Shops, Treasure, Random Creation of:

The following is the significance of a Treasure Shop within a castle, city, town, or village (considering there is a Treasure Shop present.

See: "Shops, Chance of locating certain", in the S section of the Basic Rules Book.

Castle

%Roll	Prominence of Treasure Shop	Number of item checks	Rarity Chart to begin rolling on:	for restock per moon	# of items checked for
01-10	Limited	1-D6	Common Chart	20+	1-D4
11-25	Modest	1-D10	Common Chart	18+	1-D6
26-45	Standard	1-D12	UnCommon Chart	16+	1-D8
46-80	Substantial	1-D20	UnCommon Chart	14+	1-D10
81-95	Extravagant	2-D12	Rare Chart	12+	1-D12
96-00	Adept	1-D30	Legendary Chart	10+	1-D12

City

%Roll	Prominence of Treasure Shop	Number of item checks	Rarity Chart to begin rolling on:	for restock per moon	# of items checked for
01-40	Limited	1-D6	Common Chart	30+	1-D6
41-60	Modest	1-D10	Common Chart	28+	1-D8
61-90	Standard	1-D12	Common Chart	26+	1-D10
91-95	Substantial	1-D20	UnCommon Chart	24+	1-D12
96-99	Extravagant	2-D12	Rare Chart	22+	1-D12
00	Adept	1-D30	Legendary Chart	20+	1-D20

Town

%Roll	Prominence of Treasure Shop	Number of item checks	Rarity Chart to begin rolling on:	for restock per moon	# of items checked for
01-60	Limited	1-D6	Common Chart	40+	1-D4
61-90	Modest	1-D10	Common Chart	38+	1-D6
91-94	Standard	1-D12	Common Chart	36+	1-D8
95-97	Substantial	1-D20	Common Chart	34+	1-D10
98-99	Extravagant	2-D12	UnCommon Chart	32+	1-D12
00	Adept	1-D30	Rare Chart	30+	1-D12

Village

%Roll	Prominence of Treasure Shop	Number of item checks	Rarity Chart to begin rolling on:	for restock per moon	# of items checked for
01-80	Limited	1-D6	Common Chart	50+	1-D4
81-93	Modest	1-D10	Common Chart	48+	1-D4
94-96	Standard	2-D8	Common Chart	46+	1-D6
97-98	Substantial	1-D20	Common Chart	44+	1-D8
99	Extravagant	2-D12	Uncommon Chart	42+	1-D10
00	Adept	1-D30	Rare Chart	40+	1-D12

Note:
If you roll on the VILLAGE chart, and a "Modest" Treasure Shop is rolled up, you will not only roll for 1-D10
treasure checks, but you will also roll 1-D6 treasure checks for the Limited Treasure Shop as well. The higher
the roll, the more cumulated treasure checks will be rolled for. Example: If you roll on the VILLAGE chart, and the
roll is 95, all the shop types, up to "Standard", will be checked for (You will roll for the "Limited", "Modest" and the
"Standard" Treasure Shops). All items restock checks will be rolled up randomly, starting on the "Common Chart.,
Rarity of item found" in the Treasure Book. When a restock check is done, each restock roll-check will be one
single item (not two or more of the same kind).