CHAOSES LIMB TREASURE

What is Treasure?

Treasure is that thing which draws adventurers into dungeons. If D&D were a play, think of treasure as the actor's motivation. But instead of the generic mounds of coins, I'd like to provide some options for creating unique items and some thoughts about how you can tailor your treasures to specific characters. For example:
• Fighter: a (non-magical) sword, made by a master swordsmith that has a long and legendary history or a sword that belonged to his grandfather and was lost in a catastrophic battle
• Magic User: spells, tomes, material components
• Cleric: holy relics (non magical), shrines, the favor of their god
• Elf: Elven artifacts (non-magical), new contacts in the spirit world
• Dwarf: Dwarven artifacts (non-magical), a finely crafted axe, a well made hammer, Dwarven runes
• Halfling: clues to a mystery, adventure, trophies, new allies
• Thief: gold, jewelry, gems, treasure maps

Experience

Another primary draw for adventurers is experience. In OSR games, most experience would come from the value of treasure. This leads to some rather odd game situations where creatures in lairs deep beneath the ground have thousands and thousands of wealth in coins.

In my Chaoses Limb games I prefer to give experience based on dungeon level 'conquered'. To get experience for that level, characters must do one of 3 things:
• Explore at least 75% of the level
• Overcome the greatest challenge of that level (usually the level boss monster if there is one)
• Attain their objective for that level (if they have one), e.g. rescuing the prince, recovering the Trident of the Sea Kings, defeating the nefarious Necromancer, etc. or figuring out the most important clue, puzzle or piece of information on that level that will bring them one step closer to achieving their objective.

I then award a set number of experience points for each character based on the level of the dungeon, starting at somewhere between 500-1500 and doubling for every level deeper, e.g.:
 1st - 1000
 2nd - 2000
 3rd - 4000
 4th - 8000
 5th - 16000
 6th - 32000
 Etc.
In wilderness or city adventures, my awards are a bit more subjective and depend on the challenges faced. At lower levels I might award 100-600 xp/ session, at mid levels 1000-6000 xp/ session and at higher levels 6000-12000 xp/session.

Windfalls

Part of OSR gaming is that you decide more outcomes based on how a player describes what their character is doing than on a simple die roll. So if a character wants to search an area rather than making a "Perception Check" or rolling on their "Search Ability", they might tell you step by step how and what they search e.g. "I tap the bottom of the sarcophagus to see if it has a false bottom" or "I check beneath the stone table to see if anything has been attached to the underside" or "I empty the jar of oil to see if anything had been dropped into it". If I have planned for something to be where they look, looking in the right place will reveal it without need for a roll. If they don't look in the right place then they won't find it.

Now one outcome of this is that characters may spend a lot of time looking in places where there is nothing to be found. Since simple failure is uninteresting, every time adventurers search for something, I like to give them a chance to find something. In those cases I have a series of random tables for what they might find. Usually it will be some worthless piece of dungeon dressing - a torn boot, an old bone, ashes, etc. Sometimes it will be something baneful - a sharp edge where they might cut themselves or damage their gear, a previously undiscovered trap, a new roll for a wandering monster. And sometimes it will be something of value, a piece of gear, some simple jewelry, a minor treasure, an important clue, and even, rarely, a minor magical item. If the description of the searching is particularly clever I allow for bonuses on the roll for what they find.

As a final note, when even 'worthless' dungeon dressing is found think about how it might be woven into the story rather than just be random junk. Did that torn boot reveal something about who has been here before? Were there teeth marks on the bone that might tell the adventurers something about the denizens of this dungeon? Are the ashes the remnants of some sorcerous battle that occurred here? A piece of dungeon dressing might inspire new threads in the complex palimpsest of the dungeon's history.

Here's one table I put together for one of my dungeons. In this case the characters were entering the dungeon with almost no equipment, so standard equipment figured prominently. Though these might have value for lower level adventurers, you would want to remove or replace them for higher level adventurers.

Windfall table

Roll 1d6 and then consult the appropriate subtable:

6
1. A single coin
2. Roll on 2-5 table + 34
3. A piece of jewelry (or draw from item card deck if you have one)
4. A scroll (roll for # of spells (1-4) and which spells
5. A minor magic item (e.g. potion or single use herbs with magical effect)
6. A finely crafted weapon or piece of armor

2-5
1. Dried blood
2. Cobwebs
3. Dung
4. Guano
5. Bowl, broken
6. Broken arrow
7. Ashes
8. Bones
9. Frayed piece of rope
10. Rotted piece of clothing
11. Rotted piece of wood
12. Corroded piece of metal
13. Dagger hilt
14. Blob of paint
15. A splatter of ink
16. A blob of wax
17. A torn piece of cloth
18. A scrap of paper
19. A single hair
20. Bits of fur
21. Leaves and twigs
22. Broken stone
23. Shard of pottery
24. Rags
25. Gravel
26. A piece of straw
27. A tooth
28. A fang
29. A claw
30. Torch stub
31. Scratchings on the ceiling/wall, floor
32. A sack with a hole in it
33. A 1' piece of cord
34. A few links of fine chain
35. A stick or branch (1-6' long)
36. A polished, rounded stone
37. A piece of coal
38. Food scraps
39. A waterskin, half empty, half full of stagnant water
40. Flint
41. A pool of oil
42. Sharpening stone
43. A mask
44. Dagger
45. Hand Axe
46. Mace
47. Sword
48. Two-Handed Sword
49. Lance
50. Pike
51. Battle Axe
52. Morning Star
53. Flail
54. Spear
55. Pole Arm
56. Halberd
57. Short Bow
58. Long Bow
59. Composite Bow
60. Light Crossbow
61. Heavy Crossbow
62. Quiver, empty
63. 1 arrow
64. 1 crossbow quarrel
65. 1 Silver Tipped Arrow
66. Shield
67. Leather Armor
68. Chain Mail tunic
69. Breast plate
70. Greave
71. Bracer
72. Helmet
73. Saddle Bags
74. Silver Mirror small
75. Wooden Holy Symbol
76. Silver Holy Symbol
77. Holy Water/Vial
78. Wolvesbane, bunch
79. Garlic, bud
80. 6-36' of Rope
81. 5-10'Pole
82. 1 Iron Spike
83. Small Sack
84. Large Sack
85. Leather Backpack
86. Water/Wine Skin
87. 1 Torch
88. Lantern
89. Flask of Oil
90. Tinder Box
91. 1 Stake
92. 1 Mallet
93. Steel Mirror
94. Bottle of Wine
95. A piece of dried fruit
96. A piece of dried meat
97. A half-eaten biscuit
98. Wytchwood, small piece
99. Papyrus, 1 sheet
100. Glowworm
101. Parchment, 1 sheet
102. Phosphorus, small vial
103. Vellum, 1 sheet
104. Powdered iron
105. Sepia, giant squid, vial
106. Incense, small pouch
107. Vermillion
108. Lodestone, small
109. Chalk, powdered
110. Copper wire, fine
111. Silk, small square
112. Powdered silver
113. Prism, small
114. Powdered brass
115. Bitumen
116. Mercury, blob
117. Candle
118. Brazier
119. Bat fur
120. Insect in Amber
121. Iron pyrite, chunk
122. Mica chips
123. Sulphur
124. Powdered pineal gland
125. Licorice root shavings
126. Crystal beads
127. Tortoise shell, piece
128. Dried lizard tongue
129. Rare nut shell
130. Powdered lime
131. Powdered carbon
132. Glass rod, small
133. Rock crystal
134. Spellbook

1
1. Poisonous insect or animal (roll for surprise and attack)
2. Mechanical trap (1 deadfall, 2 pit trap, 3 arrow trap 4 spear trap 5 spike pit 6 snake pit)
3. Magical trap (1 teleport 2 flame 3 explosive runes 4 confusion 5 fear 6 curse)
4. Wandering Monster
5. 1 hp damage (stub toe, prick finger, etc)
6. Cursed item (roll for magic item and curse table)

Jewelry
The following tables can be used for inspiration in creating more unique pieces of jewelry.

Base
1. Gold
2. Silver
3. Platinum
4. Electrum
5. Copper
6. Mithral
7. Adamantine
8. Steel
9. Iron
10. Bronze
11. Orichalcum
12. Meteoric Iron
13. Tin
14. Lead
15. Pewter
16. Brass
17. Bone
18. Ivory
19. Red Gold
20. Unknown metal

Precious stones
1. Azurite
2. Banded Agate
3. Blue Quartz
4. Eye Agate
5. Hematite
6. Lapis Lazuli
7. Malachite
8. Moss Agate
9. Obsidian
10. Rhodochrosite
11. Tiger Eye
12. Bloodstone
13. Carnelian
14. Sard
15. Chalcedony
16. Chrysoprose
17. Citrine
18. Jasper
19. Moonstone
20. Onyx
21. Rock Crystal
22. Sardonyx
23. Smoky Quartz
24. Cairngorm
25. Star Rose Quartz
26. Amber
27. Alexandrite
28. Amethyst
29. Aquamarine
30. Chrysoberyl
31. Coral
32. Garnet
33. Jade
34. Jet
35. Pearl
36. Peridot
37. Chrysolite
38. Spinel
39. Topaz
40. Tourmaline
41. Black Opal
42. Black Sapphire
43. Diamond
44. Emerald
45. Fire Opal
46. Jacinth
47. Corundum
48. Opal
49. Ruby
50. Sapphire
51. Star Ruby
52. Star Sapphire

Jewelry Form
1. Holy symbol
2. Locket
3. Medallion
4. Pectoral
5. Torc
6. Pendant
7. Necklace
8. Earring
9. Nosering
10. Bracelet
11. Armband
12. Anklet
13. Ring
14. Toe ring
15. Pin
16. Signet ring
17. Brooch
18. Clasp
19. Comb
20. Crown
21. Diadem
22. Circlet
23. Hairpin
24. Belt
25. Amulet

Value of jewelry
The value of jewelry will be dependent on many factors beyond just the base materials it was constructed from. In addition to rarity, the level of craftsmanship as well as the item's history (e.g. was owned by a legendary figure, blessed by a god, belonged to a forgotten race) may significantly impact the value. In addition, the value of precious metals and stones in a fantasy world may not always match real world historical values (much less modern values). For simplicity sake you can use this table as a guideline and adjust as you see fit:
1. 10-60 gp
2. 50-100 gp
3. 100-600 gp
4. 500-1000 gp
5. 1000-6000 gp
6. 7000-12000 gp

MAGIC
Magic Research
The Underworld should provide a rich vein of magical research for magic users to explore and should be one of the primary motivations for them to descend into dungeons in the first place. In my game, a first level magic user starts with all first level spells in their spellbook but not all of them are castable. Sometimes the magic user has inscribed all the steps but doesn't yet grock them. Other times there is a missing step or ingredient or some error that has crept into the text (magical writing can be notoriously capricious). Exploring in the dungeon is a way to fill in those lacunae or gain new insights. And the deeper you go, the weirder things get, unlocking the keys to ever more powerful sorceries.

In situations where other characters are searching for treasure, the magic users should be looking for insights into the sources of magic. For example, when adventurers enter a new area in a dungeon, while thieves or fighters might search for traps, secret doors or treasures, the magic user might be looking for ancient symbols or runes carved or painted on columns, lintels or sarcophagi. If a trap involves a magical component what can they learn from that trap? If a monster employs magic what can they learn by observing it? Sometimes just observing supernatural phenomenon, the 'physics' of the Underworld, can give them new insights. And of course harvesting defeated monsters may also unlock old spells or help them discover new ones e.g. does examining the glowing glands of the fire beetle give them new insights into spells involving light? Could the horn of a minotaur be used to create a special version of Hallucinatory Terrain that creates the illusion of a Labyrinth?

Magic Items
Magic items should be rare and unique (no generic +1 swords or even less interesting +1 plate mail).
Magic Item Generator
Form
1. Scroll with spell
2. Potion
3. Sword
4. Shield
5. Leather armor
6. Chain mail
7. Plate mail
8. Armor, other
9. Arrows
10. Bow
11. Dagger
12. Axe
13. War Hammer
14. Spear
15. Ring
16. Wand
17. Staff
18. Crystal Orb
19. Medallion
20. Bag
21. Cloak
22. Boots
23. Broom
24. Helm
25. Rope
26. Gauntlets
27. Roll on Jewelry Table

Power
1. +1 bonus to hit
2. +2 bonus to hit
3. +3 bonus to hit
4. +2 bonus to hit and damage against a particular monster (roll on random monster table)
5. +3 bonus to hit and damage against a particular monster (roll on random monster table)
6. +2 bonus to hit and damage against a particular class of monster (roll on random monster table)
7. +3 bonus to hit and damage against a particular class of monster (roll on random monster table)
8. +2 against magic users and enchanted creatures
9. Flaming, +2 against creatures only hurt by flame, +3 against creatures particularly vulnerable to flame (e.g. undead)
10. Frost, +2 against creatures only hurt by cold, +3 against creatures particularly vulnerable to cold (e.g. Blobs, fire elementals, etc)
11. Locate object ability
12. Growth
13. Diminution
14. Giant Strength
15. Invisibility
16. Gaseous Form
17. Speed
18. Flying
19. Delusion
20. Healing
21. Any one spell (roll randomly)
22. Any two spells (roll randomly)
23. Any three spells (roll randomly)
24. Protection against a particular class of monsters (roll randomly)
25. Projection from magic
26. Animal control
27. Plant control
28. Weakness
29. Protection +1
30. Wishes
31. Regeneration
32. Water breathing
33. Fire resistance
34. Magic detection
35. Secret door and trap detection
36. Fear
37. Cold
38. Paralyzation
39. Fireball
40. Healing
41. Transform to snake
42. Striking

43. Cancellation
44. Clairvoyance
45. Clairaudience
46. ESP
47. Silence
48. Flying
49. Telepathy
50. Climbing
51. Ogre Strength

Uses/charges
1. Once (or once a year)
2. Once per day
3. 1-3 charges
4. 1-100 charges

Limitations/curse
1. Has a mind of its own
2. Bad luck (-1 to die rolls)
3. Reduces one attribute of the bearer by 1 so long as they possess it (roll randomly for which attribute)
4. Reduces one attribute of the bearer by 1 permanently the first time they use it (roll randomly for which attribute)
5. Reduces one attribute of the bearer by 1 each time they use it (roll randomly for which attribute) - reduction lasts one session
6. Reduces one attribute of the bearer by 1 each day they keep it (roll randomly for which attribute) - attribute recovers 1 per day after they are rid of it
7. Bad penny (cannot be gotten rid of without some special action e.g. remove curse)
8. Evil magnet - attracts the attention of potential enemies (e.g. double wandering monster attacks)
9. Causes some other unintended effect (roll randomly on spell table - does it affect the user, allies or enemies? Is there a story behind why these two disparate powers were combined or was it just a fluke in its creation?)