

# *Guardians of Utaemia*

## *Treasure Book (relics section)*

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# Relics, Rolling for:

A Relic is a historically religious item from the far distant past.

The power that is given a Relic will be strictly up to the G.M. Be creative, and remember to make the power you give a Relic relate to the type of item it is.

Roll on the following chart to find out what type of Relic will be found.

%Roll: Letter Bracket

01-05: Alter

06-10: Armor (Roll armor up in the "Armor, Enchanted:" section of the Treasure Book).

11-15: Brazier

16-20: Chalice

21-25: Crest

26-30: Crook

31-35: Crown

36-40: Idol, Havoc

41-45: Idol, Order

46-50: Jewelry (Roll jewelry piece up in the "Other Valuable Items (O.V.I.);" section of the Treasure Book).

51-55: Painting

66-60: Robe

61-65: Scroll of Seven (Roll scroll up in the "Scrolls" section of the Treasure Book). This scroll will be the host for seven ancient powers.

66-70: Shrine

71-75: Statue

76-80: Tapestry

81-85: Temple

86-90: Tiara

91-95: Totem

96-00: Weapon (Roll weapon up in the "Weapons, Enchanted;" section of the Treasure Book)