

Guardians of Utaemia

Treasure Book

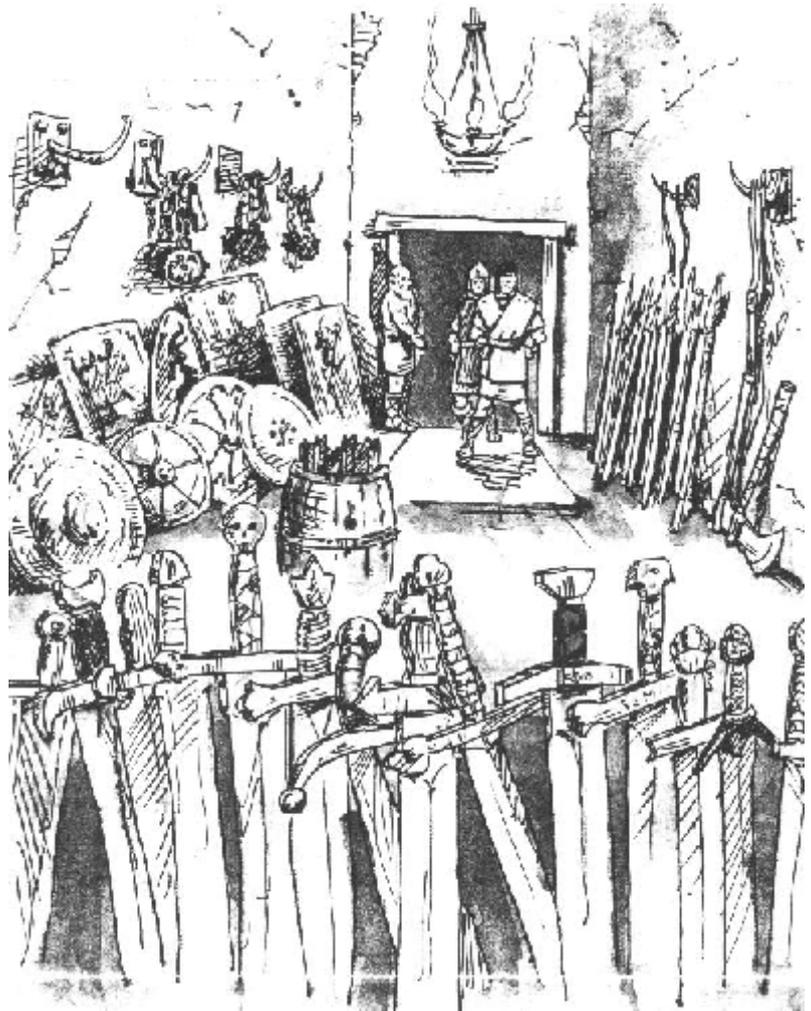
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Treasure Items, Determining:

If a newly rolled up character has treasure, roll on the "UnCommon Chart" (not the Common).

Roll on one of the following charts, according to the rarity of the treasure you have discovered (i.e., Common, UnCommon, Rare, or Legendary treasure item types). After you have rolled, follow the information and links to know the specifics of each item found:



Common Treasure Items:

%Roll: Treasure Item types:

01-15: Armor, Magical: 1 found.

21-25: Bag of Gold: Roll on the following chart to see what type of gold will be found:

%Roll: Type of gold in bag:

01-10: Black-gold Amount in bag: 1-D12 x 3 coins found.

11-25: Yellow-gold. Amount in bag: 1-D12 x 30 coins found.

26-00: White-gold. Amount in bag: 1-D12 x 300 coins found.

26-35: Enchanted item: 1 found.

36-45: Gem: 1 found. Roll on the following chart for the unique quality of the gem discovered:

%Roll: Unique quality of the gem:

01-02: Magical. Roll up 1 random gem. This gem permanently houses 1 random spell that can be cast by one who follows that particular class. Normal prerequisites to cast this spell apply (there will be a 10% chance of this gem holding 1-D12 x2 Spell-points.

03-00: None. Roll up 1 random gem.

46-57: Non-Magical Item: Roll on the following chart to know the Non-Magical Items found:

%Roll: Non-Magical Items found:

01-70: 1-D4 +1 random Non-Magical Items found.

71-00: 1 supply kit. Roll below to see what Supply Kit will be found:

%Roll: Supply Kit found:

01-40: Fortnight journey supply kit

41-00: Short journey supply kit

58-63: Other Valuable Item: 1 found.

64-73: Potion: 1 found.

74-83: Scroll: %Roll: Scroll type:

01-30: Protection: 1 found.

31-00: Spell: 1 found.

84: Treasure Hoard Cache: Roll 1-D12 +4 times on this chart.

86-87: Treasure Stash: Roll 1-D4 +1 times on this chart.

88-00: Weapon, Magical: 1 found.

UnCommon Treasure Items:

%Roll: Treasure Item types:

01-16: Armor, Magical: 1 found.

17-32: Enchanted item: 1 found.

33-48: Gem: 1 found. Roll on the following chart for the unique quality of the gem discovered:

%Roll: Unique quality of the gem:

01-02: Magical. Roll up 1 random gem. This gem permanently houses 1 random spell that can be cast by one who follows that particular class. Normal prerequisites to cast this spell apply (there will be a 20% chance of this gem holding 1-D12 x3 Spell-points.

03-00: None. Roll up 1 random gem.

49-64: Potion: 1 found.

66-80: Scroll: %Roll: Scroll type:

01-30: Protection: 1 found.

31-00: Spell: 1 found.

81: Treasure Hoard Cache: Roll 1-D12 +4 times on this chart.

82-84: Treasure Stash: Roll 1-D4 +1 times on this chart.

85-00: Weapon, Magical: 1 found.

Rare Treasure Items:

%Roll: Treasure Item types:

01-10: Artifact: 1 found.

11-25: Armor, Enchanted: 1 found.

26-35: Enchanted item: 1 found.

36-50: Gem: 1 found. This will be a Special Gem. Roll on the following chart for the unique quality of the Special Gem discovered:

%Roll: Unique quality of the gem:

01: Enchanted. Roll up 1 random Special Gem. This special gem permanently houses 1-D4 +1 random spells which can be cast by one who follows any of the particular classes. Normal prerequisites to cast each spell apply (there will be a 10% chance of this gem holding 1-D12 x5 Spell-points.

02-03: Magical. Roll up 1 random Special Gem. This special gem permanently houses 1 random spell that can be cast by one who follows that particular class. Normal prerequisites to cast this spell apply (there will be a 30% chance of this gem holding 1-D12 x4 Spell-points.

04-00: None. Roll up 1 random Special Gem.

51-65: Potion: 1 found.

66-80: Scroll: %Roll: Scroll type:

01-30: Protection: 1 found.

31-00: Spell: 1 found.

81: Treasure Hoard Cache: Roll 1-D12 +4 times on this chart.

82-84: Treasure Stash: Roll 1-D4 +1 times on this chart.

85-00: Weapon, Enchanted: 1 found.

Legendary Treasure Items:

%Roll: Treasure Item types:

01-25: Armor, Enchanted: 1 found.

26-40: Gem: 1 found. This will be a Special Gem. Roll on the following chart for the unique quality of the Special Gem discovered:

%Roll: Unique quality of the gem:

01-02: Enchanted. Roll up 1 random Special Gem. This special gem permanently houses 1-D6 +2 random spells which can be cast by one who follows any of the particular classes. Normal prerequisites to cast each spell apply (there will be a 20% chance of this gem holding 1-D12 x6 Spell-points.

03-06: Magical. Roll up 1 random Special Gem. This special gem permanently houses 1-D4 +1 random spells which can be cast by one who follows any of the particular classes. Normal prerequisites to cast each spell apply (there will be a 40% chance of this gem holding 1-D12 x5 Spell-points.

07-00: None. Roll up 1 random Special Gem.

41-42: Oracle: 1 found.

43-47: Potion: 1 found.

48-49: Relic: 1 found.

50-70: Scroll: %Roll: Scroll type:

01-10: Scroll Stash Roll 1-D12 x3 more times on this chart, ignoring this result hereafter.

11-35: Protection: 1 found.

36-00: Spell: 1 found.

71-72: Treasure Hoard Cache: Roll 1-D12 +4 times on this chart.

73-75: Treasure Stash: Roll 1-D4 +1 times on this chart.

76-00: Weapon, Enchanted: 1 found.