



the mother of all TREASURE TABLES

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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 Treasure 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 is 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.