talk to
15. The dagger *Lifeblood* +1 which allows you to transfer the power of life by cutting somebody and having somebody else drink it
16. The dagger *Stonecutter* +1 which allows you to slowly cut through stone
17. A magic *tongue dagger* +1 with a sticky tongue wrapped around its grip which can pick up unguarded items within 2m, consecrated to *Tsathoggua*
18. The dagger *Tin Opener* +1/+3 vs. armoured foes, with etchings on its blade showing a peasant stabbing a knight into the visor
19. The black dagger *Kingslayer* +1, blessed by *Set*: a target hit in the surprise round must save vs. poison or die
20. The dagger *Heart Eater* +1/+3 vs. humans, with etchings on its blade showing a human sacrifice
21. A goblin assassin's *dagger* +1 with grip covered by rats' teeth and lizard skin
22. A goblin assassin's black iron *crossbow* +1, decorated with the seven heads of *Set*
23. A goblin assassin's *short bow* +1 with plenty of notches along its side
24. An orcish *zweihänder* +1/+3 vs. city dwellers
25. An orcish *mace* +1
26. An orcish *mace* +1 marked with the runes of an evil power
27. The ancient war hammer *Earth Hammer* +3, made by the orcs in the Wars of the Landgrab: it can smash any structure built by man in three blows

Elf names: Wasp Sting, Tree Light, Fox Harmony, Silent Water, Forest Flower, Ice Song, Eagle Friend, Star Valley, Snow Life, Moon Calling, Spring Flute, Sleepy Love, Spirit Eye, Rune Sage

Dragon names: Verdant Despair, Poison Tooth, Forest End, Piercing Bone, Jade Agony, Screaming Fire

Dwarf names: Marna Platesmasher, Hjalma Hammerbearer, Kára Axe-bearer, Motspori Shieldmaker, Betti Stoneeater, Norin Steelborn, Óluva Earthhammer, Thekk Ironfriend, Sevrin Rockbore, Bombvari Deepdelver

To limit the results to evil powers, just roll 1d5. To limit the result to good powers, use 1d5+5.

	Evil		Good
1	Set	6	Marduk
2	Orcus	7	Freya
3	Nergal	8	Odin
4	Pazuzu	9	Thor
5	Hel	10	Mitra

Goblin names: Death Needle, Eye Taker, Wolf Rider, Beetle Biter, Rat King, Poison Snake, Black Bile

Orc sword traditions: Long Horse Biter, Toothed Killer, Barbed Back Ripper, Crooked Slicer, Wicked Monkey Chopper, etc.

28. A magic *silver rune dagger* +1/+3 vs. were-creatures
29. The ancient spear *Fur Hunter* +1/+3 vs. mammals, a relic of the Old Lizard Wars, blessed by *Set*
30. The long sword *Moonfire* +1/+3 vs. lycanthropes, inscribed with silver runes of death and banishment, forged by the high inquisitors of an old realm
31. The long sword *Razorblade* +1/+3 vs. spell casters, forged by ancient machines in the Philosophers' War
32. A *long sword of light* +3 (60ft), made in Asgard
33. The *club of the slayer* +1/+3 vs. giants, blessed by *Marduk*
34. A smoking, quivering *black arrow of death* +2, carrying the curse of *Nergal*, ready to take root in a target: if hit, save vs. death or die; the arrow's curse is lost when shot whether it hits or misses
35. The two handed *Icekiller* +3, forged by the frost giants in Jötunheim; when the blade is drawn, snow flakes form; when it is stuck into water, a layer of ice forms (10ft in an hour); when left unsheathed, a glacier eventually forms
36. The long sword *Swampfire* +1/+3 vs. runners, forged in the depths of Myrkheim by frogling priests of *Tsathoggua*; it eeks a phosphorous glowing liquid and smells of rotten eggs; when left unsheathed, everything around it becomes water logged and eventually turns into a swamp
37. The *trident of fishes* +1 gives you long, webbed toes and the ability to breathe under water when you step into it, and you can speak the language of fishes

Old realms: Abilard, Erlechai, Farlazzan, Merlen, Ouria, Pichuhiatl, Quddu, Rajana, Silah, Trazadan, Yzarria, Zerrin

Frost giants: Winter's Bone, Snow, Ice, Cold, Glacier, Storm, Darkness, Tooth

Magic Armour

The magic bonus applies to both armour class and saving throws.

1. A pair of *silver armlets* +1 dedicated to a power
2. A pair of *golden armlets* +2 dedicated to a good power
3. A pair of *black iron broken manacles* +2 with fiendish runes dedicating its wearer to an evil power
4. Two sets of *black iron chains* +2 to wrap around your arms, with the runes of an evil power on every link
5. A *silver diadem* +1 dedicated to a power
6. A *silver crown* +1 commemorating an elf
7. A *golden diadem* +2 dedicated to a good power
8. A *black iron crown* +2 proclaiming the wearer to be loyal slave of an evil power
9. A *silver necklace* +1 dedicated to a power
10. A *golden necklace* +2 dedicated to a good power
11. A *black iron slave collar* +2 dedicating its wearer to an evil power
12. A *living silver tatoo* +1 dedicated to a good power
13. A *living black tatoo* +1 dedicating its wearer to an evil power
14. A *black plate armour of an evil power* +3, inscribed with runes of fire spelling doom and despair

To limit the results to evil powers, just roll 1d5. To limit the result to good powers, use 1d5+5.

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15. The *shield of the lion* +2: when you hit your opponent, it bites for an extra 1d6 damage
16. A *golden crown* +2 commemorating the ascension of a dwarf to the throne of a dwarf forge
17. A suit of dwarven *plate armour cold resistance* +1 made with scales of a white dragon
18. A suit of dwarven *plate armour* +2
19. A suit of dwarven *golem armour* +3
20. A suit of dwarven *power armour* +3, strength 18
21. A dwarven *shield* +2
22. A *black iron crown* +2 proclaiming the wearer to be a famous orc and king of kings
23. A black *plate armour of the dark lord* + 2, giving your voice a magical force, if you are not attacking: the person addressed must save vs. spells or obey a one-word command, if they can
24. A suit of elven *plate armour* +1
25. An elven *shield* +1
26. A suit of elven *plate armour of fire resistance* +1 made with scales of a red dragon

Dwarf names: Vilhjálmur Shieldmaster, Billthrasir Platemaster, Marna Platesmasher, Hjalma Hammerbearer

Dragon names: White Fang of the Glacier, Deep Death the Eternal, Snow Tooth of the Thin Air, White Despair of the Glacier, Frost Tooth of the Top

Strength 18 grants you +3 to hit and +3 to damage!

Orc names: Club Thrower, Root Finder, Pie Eater, Strong Fang, Loud Face, Mushroom Friend, Long Face, Spear Maker, Monkey Killer

They must be able to understand you.

Elf names: Star Life, Sweet Melody, Bee Dance, Moonlight, Owl Love

Dragon names: Black Agony, Fire Fang, Red Mountain, Ash Despair, Flaming Rain

Scrolls

Scrolls can be read by anybody literate and with a voice to speak. The magic is embedded in the writing. Reading the words out loud releases the magic and destroys the scroll.

A scroll can be identified by reading it silently!

1. *protection of the moon* (8h, prevents were-creatures from approaching)
2. *safety* (transports the reader and up to ten targets back to the last temple the reader entered)
3. *bashing walls* (punch a hole 20m wide and deep into anything made of wood, earth or stone; living things, textiles, leather, metal, and all that are not affected)
4. *crashing gates* (destroy one door up to 20m wide)
5. *fire ball* (6d6, save vs. spells for half)
6. *fog* (1km, within 10min, for 1h, visibility 10ft)
7. *live burial* (60ft, the earth opens up underneath a person, save vs. death to avoid getting pulled into the depths to certain death)
8. *moving ice* (grow an ice bridge up to 30m long from existing snow or ice)
9. *piercing steel* (sudden growth of a permanent iron spike 5m high, 4d6, save vs. spells for half)
10. *unlocking doors* (unlocks and unbars a door up to 2m wide)
11. *summoning* 100 **humans** from Unugal (Marduk's hall) in Midgard
12. *summoning* a **minotaur** from Eldivatn, Mitra's hall in Muspelheim
13. *summoning* a **naga** from Eiterhorg, Set's hall in Svartalfheim

14. *summoning* a **doppelgänger** from Utgard, Loki's hall in Jotunheim
15. *summoning* a **troll** from Ejudnir, Hel's hall in Niflheim
16. *summoning* a **valkyrie** from Sessrúmnir, Freya's hall in Asgard, or from Valhalla, Odin's hall in Asgard
17. *summoning* a vulture demon from Sandstein, Pazuzu's tower in Vanaheim
18. *summoning a plague of poisonous frogs* boiling up from lakes and ponds or raining down from the heavens; anybody caught out in the open during this storm of poisonous frogs must save vs. poison or die

Potions

A potion can only affect the one imbibing it. If your players enjoy discovering the effects of potions through trial and error, keep a table where you assign each effect a particular look and smell by rolling multiple dice on the following table!

1d10	It's...	colour	smells like...	and does...
1	light	blue	the sea	<i>flying</i> (1h)
2	cloudy	orange	oranges	<i>healing</i> (1d6+1)
3	flaky	yellow	wet dog	<i>fire resistance</i> (1h)
4	foamy	green	vomit	<i>cold resistance</i> (1h)
5	chunky	white	apples	<i>strength</i> (20min, strength 18)
6	sparkly	purple	earth	<i>invisibility</i> (20min, no attacks)
7	deep	indigo	cut grass	<i>speed</i> (two actions per round for 10min)
8	viscous	rose	rotten eggs	<i>shape changing</i> (20min, suspicious behaviour grants observers a save vs. spells to see that something's amiss)
9	dark	brown	dung	<i>silver tongue</i> (1h, everybody who hears your voice must save vs. spells or be <i>charmed</i>)
10	bubbly	red	smoke	<i>fire belching</i> (20min, 3d6, save vs. dragon breath for half)

Wondrous Items

1. *nightvision goggles* (60ft)
2. *gloves of strength* (strength 18)
3. *ring of invisibility* which turns you invisible until you attempt to harm somebody
4. *ring of the bully* which allows you to shove anybody and anything within 60ft, and if this puts your victim in harm's way then they must save vs. death or suffer the consequence
5. *helmet of the bull*, grants an extra attack when charging into a fight on a hit, an opponent no larger than yourself is thrown to the ground such that your allies get a +4 to attack them
6. *helmet of the dark lord* with smoke and red light dripping out of its visor grants the ability to tell when others within 10ft are lying

7. *gloves of the dark lord* allows you to lift anybody no larger than yourself and strangle them: they must save vs. spells or held and suffer 1d6 damage
8. *headband of karma* allows you to borrow luck from your future self: when rolling a d20, roll 2d20 and take the higher result, but before doing it again you need to pay your debt in a similar situation and roll 2d20 and take the lower result
9. *amulet of the luck stealer* allows you to borrow luck from a willing person near you: when rolling a d20, roll 2d20 and take the higher result, but the next time they need to roll a d20 in a similar situation, they roll 2d20 and take the lower result
10. *necklace of dharma* allows you to borrow actions from your future self: act twice this round to do what needs to be done but skip the next round
11. *diadem of the slaver*, when targeted by a spell, it is redirected to a person within 10ft if you save vs. spells; the new target may still save vs. spells
12. *elven cloak* (5 in 6 chance of hiding in the wilderness using magic camouflage when standing still)
13. *crystal of starlight* (60ft)
14. *compass of hell*, blessed by *Hel* (it has two pointers: one points to the nearest danger, the other to the nearest safe place)
15. *amulet of shape changing*, blessed by *Loki*
16. *horn of the barbarians*, summons 3d6 random, battle crazy barbarians: HD 2 AC 7 1d8 F2 MV 12 ML 12; when they are all killed in the same fight they are released from their bond to the horn
17. *horn of the ancients*, summons 1d8 **wights**; when killed, they are released from their bond to the horn
18. *horn of the tengus*, summons 1d6 **tengus**; when killed, they are released from their bond to the horn
19. *horn of the demon*, summons a **vulture demon**; when killed, they are released from their bond to the horn
20. *ring of the tengu*, summons a **tengu** always willing to talk and offer advice; the ring's magic is lost when the tengu is killed
21. *staff of the minotaur*, summons a **minotaur** always willing to talk and offer advice; the staff's magic is lost when the minotaur is killed
22. *flute of the naga*, summons a **naga** always ready to whisper and corrupt in your name; the flute's magic is lost when the naga is killed
23. *flying carpet* with space for four people
24. a silver necklace with a big gem containing the elemental prison of a **jinn**
25. a jar containing the elemental prison of a **marid**
26. an oil lamp containing the elemental prison of an **ifrit**

Roll 1d4: 1. sea lion, allows you to swim; 2. vulture, allows you to fly; 3. horse, allows you to ride; 4. black cat, allows you to sneak