

FANTASY TREASURE

These tables are based upon the Edges found in the *Making Magic!* article, and the Booty Table found in *50 Fathoms*, both by Shane Lacy Hensley. There is nothing in these tables that can't be created using those rules and more powerful items are left to the individual GM to tailor to his or her campaign.

Booty	Coin	Relic
Kings Ransom	1d10x500	100%
Plunder	1d10x300	50%
Pillage	1d10x100	25%
Loot	1d10x10	1%

Relics

d20	Type
1-5	Armor
6-10	Hand Weapon
11-13	Ranged Weapon
14-20	Misc. Item

Armor

d20	Type
1-5	Leather
6-10	Chain
11-13	Plate Corselet
14	Plate Vambrace
15	Plate Greaves
16-17	Small Shield (Buckler)
18-19	Medium Shield
20	Large Shield

Armor Bonus

d20	Benefit
1-8	Half weight
9-14	+1 Toughness, Half weight
15-17	+2 Toughness, Half weight
18-19	+3 Toughness, Half Weight
20	Enchanted & roll again on this table

Armor Enchantment*

d20	Power
1-2	Boost Strength
3-4	Boost Agility
5-6	Boost Vigor
7-8	Boost Fighting
9-10	Boost Guts
11-12	Boost Stealth
13-16	Speed
17-18	Deflection
19	Invisibility
20	Quickness

Hand Weapon

d20	Type
1-2	Axe
3	Battle Axe
4	Dagger
5	Flail
6	Great Axe
7	Great Sword
8	Halberd
9	Katana
10	Lance
11-12	Long Sword
13	Maul
14	Pike
15	Rapier
16	Saber
17	Shortsword
18	Spear
19-20	Staff

Hand Weapon Bonus

d20	Table
1-10	Hand Weapon +1
11-16	Hand Weapon +2
17-19	Hand Weapon +3
20	Enchanted, roll again.

Hand Weapon +1

d20	Benefit
1-8	Half Weight
9-14	+1 Damage
15-18	+1 Parry
19-20	+1 Fighting

Hand Weapon +2

d20	Benefit
1-3	Half weight, +1 Damage
4-6	Half weight, +1 Parry
7-9	+1 Damage, +1 Parry
10-12	Half Weight, +1 Fighting
13-14	+2 Damage
15-16	+1 Parry, +1 Fighting
17-18	+2 Parry
19-20	+2 Fighting

Hand Weapon +3

d20	Benefit
1-2	Half Weight, +1 Damage, +1 Parry
3-4	Half Weight, +1 Damage, +1 Fighting
5-6	Half Weight, +1 Parry, +1 Fighting
7	+1 Damage, +1 Parry, +1 Fighting
8	+2 Damage, +1 Parry
9	+2 Damage, +1 Fighting
10-11	+2 Damage, Half weight
12	+2 Parry, +1 Damage
13	+2 Parry, +1 Fighting
14	+2 Parry, Half Weight
15	+2 Fighting, +1 Parry
16	+2 Fighting, +1 Damage
17	+2 Fighting, Half Weight
18	+3 Damage
19	+3 Fighting
20	+3 Parry

Hand Weapon Enchantment*

d20	Power
1-4	Light
5-7	Bolt
8-10	Fear
11-13	Smite
14-16	Stun
17	Fireburst
18	Telekinesis
19	Blast
20	Quake

Ranged Weapon

d20	Type
1-2	Axe, Throwing
3-7	Bow
8-12	Crossbow
13-14	Longbow
15-16	Knife/Dagger
17-18	Sling
19-20	Spear

Ranged Weapon Bonus

d20	Table
1-10	Ranged Weapon +1
11-16	Ranged Weapon +2
17-19	Ranged Weapon +3
20	Enchanted, roll again.

Ranged Weapon +1

d20	Benefit
1-10	Double Range Brackets
11-15	+1 Damage
16-20	+1 Shooting/Throwing (as appropriate)

Ranged Weapon +2

d20	Benefit
1-5	Double Range Brackets, +1 Damage
6-10	Double Range Brackets, +1 Shooting/Throwing
11-14	+1 Damage, +1 Shooting/Throwing
15-17	+2 Damage
18-20	+2 Shooting/Throwing

Ranged Weapon +3

d20	Benefit
1-4	Double Range Brackets, +1 Damage, +1 Shooting/Throwing
5-8	Double Range Brackets, +2 Damage
9-12	Double Range Brackets, +2 Shooting/Throwing
13-14	+2 Damage, +1 Shooting/Throwing
15-16	+2 Shooting/Throwing, +1 Damage
17-18	+3 Damage
19-20	+3 Shooting/Throwing

* = Enchanted armor and weapons have a separate skill and pool of power points for use of their Powers. Roll 1d6 to determine the items skill: 1 (d6), 2-3 (d8), 4-5 (d10), 6 (d12). Roll 1d6 for the number of Power Points: 1-3 (5pp), 4-5 (7pp), 6 (10pp).

Misc. Item

d20	Table
1-7	Artificed
8-14	Potion
15-17	Enchanted
18-20	Tome

Artificed

d20	Table
1-10	+1 to a random skill
11-16	+2 to a random skill
17-19	+3 to a random skill
20	Enchanted, roll again.

For artificed items, pick a skill at random and then an item that's related to that skill. The item grants the skill bonus whenever the item is used.

Potion

d20	Power
1-2	Armor
3-4	Boost Trait (imbiber's choice)
5	Burrow
6-7	Deflection
8	Detect Arcana
9	Firewalk
10	Fly
11	Greater Healing
12-13	Healing
14	Invisibility
15	Light
16-17	Quickness
18	Speed
19	Wall Walker
20	Wave Runner

All potions have one dose of the power in question and have a Range of Self. For simplicity's sake, each potion lasts the minimum duration (typically 3 rounds) and has no raises on the spellcasting roll. 2 in 6 potions have double the minimum duration and received a raise on the spellcasting roll.

Enchanted items and Tomes have random powers. Constructing a table of random powers is a lot more trouble than it's worth, so i say use your imagination and the needs of the group of heroes to guide your choices. As for the skill level and power point pool of enchanted items, see that table above for weapons and armor. Tomes teach a single power to someone with an arcane background, but are one use items.

Happy Gaming =)
Gary

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