

Treasure Table for Stonetop

Monsters, much like adventurers, collect shiny useful things. When the players search the belongings of a monster (be they on their person or tucked away somewhere) describe them honestly.

If the monster has accumulated some wealth you can roll that randomly. Start with the monster's damage die, modified if the monster is:

- Hoarder: roll damage die twice, take higher result
- Far from home: add at least one ration (usable by anyone with similar taste)
- Magical: some strange item, possibly magical
- Divine: a sign of a deity (or deities)
- Planar: something not of this earth
- Lord over others: +1d4 to the roll
- Ancient and noteworthy: +1d4 to the roll

Roll the monster's damage die plus any added dice to find the monster's treasure:

- 1 Coins, pretty rocks, or other baubles (0 weight) worth a handful of copper
- 2 A mundane item, useful to the current situation
- 3 Several coins or decorative stones (0 to 1 weight), worth a purse of copper
- 4 Specialized or uncommon supplies (poison, remedies, mystical supplies, raw chemicals, spice, etc)
- 5 An ART OR LUXURY ITEM, worth a handful of silvers to the right person
- 6 Useful information (clues, notes, etc.)
- 7 An item or raw amount of some EXOTIC MATERIAL, but otherwise mundane
- 8 Trade goods or supplies (2d4 weight), altogether worth a purse of silver to someone who could use them
- 9 A fine ART OR LUXURY ITEM, worth 1d4 purses of silver if you can get it to the right person intact
- 10 A MINOR ARCANUM, magical in nature (roll 1d8+4 for NATURE)
- 11 A stash of coins and small valuables (1d4-1 weight, worth 1d4 purses of silver)
- 12 A MINOR ARCANUM, revealing something interesting and useful (roll for ORIGIN & THEME, LORE)
- 13 A cache of raw goods or materials, requiring a wagon or similar to transport, worth 1d4 Surplus to a village or town
- 14 A MINOR ARCANUM, of significant worth (roll 1d4+2 for NATURE)
- 15 An immobile resource that can be exploited over time (a well, a power source, an archive, etc.)
- 16 One of the MAJOR ARCANUM + roll again
- 17 Roll again, but make the result directly related to one of the PCs
- 18+ A hoard: coins (1d10 weight) worth 2d4 purses of silver + 1d10 ART OR LUXURY ITEMS worth a total of 2d4 handfuls of gold + roll again

MUNDANE OBJECTS

If nothing is otherwise obvious

- | | | | |
|---|--------------------|----|--------------------|
| 1 | Key/lock/clasp | 7 | Utensil/tool |
| 2 | Food/drink | 8 | Weapon/rod/staff |
| 3 | Clothing/cloak | 9 | Armor/shield/helm |
| 4 | Boots/gloves/shoes | 10 | Rope/cord/chain |
| 5 | Cup/vessel | 11 | Belt/pack/pouch |
| 6 | Box/cage/coffer | 12 | Lantern/lamp/torch |

ART OR LUXURY ITEMS

If nothing is otherwise obvious

- | | | | |
|---|-------------------------|----|-----------------------------|
| 1 | Amulet/charm | 7 | Flag/banner |
| 2 | Painting/mural/tapestry | 8 | Instrument |
| 3 | Ceramics/pottery | 9 | Furs/skins/trophies |
| 4 | Ring/jewelry/eyewear | 10 | Orb/gem/stone |
| 5 | Carpet/rug/bedding | 11 | Crown/scepter |
| 6 | Figurine/carving/idol | 12 | Enigma, its purpose unclear |

EXOTIC MATERIALS

- 1 Orichalcum: a metal that flashes red with fire and burns away the impure
- 2 Makerglass: cut into wondrous shapes, unbreakable and unworkable by mortal means
- 3 Dark ice: purplish ice, which stays cold and frozen except in the hottest furnace
- 4 Aetherium: an alloy of copper and lightning
- 5 Red crystal: pulsing, warm, thirsting for blood, like cruelty solidified
- 6 Moonstone: a pale glassy gem, which reveals shapeshifters and illusions
- 7 Black iron: hard, heavy, worked like steel and utterly immune to all magic
- 8 Redwood: which comes from trees with leaves, bark, and grain all stained blood red, and is a natural tether to spirits of the wild
- 9-10 Something else, something new or something very, very old

MINOR ARCANUM

Refer to the Minor Arcana Generator.

MAJOR ARCANUM

Pick one, or draw one of the inserts at random.