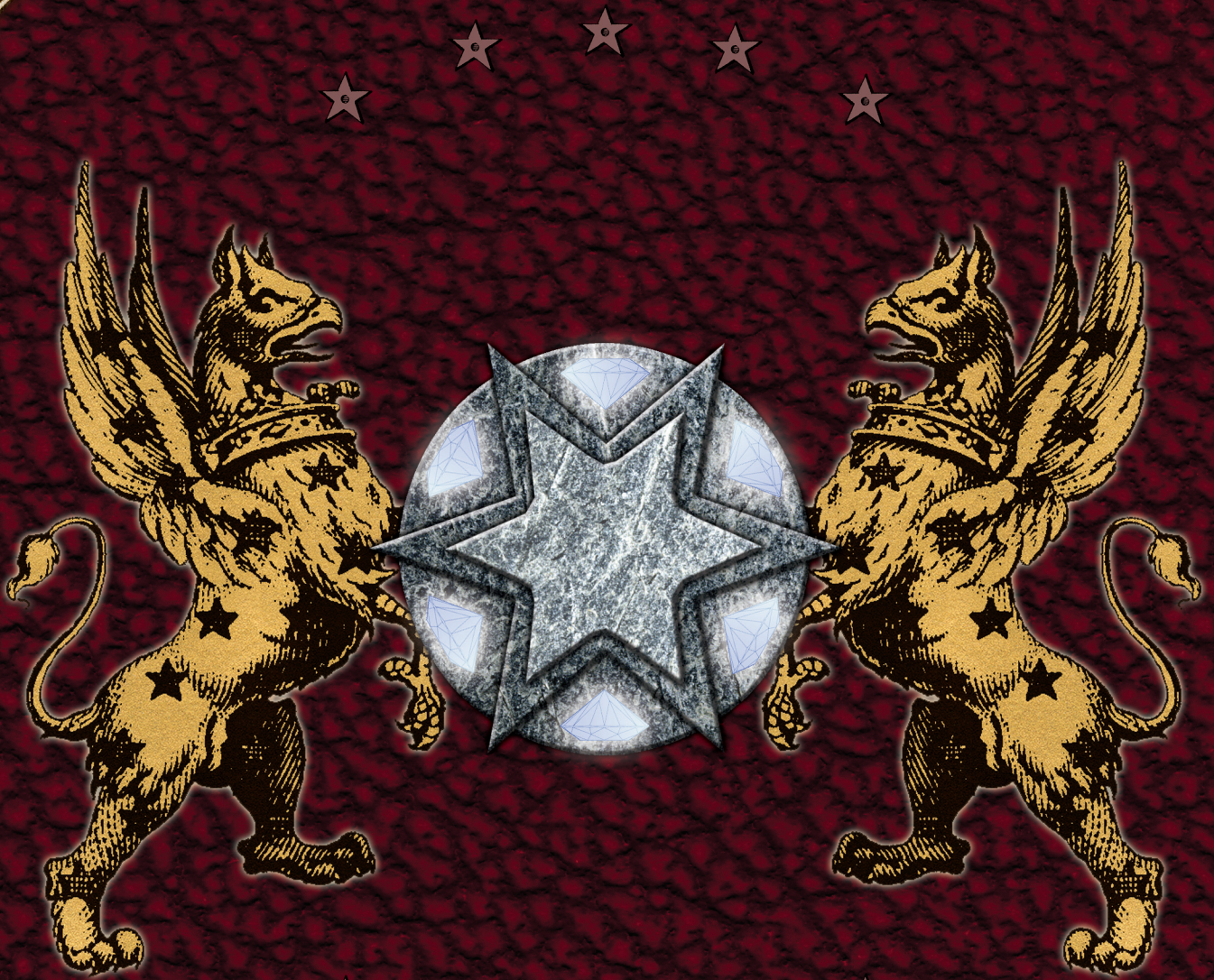# the mother of all
TREASURE TABLES

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Product Update Password for **The Mother of all Treasure Tables: Tabletop**
This product requires the use of the
Dungeons and Dragons® Player's Handbook,
published by Wizards of the Coast®.
This product utilizes updated material from the v.3.5 revision.

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PRINTED IN CHINA

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Table of Contents

Introduction

Welcome to the Mother of All Treasure Tables!

We have gone to the farthest corners of the known world to gather together wondrous treasures to tantalize the imagination and boggle the mind. ("How in the world am I going to get that in my saddlebag?") This is quite possibly going to become one of the most useful game master tools you have ever purchased. We congratulate you on your obvious great wisdom and excellent taste.

Picture this. You have just set up a great encounter you know your players will love. It will be a challenge for the heroes. Someone may even die, but the rewards will be worth it, right? Oh, yeah, the rewards; there should be some sort of treasure as unique and interesting as the rest of the incident. Well, here is a sack of gold, a few gems, maybe a masterwork sword. Hmmm, just more of the same stuff they got last time. Maybe a really big gem? Somehow, it just does not meet the same standard. If you are looking for something more than just a list of gold pieces and gems your characters can add to their ledger of money, then you have come to the right place! To make comparable treasures you could spend hours working on the details (we know, because we did), or you could turn to the Mother of All Treasure Tables! Finally you have treasures worthy of the great adventures you have created and all are just a die roll away.

Ways to Use This Book

This book could be used in several different ways. 1) You can use it to pre-plan the treasure so you know exactly what the characters are going to find before their swords even leave their scabbards; or, 2) you can use it to flesh out random encounters during play–the monster is dead, and now it is time for the treasure– "What did these things have anyway?"; and 3) you can use this book as an inspiration for adventure.

1) Pre-planning—This may be the best way to use this resource. It speeds the pre-game preparation by giving you a myriad of treasure possibilities at your fingertips. When you plan an encounter and some type of treasure is called for, you can then turn here to develop it. Anything from a pocketful of odds and ends to a cavern full of treasure is not only possible, but readily available and prepared in advance for your use.

2) On the Fly—This resource also works well to flesh out treasures 'on-the-fly' during a game. The monster is dead, the puzzle solved, and now it is time for the reward; roll a few dice and just read the descriptions. A little caution would be in order, though. Not every treasure will fit every circumstance, and some have unusual aspects which may not work in every situation. Skim through the selections before you start reading them to your players, to be sure you know exactly what you are giving away!

3) Inspiration—A third way to use the book would be for inspiration. Why does the tiny doll have a secret pocket sewn into her stomach? What happened to the owner of that bridal dress? How did that carriage end up here? If you already know what the heroes will be fighting, take a look at a treasure and ask yourself: If these creatures have accumulated this treasure, where did it come from? Read through some treasures, (especially ones with larger value,) and let them inspire you with ideas for adventures. Some of the treasures can lead to entire story lines. For instance, the adventurers are trying to sell a box with a special crest on it. Little do they know that Duke Lostandpresumedead owned that box and now the authorities believe the characters are responsible for his disappearance. Perhaps the heroes want to return a treasure they recovered. (Hey, it is possible – though maybe not likely. The paladin does not need it anyway, right?) The treasures you find here could inspire stories, points of history, or possible interests or motivations for NPCs who will interact with the heroes.

What This Book is Not

Now let us mention some of the things this book is not. Since we had limited space we had to narrow our options, therefore no magic items are included. (In fact, these treasures would be perfect for a low-magic world; they are full of things which do not need magic to make them interesting and useful.) It should be relatively easy to add magic items using the base treasures as a guide; there is further explanation on this below. Alternatively, you could take masterwork items in the treasure, add some magical bonus to them and use the descriptions we have provided. There are a goodly number of masterwork items included in the treasure and they would also make fine items for the players to enchant, if they were looking to make their own magic items.

Another thing this book will not do for you is tell you how much treasure to give. It is defined by the treasure tables in the DMG and there you will find guidance as to how much treasure to give based upon the challenge level of the encounter which your characters have experienced. It is probably one of the best ways to decide how much treasure you should give from this book. However, the actual amounts are always up to you.

This book will not tell you whether specific items of treasure are appropriate for a particular encounter or

for your individual campaign world. You have to make that decision, and as the GM you are free at any time to remove or revise any item. If a treasure includes something you think is not workable in your world, feel free to tweak it so it fits or to replace it with the equivalent value in coins. (We recommend replacing a troublesome item rather than just removing it, to keep the overall value of the treasure the same.) However, just because an item is unusual, do not automatically assume it could not be found in your campaign. Remember, jade statues from the Far East have been found even in the Scandinavian burial sites of the Vikings. Valuable items have a tendency to find their way across the world.

Making Changes

There may be specific circumstances where the treasure described may not seem to fit the encounter. In that case, the items could be replaced or the description could be changed to reflect the circumstances. For instance, if there were fine silk hangings in the treasure description and the treasure was in a goblin lair, the hangings could still be there but they could be described as very dirty and in need of cleaning. If you really want to get creative and you pick the treasures in advance, you could embellish the situation even more. 'Fine silk hangings have been gathered around what looks like the chief's seat and it is being used as a make-shift throne.' Weapons listed in the treasure could be used by the monsters who are fighting. "Hey, Thorvald, this goblin has a masterwork sword with a gold hilt and jeweled scabbard." "Really? How do you know?" "He is swinging it at me!" "Oh, they are SOOOO dead! Let's kill them and see what else they have!"

How to Use this Book

There are ten tables in this book, arranged by the value of the treasures therein. As you can see, the higher the table number in the Mother of All Treasure Tables, the higher the value of the total treasure. Also, in general, the higher the number of the table, the higher the value of specific items in the treasure.

Treasure Values for Each Treasure Table

Table	Treasure Value (plus or minus 2%)
Table I	Less than 10 gp
Table II	50 gp
Table III	100 gp
Table IV	500 gp
Table V	1,000 gp
Table VI	5,000 gp
Table VII	10,000 gp
Table VIII	30,000 gp
Table IX	50,000 gp
Table X	Epic treasures – 100,000 gp and up

Treasures can be selected either by the GM rolling randomly on the tables or by reading through and selecting the treasures to use. To roll results randomly on the tables of the Mother of All Treasures Tables you will need percentile dice (d%), a twenty-sided die (d20), and a ten-sided die (d10). Most of the tables have 100 entries and so require the d%, but the larger treasures toward the end are not used as often so they have a smaller number of entries and so may call for a d20 or d10. (To roll percentile dice, or hundred-sided dice, use two ten-sided dice of different colors. Designate one color as the tens digit and one color as the ones digit, roll the dice and read them in the proper order. Some ten-sided dice are numbered 00-90, specifically to be used to supply the tens digit in a 1 to 100 roll. A roll of all zeros – '0, 0' or '00, 0' – is read as 100.)

As we mentioned above, first determine how much treasure you need to provide to keep your players from rebelling and storming the GM's house with torches and pitchforks. Once you have decided on the amount, select something from the tables or roll for appropriate treasures.

Determining Treasure Value

To decide how much treasure to use for a given encounter, refer to the table of Treasure Values per Encounter. This lists the average amount of treasure recommended for each encounter level. (This list can also be found in the DMG, Chapter 3.)

Cross-reference the level of the treasure on the left with the average value of the treasure. The level of the treasure is equal to the Challenge Rating (CR) of the monster in the encounter, or the Encounter Level if more than one monster in involved.

Treasure Values per Encounter

Encounter Level	Treasure per Encounter	Encounter Level	Treasure per Encounter
1	300 gp	11	7,500 gp
2	600 gp	12	9,800 gp
3	900 gp	13	13,000 gp
4	1,200 gp	14	17,000 gp
5	1,600 gp	15	22,000 gp
6	2,000 gp	16	28,000 gp
7	2,600 gp	17	36,000 gp
8	3,400 gp	18	47,000 gp
9	4,500 gp	19	61,000 gp
10	5,800 gp	20	80,000 gp

Although this chart is not the one usually used to determine treasure content, with the Mother of All Treasure Tables, this table is your guide. It is not important to match these amounts exactly, but they give guidance about which tables in the Mother of All Treasure Tables to use. Following are some examples.

Short Examples

We will start with a relatively small treasure. Let us say you have an encounter at Level 2. This calls for a 600 gold piece (gp) treasure. You, as the GM, have several options to arrive at this approximate treasure value. You can use a treasure from Table IV (500 gp), and a treasure from Table III (100 gp). This is your most expeditious method. On the other hand, if you want to have greater variety and a lot of lower-value items in the treasure you can use six rolls on Table III.

We can follow the same principles with a larger example as well, such as an encounter at Level 16. This would generally call for a treasure worth 28,000 gp. There are several options for arriving at this as well. If you are in a hurry the quickest method is to round the value up to 30,000 gp and roll one treasure from Table VIII. Other ways of doing it would be to use three 10,000 gp treasures from Table VII, or two 10,000 gp treasures from Table VII, plus one 5,000 gp treasure from Table VI and three 1,000 gp treasures from Table V.

These examples are just that—examples. The final decision is up to you, the GM. You can use any combination you desire which achieves the approximate amount of the treasure you feel is appropriate. In this way, by using different combinations, you have a vast supply of treasure combinations to use in your games.

Other Uses

This book brings you other advantages as well. What happens if you have a low-level thief picking pockets? With the Mother of All Treasure Tables it is no problem! You go to Table I and roll percentile dice. For this example, assume you roll a 24. Referencing it on Table I you have:

24	In the pocket [*pouch*] are a number of coins [*4 gp, 4 sp, 1 cp*], a plain pewter button [*2 cp*] and a white linen handkerchief. The handkerchief is square, about a hand-span across, with a swirly version of the letter T [*or whatever*] embroidered in one corner in fine white thread [*4 sp*]. [*Total 4.83 gp*]

In this description you will notice every item that could be of value has its value listed after its description. In general the Game Master will not read the values to the players immediately but the values are there for the GM to use as he or she sees fit. The descriptions generally follow the pattern of describing in order what is first seen and progressing to less obvious things in the treasure. (This will be more apparent in the larger treasures.) At the end of each description is the total value of the entire treasure, for the GM's quick reference.

Sometimes other information is in brackets for the GM. Again this is not intended to be read directly in the description but is for the GM's information. For example, here is treasure 70 from Table I:

70	A set of fat copper beads [*prayer beads*; *6 gp*] has been stuffed into the pocket, which bulges with its bulky contents. Designed to be worn around the wrist, the bracelet is secured with a simple tin hook, and religious pictograms have been carved onto the surface of the beads. [*Total 6 gp*]

In this description the characters find a 'set of fat copper beads;' anyone with religious skills or knowledge (such as a cleric) would immediately recognize these as prayer beads. The description could be read like this:

GM: 'You find a set of fat copper beads has been stuffed into the pocket, which bulges with its bulky contents. Designed to be worn around the wrist, the bracelet is secured with a simple tin hook, and religious pictograms have been carved onto the surface of the beads.'

[Later when the thief is showing his take to the rest of the party:]

Thief: 'Yeah, all I got was this bracelet.'

GM: 'Father Guido you immediately recognize this is no normal bracelet but instead a set of prayer beads. You cannot tell what order or religion they are from unless you examine them more closely and make a successful knowledge roll.'

At this point the Game Master could decide the prayer beads were actually from a secret order of some evil cult and send the adventurers on an entire adventure based on this one simple description – or not. As the GM wishes.

What about Epic treasures? Epic treasures are not just large treasures but special ones. You as the GM could build up legends about them and then send the characters after them. For instance, if you want to do this with Epic Treasure 5 from Table X you could have the adventurers begin to hear stories about a great mithral sleigh and fabulous gems in a treasure which belonged to some legendary northern wizard. As their interest builds they find out the treasure has been lost but is rumored to be in some mountain lair. The heroes plan an expedition to find the treasure and you have their entire trip to figure out what is guarding this stuff, and if you want to add any magical items to it.

Variations

Speaking of adding magical items to a treasure, how is that done? Let us return to the earlier examples and the Encounter Level Treasure Table. Because the Mother of All Treasure Tables does not have magic items in the treasures, you need to decide first what types of treasure you want to use. Look at the chart of Treasure per Encounter Level. Magic items tend to be more costly and so should be determined first. Subtract the value of the magic items from the appropriate total and then round out the treasure with items from these tables.

In the above example of the EL 2 treasure, this could be developed by starting the treasure with a 50 gp potion. Taking the recommended amount of treasure of 600 gp and subtracting the value of the potion from it leaves 550 gp. The GM can then roll on Table IV for a 500 gp treasure. Another treasure could then be added from Table III of 50 gp. However, when constructing treasures with magic the GM should not be too concerned about variations of plus or minus ten percent. Remember, these are average treasure amounts. If the GM rolls on the random tables in the DMG the variation can actually be much higher than this.

To add a degree of randomness to the process the GM could go to the appropriate level on the Treasure chart in the DMG and roll to see if there are magic items present in the treasure. If there is magic, the GM could continue to roll up the magic randomly. Once that is done, total the value of the magical treasure (if any) and subtract it from the recommended amount; then proceed with selecting or rolling the appropriate treasure descriptions from *The Mother of All Treasure Tables*.

There are also monsters whose descriptions state they have only coins or only items. There are several ways you could handle this. If the monster is said to have only coins you could just decide you did not want to do it that way and include the items as well. (After all—if a monster finds something shiny which is not a coin is it really going to throw it away?) If you decide to use only coins you may want to roll them on the regular random treasure table in the DMG.

Conversely, if a creature is said to have only items, these treasure tables will work well because the majority of the treasures are items rather than coins. You can simply use the treasure items and drop the coins from the treasure, or ignore the limitation and use the treasure as printed—whatever works for you. You are the game master!

If a monster is stated to have double standard treasure, or double items, you are in luck! Consult the Treasure per Encounter Level chart, double that number (or triple it, as appropriate), and perhaps have an opportunity to consult one of the tables of larger treasures.

A Detailed Example

Now let us go through a more extensive example.

An adventuring party has defeated a satyr (CR 2) who for some reason was hostile to them. Having bested him, they proceed to search for anything he has of value. A satyr is listed as having standard treasure. Checking level 2 on the table of Treasure Values per Encounter, the GM discovers a satyr should have about 600 gp of treasure. The GM next rolls on the Treasure table to determine if any magic items are present, but a roll of 16 indicates the satyr has no magic items. The GM decides to roll once on Table IV (500 gp) and once on Table III (100 gp) to put together this treasure. A roll of 65 on Table IV gives the following:

> **65** Two large barrels [*2 gp each*] rest in the corner. As you approach them you see they both have sealed lids. After breaking the seal and opening the lid on the first barrel you see it is filled with a reddish liquid. [*If someone tastes the liquid or does something to determine what the liquid is:*] You find the liquid is red wine and it appears to still be drinkable and quite tasty [*equivalent of 40 bottles of fine wine in this barrel; 385 gp*]. You break the seal on the other barrel, expecting to possibly find more wine. Instead you find the barrel is filled with copper and silver coins [*573 sp, 6207 cp*]. [*Total 508.37 gp*]

Wine for the satyr, and a barrel full of coins. Not bad. Notice the total is not an exact 500 gp. Treasures from each table will have a value within two percent (plus or minus) of the stated value of the table. For Table IV, that gives a range of 490-510 gp. Next a roll of 98 on Table III:

> **98** A mildewed wooden sea chest with flaking yellow paint and rope handles [*1 gp*] opens to reveal a fine suit of courtier's finery [*31 gp*]. The heavy overcoat is an almost-black red satin trimmed with violet piping, and cut in a military style. Row upon row of medals and ribbons [*5 gp total*] fill both breasts, and gold rank insignia [*5 gp*] adorns the high collar. A pair of dark wool trousers and a well made white shirt completes the uniform. Under the neatly folded clothing, you find a small silver locket hung from a red silk cord. It is shaped like an hourglass with excellent [*if tiny*] charcoal sketches of a handsome couple inside [*20 gp*]. A light mace with a gleaming steel head shaped like a cut diamond [*6 gp*] lies at the bottom of the sea chest. Beside the mace are two bundles of tightly wrapped cloth [*1 sp each*], one holding a ration of salt [*1 pound, 5*

gp], the other containing part of a pound of cloves [*²/3 pound, 10 gp; or the bundle could contain a sample of verdant green cannabis*]. Scattered around the floor of the chest are gold and silver coins from a dozen ports of call [*14 gp, 18 sp*]. [*Total 99 gp*]

A sea chest seems less likely for a satyr, but he could have taken it from a foolish traveler who insisted on invading his territory. Maybe another roll would produce something more compatible; a 23 instead gives:

23 A wooden chest the size of a large dog is covered in elaborate enamel and lacquer work showing a bare-chested young king in a war chariot leading great hunts and war parties [*25 gp*]. Inside, you find a black marble statue the size of a forearm depicting a stiff armed, bare-chested warrior standing at rigid attention [*10 gp*], and a black granite carving of a bull with the bearded head of a scholar [*18 gp*] which is a similar size. The sculptures are padded by straw underneath them. Concealed in the straw is a black glass jar [*2 gp*] containing a scented yellow ointment. The straw also hides a white leather pouch [*2 gp*], which is so stuffed with gold and silver coins [*21 gp, 126 sp*] that the tie will not close all the way. At the bottom of the chest, you find a light bronze necklace appointed with comma-shaped blue beads [*9 gp*]. [*Total 99.6 gp*]

That sounds more like something a satyr might appreciate. If rolling the treasure while the players are waiting impatiently for the results, the GM could read this as is, with perhaps just a little transition: 'Next to that barrel, a wooden chest….' If the treasure is prepared in advance, the GM could decide to distribute the treasure instead of leaving it packed up. Perhaps the satyr has a snug little home and displays the two marble statues in niches in his wooden wall. Possibly he wears the necklace, or has given it away to his favorite of the moment. (He could even have had it in a pouch and offered it to a female character in exchange for her favors.) In that case, the enameled chest could still be in his home, but it would be empty except for the jar of ointment and leather pouch buried in the straw.

Conclusion

In conclusion, the creative teams of Necromancer Games and the good people at Tabletop Adventures have brought you this book to help your game and increase the fun had by you and your players. We have made this book not only to make your life easier but to add a new level of description to your treasures. Let this book augment your imagination and enjoy all of the combinations which you can create with it. We hope that some of the treasure descriptions may even inspire adventures of their own, and that your game and your players benefit with hours of enjoyment and delight.

The Evil Overlord

and the good people at Tabletop Adventures
For Necromancer Games

the mother of all
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The Mother of All Treasure Tables puts the "ah!" (or awe) back into your treasures!

From the farthest corners of the earth, a vast array of treasure has been gathered. Never before has such a book been available, to provide with a simple roll of the dice a random selection of detailed descriptions – treasures that include weapons and walking sticks, elaborate jewelry and wooden buttons, carved boxes with secret compartments, rare ivory and iron pots. There are statuettes, royal robes, belts, antique coins, and armor suitable for the greatest adventurers of legend. Each treasure has been carefully calculated based on standard values but there is nothing standard about these treasures!

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ISBN 1-59459-065-6

5 2799

9 781594 590658

U.S. $27.99   K&C 8008

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