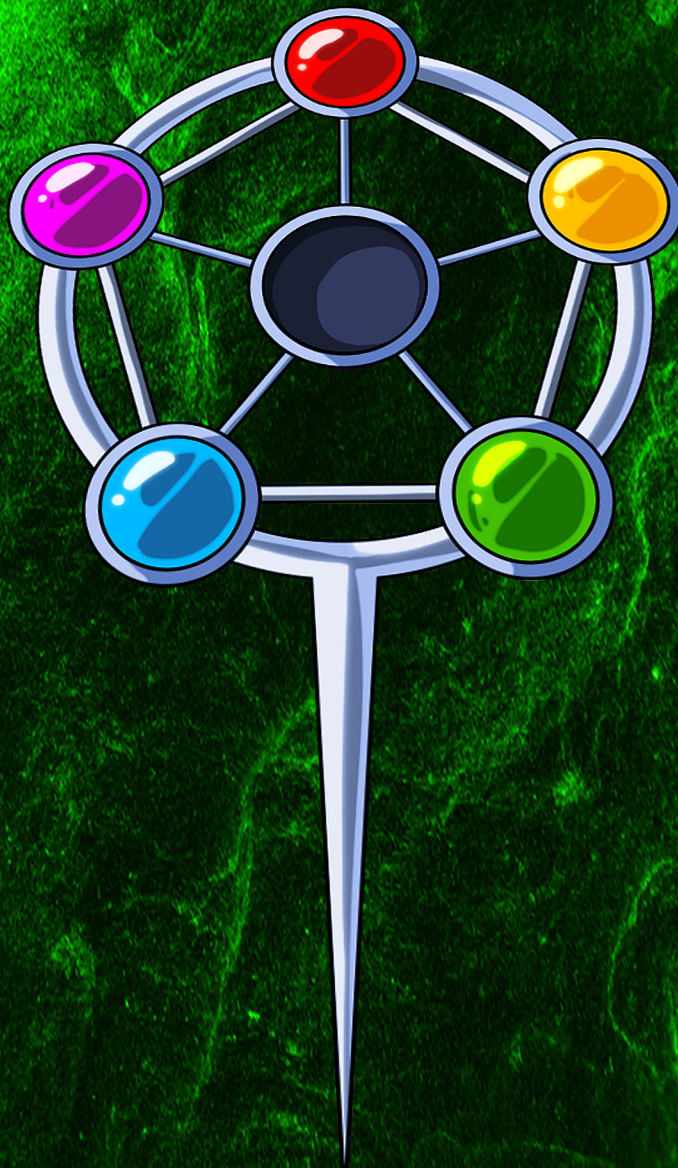


SEEDS OF HARMONY

REDUCED ADVENTURE

COMPENDIUM



LOCKS, TRAPS AND TREASURES

Lock Difficulty:

This table is used to randomly determine the difficulty of a Lock.

D100	Result
01 - 35	Challenging Lock (requires a Hard Check)
36 - 80	Generic Lock
81 - 90	Complex Lock: Roll twice on this table, re-rolling any further result of 81+. The Lock now requires two separate rolls to be successfully open. Failing both or obtaining a Critical Failure will broke the lock, making it impossible to open it.
91 - 00	Jammed Lock: The lock can not be opened. Is still possible to try break down the door.

Trap Difficulty:

This table is used to randomly determine the difficulty of a Trap.

D100	Result
01 - 40	Rudimentary Trap
41 - 80	Standard Trap
81 - 95	Complex Trap: Roll twice on this table, re-rolling any further result of 81+. The Trap now requires two separate rolls to be successfully disarmed. Failing both or obtaining a Critical Failure will trigger the trap immediately
96 - 00	Malfunction: Roll again on this table, re-rolling any result of 81+. If the player tries to disarm the trap, it will trigger instead.

Rudimentary Traps (Hallway)

D100	Type	AV	Damage	Critical	Special Rules
01 - 25	Hidden Needle	14	1	22%	<i>Inflicts Direct Damage</i>
26 - 50	Pit Trap	-	1d6	-	Pit
51 - 75	Spikes	14	1d3+2	25%	Pierce
76 - 00	Death form Above	14	1d3+3	-	-

Rudimentary Traps (Door)

D100	Type	VA	Damage	Critical	Special Rules
01 - 35	Battering Ram	13	1d6+4	-	Crush, Shield Crusher
36 - 75	Hidden Quarrel	13	1d6+1	22%	Pierce
76 - 95	Death form Above	14	1d3+3	-	-
96 - 00	Spikes	14	1d3+2	25%	Pierce

Rudimentary Traps (Room)

D100	Type	VA	Damage	Critical	Special Rules
01 - 35	Death form Above	14	1d3+3	-	-
36 - 75	Pit Trap	-	1d6	-	Pit
76 - 95	Spiked Ball	14	1d6+3	30%	Shield Crusher
96 - 00	Burst of Darts	18	1d3+5	24%	-

Standard Traps (Hallway)

D100	Type	VA	Damage	Critical	Special Rules
01 - 25	Hidden Needle	17	1d3	22%	<i>Direct Damage, +1d3 Poison Damage, +1d6 Toxicity</i>
26 - 50	Pit Trap	-	1d6	-	Pit
51 - 75	Spikes	17	1d6+4	25%	Pierce
76 - 00	Burst of Darts	18	1d3+5	24%	-

Standard Traps (Door)

D100	Type	VA	Damage	Critical	Special Rules
01 - 35	Battering Ram	16	2d6+2	-	Crush, Shield Crusher
36 - 65	Hidden Quarrel	15	1d6+3	22%	Pierce
66 - 85	Death form Above	17	1d6+4	-	-
86 - 00	Flame Burst / Acid Gush	16	1d6+4	30%	-

Standard Traps (Room)

D100	Type	VA	Damage	Critical	Special Rules
01 - 35	Death form Above	17	1d6+4	-	-
36 - 65	Pit Trap	-	2d6	-	Pit
66 - 84	Spiked Ball	17	1d6+3	30%	Crush, Shield Crusher
85 - 00	Burst of Darts	17	1d3+5	25	Pierce

Rules for Traps:

Detecting Traps:

Not every character is able to detect traps, even if the more rudimentary will simply require a good observation of the environment. A Character with the Detect Trap Feat is able to find Rudimentary and Standard Traps, but the player who wants to do so must always tell the GM that his character will look for traps in a certain area, or object or similar. Detecting a trap requires a variable number of Actions (or minutes), based on the Trap Difficulty. It's usually up to the GM to decide. When looking for traps, a character can only move up to half his movement value and also requires a Search Check. A character can detect trap within 4,5 m (15 ft). A Detected Trap is only visible to the character who founds it, even if he can try to point out to others, depending on the type of the trap itself. For example he can spot a pressure plate and then he can warn the others to simply not step on it. Even if Rudimentary Traps can be detected by anyone, the GM can decide to change the difficulty to Hard for those without the relative feat, since they could not be trained to know where to look out.

Trap Category	Required Feat
Rudimentary	None
Standard	Detect Traps
Challenging	Detect Traps II
Deadly	Detect Traps III

Avoiding and Dodging Traps:

When a trap is triggered, the character could still be able to dodge it or to avoid to be affected by it. A character must perform an initiative Check to notice the incoming attack, if possible. A character who was trying to disarm the trap, but accidentally triggers it will obtain a +10% bonus. A Failure or being not aware of the triggered Trap will prevent the character to be able to avoid it at all. Traps with an Attack Value can be dodged as usual, but also some of them can also be blocked by a shield, and the damage will be dealt to the shield itself.

Time required to Disarm:

A trap requires 2 minutes to be disarmed, per difficulty rank, starting from a Standard Trap. Rudimentary Traps will usually require 1 to 3 rounds. A GM can always modify the required time, making the trap more complicated.

Propagation Effects:

This type of effects indicates something that propagates during time, for example a venomous gas. If not specified, the effect will propagate by 1,5 m (5 ft) each Round for 1d3 Round, and lasts for 1d3+1 Round. All the creatures who transit through and/or stands inside the area of the propagation effect will be influenced by it.

Number of Failures:

As indicated in the core rulebook, failing three times to disarm a Trap will automatically trigger it. A GM can still decide to allow less attempt to do so, or to assign a percentage chance that the trap will automatically be triggered for each failure.

Falling, Jumping and Fall Damage:

It could happen that the character want to jump over something (like a pit or similar) or falls down from somewhere. If a character fails a Jump usually the failure means that the character falls down, so it's considered *Falling*. A Falling character will suffer a certain amount of damage depending from how high he falls, when he lands on a solid surface or another creature. As a standard rule, a character suffers 1d6 Bludgeoning Damage for every 2 m (7 ft) he falls, up to 15d6 Damage. If the character decides to voluntarily jump off, the first 2 m (7 ft) counts as Non-lethal Damage. If the character successfully jumps off after performing a Jump Check, he ignores the first 2 m (7 ft) of height, and then consider Non-lethal the next 2 m (7 ft) he jumps down (this means that successfully jump down from a 4 m (14 ft) heigh will only inflict 1d6 Non-lethal Damage. Falling on soft surfaces converts the first d6 damage to Non-lethal, who can be cumulated by a successful Jump Check. A Character who falls on his head will suffer Direct Damage, and must immediately pass a Shock Test, but is up to the GM to decide what would happened if the check is failed.

Jumping or Falling into Water:

If a character jumps in (or falls in) a water surface who is at least 3 m (10 ft) deep, the first 6 m (20 ft) he fell will only deal 1d6 Non-lethal damage, while he will suffer 1d6 Damage for every 6 m (20 ft) he falls. A character can voluntarily jump in or dive in, and it will not suffer any damage for the first 9 m (30 ft) if he manages to pass a Swim or jump Check. For each each consecutive 15 m (50 ft) he jumps/fall, he suffers a -10% to the check, but also the water must be deep enough.

Traps

	Attack Value	Rudimentary	Standard	Challenging	Deadly
Acid Gush	- / 16 / 25 / 28	-	1d6+4	2d6+4	3d6+5
Alarm	None	Alarm	Alarm	Alarm	-
Aquatic Tomb	None	-	Drowning	Drowning	Drowning
Battering Ram	13 / 16 / 24 / 27	1d6+4	2d6+2	2d6+6	3d10+10
Burst of Darts	- / 18 / 23 / 26	-	1d3+5	1d6+5	1d6+5
Crushing Walls	None	-	-	-	Crushing
Death from Above	14 / 17 / 22 / 26	1d3+3	1d6+4	1d10+8	3d6+6
Flame Burst	- / 16 / 25 / 28	-	1d6+4	2d6+4	3d6+5
Hidden Needle	14 / 17 / 22 / 26	1	1d3	1d6	2d6
Hidden Quarrel	13 / 16 / 22 / -	1d6+1	1d6+3	1d10+6	-
Incendiary Trap	None	Catching Fire	Catching Fire	Catching Fire	Catching Fire
Pit Trap	None	Pit	Pit	2d6+3	3d6+5
Rolling Boulders	13 / 16 / 23 / 27	1d6+2	1d6+5	1d10+10	3d10+8
Rope	None	Stumble	Stumble	Complex	Complex
Spiked Ball	14 / 17 / 24 / 28	1d6+3	1d10+5	2d6+5	3d6+8
Spikes	14 / 17 / 24 / 28	1d3+2	1d6+4	Impalement	Impalement
The Floor is Lava	None	-	-	-	Special
Venomous Gas	None	-	1	1d3	1d3+4

Trap Description:

Acid Gush:

The trap will emit a gush of acid in a Ranged Line of 4,5 m (15 ft) who deals the indicated Acid Damage to the first creature hit. The gush has a 25% chance to corrode the victim's armor or clothing he is wearing, permanently reducing his Hardiness value by 1 and subtracting 2 Resistance Points. Any Armor or Clothing who is reduced at 0 RP it will be automatically destroyed. If the victim is wearing clothing, it will suffer 1d3 Additional Direct Acid Damage. If the trap is successfully dodged, it is important to determine where the splat will land, since the acid will still have effect against any creature who step on it for 1d3 Round, then it will simply evaporate or it will simply become harmless. More complex traps will emit more than a single gush and are usually placed to cover different points, so the trap could also hit different targets or the same one. An alternate version will spray the acid in any direction, instead, covering an area of 1,5 m (5 ft) or 3 m (10 ft), but in this case the acid will evaporate the successive round, leaving an awful smell.

Alarm:

As the name suggest, this trap will simply trigger an Alarm somewhere in the structure where is placed, where a more rudimentary version is simply a thin rope attached to a ring bell, bones or something else who will produce a distinct noise, alerting the creature nearby or those who are able to hear it.

Battering Ram:

This trap is composed by a wooden trunk or a pillar, who is attached to the ceiling (or similar) so it will not be visible at first sight. Usually the trap is placed behind a door or a corner, so it would be more difficult to detect it. When triggered this trap will simply swing the trunk against the victim, usually striking his chest or side. The trunk is considered a Large Item, with the *Crush* and *Shield Crushing* Special Rule. Any creature hit by the trunk must immediately perform a Counter HtH (Strength) Check, while the Trunk has a +13 to his roll. For every 5 points that the trunk wins the roll, the victim is pushed back by 1,5 m (5 ft) and must immediately perform a Balance Check or being *Knocked Down*. Mechanical version of this trap will put back the trunk within 1d3+2 Round. The Trunk subtracts 5 RP per hit, 10 if the trap is Challenging and 20 if Deadly.

Burst of Darts:

The trap usually is placed long a hallway or inside a small room, to being able to hit multiple targets or a single one. This trap throws 1d3+1 darts with a Critical Chance of 25% and with the *Pierce* Special Rule. It is possible to Block one or more darts with a Shield, but only from the same direction, as long as the victim is able to perform an Initiative Check.

Death from Above:

Since this trap is usually placed on a ceiling, the Check Difficulty to detect it is always hard or is not possible if the character is looking in the wrong direction (like the floor). This trap, when triggered, will simply let some objects (usually rocks and stones) on the victims, while more advanced trap will let fall some Shredding Spheres Instead. The trap has a 40% chance to hit the victims head instead.

Flame Burst:

The trap will emit a burst of fire in a Ranged Line of 6 m (20 ft) who deals the indicated Fire Damage to the first creature stuck. The burst has a 25% chance that the victim will suffer 1 additional Direct Fire Damage for 1d3+1 Round. More complex traps will emit more than a single burst and are usually placed to cover different points, so the trap could also hit different targets or the same one. An alternate version will emit a larger burst of fire in any direction, instead, covering an area of 1,5 m (5 ft) or 3 m (10 ft).

Hidden Needle:

The trap throws a large needle in a ranged line of 4,5 m (15 ft). The needle is usually sharp enough to inflict Direct Damage, while sometime is also covered with a dangerous poison, or at least it will inflict 1 additional Direct Poison Damage who will increase the victim Toxicity by 1d3+3. The needle has a Critical Chance of 25%, and if is obtained, it will deal double damage and the Toxicity level is increased of 1d6+6 instead. If this trap is placed on a small object, like a treasure chest or similar, the skill check required to detect it will be always Hard.

Hidden Quarrel:

The trap throws a single quarrel in a Ranged Line of 9 m. The Quarrel has the *Pierce* Special Rule and a Critical Chance of 25%.

Pit Trap:

One of the most common of traps, this is usually a simple pit dug into the ground. Usually the rudimentary version is just a hole in the ground, covered with branches and leaves, so it does not technically be triggered, since when a creature steps on the branches, it will broke them and fall down, suffering Falling Damage. The mechanical version, instead, are usually connected by a pressure plate or a similar mechanism who will open the floor under the victim's hooves (or paws). Those without the relative feat are still able to detect a Rudimentary Pit Trap, but only with a Hard Skill Check. Creatures who are not paying attention on where they are walking or while moving fast/running/charging will suffer a -10% to the skill check or even automatically fail it. The GM can still allow a Dexterity Check to those who fall inside the pit, to allow them to try to reach the border and suffer only half damage or to turn the lethal damage as non-lethal. Some variations of this trap will also have a certain number of spikes on the bottom who will change the Damage Type from Bludgeoning to Piercing. Some pit traps will also have Spikes on the bottom. See the relative trap for more informations.

Spiked Ball:

Commonly found in generic dungeons or as a trap made by the Diamond Dogs, this trap will release a spiked ball attached to a chain who will bounce and hit 1d3 random victims within 3 m (10 ft). The spiked ball has a Critical Chance of 35%, deals half damage as Piercing damage while the other half as Bludgeoning damage and has the *Shield Crusher* Special Rule. AN alternate version will cause the spiked ball to spin clockwise, hitting anyone within 1,5 m or 3 m (5 or 10 ft). In this case, if someone manages to successfully Block the spinning ball, using a Medium Shield or larger, with a result of 10 points higher or more, he will stop the spiked ball but his shield will be damaged instead.

Spikes:

The name of this trap indicates any kind of trap who uses spikes or pointed objects to pierce the victims.

This trap ignores any Light Armor DR or a DR value of 3 or lesser. The trap has a critical chance of 20%, deals Piercing Damage and has the *Pierce* Special Rule.

Spikes are also added to some Pit Traps, and a creature who falls inside a Spiked Pit trap will suffer the falling damage plus the damage from the spikes, even if the falling damage is reduced by 1d6. Challenging and Deadly traps will cause an Impalement instead of dealing damage. An impaled victim must immediately perform a Shock Test (Death) or die immediately. If the check is passed, the victim will be reduced to -1 HP and start to Bleed out.

Venomous Gas:

A typical Sabitian Trap, found in their pyramids, this trap releases a venomous gas within 1,5 m (ft), who propagates by 3 m (10 ft) per round for 1d3 Round. Unless the description say otherwise, the gas will remain for a long time, especially if the area is not ventilated enough. Every creature within the area of effect of the gas will suffer the Damage as Direct Damage, and increase their Toxicity by 1d3+1 per round.

Random Encounters

Those table are used as example to determine random encounters or to randomly decide which monster are found by the characters when creating an encounter in a dungeon. Notice that those are just suggestion based on the characters ranks.

Competent Rank:

	Old Ruins	Generic Dungeon
01 - 20	1d3+2 Blight Thorns	1d3+1 Evil Minion Combatants
21 - 40	1d3+2 Amateur Grave Robbers	1d3+2 Crawling Spiders
41 - 60	1d3+2 Vile Rats	1d3+3 Bandits
61 - 80	1d3+3 Reanimated Skeletons	1d3+3 Cultists
81 - 100	1d3+1 Crawlers	1d3+1 Guardigor Combatants

	Forest	Hills / Plains
01 - 20	1 Wild Boar	1d3+3 Kobolds
21 - 40	3 Outlaws	1d3+2 Stray Dogs
41 - 60	1d3+2 Crawling Spiders	1d3+3 Bandits
61 - 80	1d3+2 Bandits	1d3+1 Outlaws (Ambush)
81 - 100	1 Black Bear	1d3+2 Pillagers

Advanced Rank:

	Old Ruins	Generic Dungeon
01 - 20	1d3+3 Dark Hounds	1d3+6 Evil Minions Combatants
21 - 40	1d3+4 Amateur Grave Robbers + 1 Chief	1d3+1 Blade Spiders
41 - 60	1d3+2 Reanimated Skeletons and 1d3+3 Combatants	1d3+5 Brigands + 1 Chief
61 - 80	1d3+1 Blade Spiders	1d3+5 Cultists and 1d3+2 Cultists Combatants
81 - 100	1d3+3 Crawlers and 1d3+4 Stalkers	1d3+4 Guardigor Combatants and 1 Retiarius

	Forest	Hills / Plains
01 - 20	1 Brown Bear	1d6+4 Stray Dogs
21 - 40	1d3+1 Blade Spiders	1d3+5 Pillagers + 1 Chief
41 - 60	1d3+3 Timberwolves	1d3+5 Outlaws + 1 Chief
61 - 80	1d3+3 Outlaws and 1d3+1 Brigands	1d3+3 Brigands + 1 Chief
81 - 100	2 Young Worg	1d3+5 Mercenary Infantrymen + 1 Chief

Special Rooms

This is an example of peculiar rooms that can be found in a Dungeon, Fortress or else, where the characters are able to find additional loot or even traps. A GM can randomly generate a special room or simply pick one of his choice. Those rooms can be used as the GM prefers. Notice that also the rooms can have a different kind of illumination, making harder or easier for the character to search items and objects. A character can only search once per special room, unless the description say otherwise.

	Result
01 - 20	Prison
21 - 50	Warehouse
51 - 70	Armoury
71 - 85	Library
86 - 100	Alchemical Laboratory

Alchemical Laboratory:

Illumination: 01 - 45: Torches (Normal Light) 46 - 80: Few Torches (Dim light) 81 - 100: Darkness

Characters are able to try to find an *Alchemical Item or Potion*, with a Search Check, or to find *Medium Value Junk* with a Hard Search Check. Even if a Character finds an *Alchemical item or Potion*, it requires a Knowledge (Alchemy) to identify it and then roll on the relative table. A Failure means that the Character finds a *Mysterious Alchemical Item*.

Armoury:

Illumination: 01 - 55: Torches (Normal Light) 56 - 90: Few Torches (Dim light) 91 - 100: Darkness

Depending on the type of Armoury, the characters are able to find *Melee Weapons*, *Throwing Weapons*, *Shields* or *Light Armors*. Searching for *Melee Weapons*, *Throwing Weapons* and *Shields* requires a Search Check, while looking for a *Light Armor* requires a Hard Search Check.

Library:

Illumination: 01 - 55: Few Torches (Dim light) 56 - 100: Darkness

A Character is able to find a *Book* or an *Enchanted Scroll* with a Hard Search Check, or he can try to find *Low Value Junk* with a Search Check. An *Enchanted Scroll* must be identified with a Knowledge (Arcane) Check or by using the Detect the Arcane spell for 2 entire Rounds.

Prison:

Illumination: 01 - 55: Few Torches (Dim light) 56 - 100: Darkness

Generic Prisons. There is a 50% chance that there are some creatures inside, depending on the structure they are found, for example Guardigor Jailers, Evil Minion Jailers or generic Jailers (they have the same stats of an Outlaw).

Alternatively the character can found 1d3+1 Crawling Spiders, Reanimated Skeletons or Dire Rats

Warehouse:

Illumination: 01 - 55: Torches (Normal Light) 56 - 90: Few Torches (Dim light) 91 - 100: Darkness

A Character is able roll twice to find a *Low Value Junk* with a Search Check or *Medium Value Junk* with a Hard Search Check.

If a Character obtains a Remarkable Success, he can roll 1d3 times on the relative table instead of only once.

Randomly Generated Loot

Generic Treasure Chest:

D100	Content
01 - 20	3d10+10 CB and 1d6+5 GB
21 - 40	1d10+5 CB and 1d3+3 GB. Roll on the Junk Table (Low Value)
41 - 60	4d10+10 CB and 1d10+5 GB
61 - 80	1d10+6 CB and 1d3+4 GB. Roll on the Junk Table (Generic Value)
81 - 95	6d10+10 CB and 2d6+5 GB
96 - 00	2d10+6 CB and 2d3+4 GB. Roll on the Junk Table (High Value)

Rewarding Treasure Chest:

This tables are for a group of four characters.
A Gm can add extra Copper or Golden Bits if the party is composed by more players.

Character's Rank	Reward
Competent	2d10+4 CB and 2d6+3 GB
Advanced	4d10+5 CB and 3d6+4 GB
Expert	6d10+6 CB and 4d6+7 GB

D100	Additional Treasure (Competent)
01 - 25	Healing Potion (Lesser)
26 - 42	Roll 1d100: 01 - 40 Throwing Weapon 41 - 00 Melee Weapon
43 - 62	2d6+5 GB
63 - 75	1d3 Junk and 1d3 GB (01 - 74 Low Value 75 - 00 Generic Value)
76 - 95	Roll 1d100: 01 - 50 Armor 51 - 00 Shield
96 - 00	Roll Twice on this Table (re-roll if you obtain this result again, to obtain something else)

D100	Additional Treasure (Advanced)
01 - 25	1d3 Healing Potions (Lesser)
26 - 40	Roll 1d100: 01 - 50 Armor (Peculiar Quality) 51 - 00 Reinforced Shield
43 - 60	3d6+7 GB
63 - 75	1d3 Junk and 2d6+5 GB (01 - 60 Low Value 61 - 00 Generic Value)
76 - 88	Mastercrafted Weapon
89 - 00	Enchanted Item (Lesser)

D100	Additional Treasure (Expert)
01 - 25	Enchanted Weapon
26 - 42	1d3 Healing Potions
43 - 62	4d6+10 GB
63 - 75	1d3 Junk (Valuable)
76 - 95	Roll 1d100: 01 - 50 Enchanted Armor 51 - 00 Enchanted Shield
96 - 00	Enchanted Item

Armors, Shields and Weapons

D100	Melee Weapons
01 - 30	Roll 1d100: 01 - 50 Halberd 51 - 00 Berdiche
31 - 42	Roll 1d100: 01 - 60 Mace 61 - 00 Heavy Mace
43 - 64	Roll 1d100: 01 - 65 Reinforced Hatchet 66 - 00 Battle Axe
65 - 78	Roll 1d100: 01 - 44 Short Sword 45 - 90 Long Sword 91 - 00 Bastard Sword
79 - 91	Roll 1d100: 01 - 40 Dagger 41 - 80 Stiletto 81 - 00 Rapier
92 - 00	Roll 1d100: 01 - 34 Two Handed Hammer 35 - 70 Two Handed Sword 71 - 00 Two Handed Axe

D100	Throwing Weapons
01 - 30	1d3 Throwing Axes
31 - 70	1d3+1 Throwing Daggers
71 - 90	1d3 Javelins
91 - 00	Javelin (Hunting)

D100	Light Armors
01 - 20	Roll 1d100: 01 - 20 Minimal Armor (Light) 21 - 00 Hybrid Armor (Light)
21 - 40	Roll 1d100: 01 - 60 Leather Vest 61 - 00 Chest Plate
41 - 70	Roll 1d100: 01 - 55 Gambeson 56 - 00 Studded Armor
71 - 90	Roll 1d100: 01 - 60 Leather Armor 61 - 00 Chain Shirt
91 - 00	Roll on the Medium Armors Table instead

D100	Medium Armors
01 - 25	Hybrid Armor (Medium)
26 - 50	Hide Armor
51 - 75	Scale Armor
76 - 00	Hauberk

D100	Shields (01 - 65 Wood 66 - 00 Iron)
01 - 29	Buckler
30 - 57	Small Shield
58 - 90	Medium Shield
91 - 00	Large Shield

D100	Armor / Shield / Weapon Quality
01 - 20	Low Quality
21 - 80	Generic
81 - 90	Different Material
91 - 00	Peculiar Quality

D100	Different Material for Armors and Weapons
01 - 60	Bronze
61 - 80	Steel
81 - 00	Lunar Silver

D100	Different Material for Shields
01 - 50	Bronze
51 - 80	Steel
81 - 00	Ironwood

D100	Peculiar Materials for Armors, Shields and Weapons
01 - 25	The items is decorated and his value is doubled
26 - 70	The items is finely decorated and his value triplicates
71 - 94	The item is Balanced (if a weapon) or Reinforced (if an armor or shield)
95 - 00	Master Crafted. Shields obtains +5 RP

D100	Junk (Low Value)
01 - 05	Empty Arcane Crystal (Minor)
06 - 10	Leather Armor (Minimal)
11 - 15	A Necklace worth 2d6+2 CB
16 - 20	Stiletto Jewelled (1 GB)
21 - 25	Rope 9 m (30 ft) and Grappling Hook
26 - 30	Cutlery (2d6+6 CB)
31 - 35	1d3 Low Quality Daggers (-1 ThR and -2% Critical Chance)
36 - 40	Used Cast-Iron Skillet
41 - 45	A pouch with 2d6+4 CB
46 - 50	Book (Roll on the relative table. Re-roll if you obtain a 95+)
51 - 55	1d3 Lock-picks
56 - 60	An Unbalanced Weapon (-1 ThR)
61 - 65	Lantern (almost empty)
66 - 70	Roll 1d100: 01 - 50 Cloak 51 - 00 Cowl
71 - 75	Refined Weapon Sheath (1 GB)
76 - 80	Roll 1d100: 01 - 70 Quiver with 1d3+2 Arrows 71 - 00 Case with 1d3+1 Quarrels
81 - 85	1d3 Wolf Hide (20 CB each)
86 - 90	Refined Walking Stick (2d6+6 CB)
91 - 95	Re-roll twice on this table. Any further result of 91+ must be ignored and re-rolled again.
96 - 00	Fluke: Roll on the Table below

D100	Junk (Generic Value)
01 - 05	Empty Arcane Crystal (Lesser)
06 - 10	Leather Armor (Reinforced)
11 - 15	A Necklace worth 5 GB
16 - 20	Spell Scroll (Competent Rank)
21 - 25	1d3 Bear Hide (50 CB each)
26 - 30	Cutlery (1d6+3 GB)
31 - 35	1d3+1 Throwing Daggers with the apposite Bandoleer
36 - 40	A pouch with some Gems (Medium Value)
41 - 45	A pouch with 3d6+3 GB
46 - 50	Lucky Charm (Iron)
51 - 55	Improved Thieve's Tools (+5% to Lock picking)
56 - 60	Pristine Cast-Iron Skillet (the value is doubled)
61 - 65	A Couple of Metallic Gauntlets
66 - 70	Silk Scroll worth 10 GB
71 - 75	Fine Clothes (2d6+2 GB)
76 - 80	Metallic Holy Symbol (Roll 1d100: 01 - 55 Sun 56 - 00 Moon)
81 - 85	Hunting Horn (30 CB)
86 - 90	Master-work Scacciapensieri (+5% to the relative Perform Check. 1 GB)
91 - 95	1d3 Books (Roll on the relative Table)
96 - 00	Re-roll twice on this table. Any further result of 96+ must be ignored and re-rolled again.

D100	Junk (Valuable)
01 - 05	Empty Arcane Crystal
06 - 10	Mastercrafted Leather Armor (Reinforced)
11 - 15	Generic Trinket worth 15 GB
16 - 20	1d3 Enchanted Scrolls (Advanced)
21 - 25	1d3 Polar Bear Hide (5 GB each) and 1d3+1 Artic Wolf Hide (3 GB each)
26 - 30	Banner
31 - 35	1d3+1 Shredding Sphere
36 - 40	A pouch with some Gems (High Value)
41 - 45	A pouch with 5d6+6 GB
46 - 50	Lucky Charm (Lunar Silver)
51 - 55	Professional Thieve's Tools
56 - 60	Graven Hunting Horn (15 GB)
61 - 65	Fine Metallic Helmet (The value is doubled)
66 - 70	1d3+1 Silk Scrolls worth 15 GB
71 - 75	Fine Clothes (3d6+5 GB)
76 - 80	Metallic Holy Symbol (Roll 1d100: 01 - 30 Solar Metal 31 - 00 Lunar Silver)
81 - 85	Artwork
86 - 90	Experience Tome
91 - 95	Enchanted Item (Lesser)
96 - 00	Re-roll twice on this table. Any further result of 85+ must be ignored and re-rolled again.

The following Table determine which Artist made the Artwork found, not the name of the opera per se, since depending on the artist the art may vary in type, size and content, since it could be just a portrait, a scene, a landscape or an opera of artistic nudity. The GM should Roll separately to determine the real value of the Artwork, but only those Characters who have knowledge about art should be able to determine it more or less, while the others should only rely on a good Bargain Check.

D100	Artist's Artwork (3d10+10 GB)
01 - 05	The Bathing Crocodile
06 - 10	A Couple of Snacks
11 - 15	James the Reanimated
16 - 20	Ego Lover
21 - 25	Niban's Desk
26 - 30	Song of the Earth <i>MxCDV</i>
31 - 35	The Wise Thumb
36 - 40	Quad-Brothers
41 - 45	Alumx o Sábio
46 - 50	Jowy's Bean
51 - 55	The Huss //
56 - 60	I am Lou
61 - 65	moiZ
66 - 70	The Murderous Monkey
71 - 75	The Weaved
76 - 80	A Fox within Shadows
81 - 85	Clear Glacier
86 - 90	Beach Sands
91 - 95	Ultra Sweet
96 - 00	Jay Jay

D100	Books and Manuals
01 - 10	Astronomical Astronomer's Almanac to All Things Astronomy
11 - 20	A Diamond in the Rough (Worth 11 CB) <i>or a similar book of risqué tales</i>
21 - 30	Manual of the Aspiring Herbalist
31 - 40	A Little Dash (Worth 8 CB) <i>or a similar book of boring or unnecessarily sad tales</i>
41 - 50	Beginners Guide to Alchemy
51 - 60	Falling Out from Equestria (Worth 1 GB) <i>or a similar incredibly long adventure book</i>
61 - 70	A Simplified Book of Equine Anatomy
71 - 80	Muffin (Worth 10 CB) <i>or a similar book with an innocent name, yet quite gory</i>
81 - 95	Book of Knowledge. Roll 1d100: 01 - 30 Occultism 31 - 70 History 71 - 00 Monsters and Creatures
96 - 00	Experience Tome

D100	Experience Tomes
01 - 70	Almanac of the Aspiring Adventurer
71 - 90	Adventurer's Manual
91 - 00	Tome of Adventure

D100	Enchanted Scrolls (Apprentice and Competent)
01 - 20	1d100: 01 - 50 Hop 51 - 00 Eagle Eyes
21 - 40	1d100: 01 - 50 Frost burn 51 - 00 Scorch
41 - 60	1d100: 01 - 50 Grease 51 - 00 Lesser Arcane Bolt
61 - 80	1d100: 01 - 50 Arcane Push 51 - 00 Elemental Barrier
81 - 90	1d100: 01 - 50 Cauterize 51 - 00 Arboreal Arrow
91 - 00	1d100: 01 - 50 Decelerate 51 - 00 Swiftess

D100	Enchanted Scrolls (Advanced)
01 - 20	Roll 1d100: 01 - 50 Flaming Blade 51 - 00 Arcane Armor
21 - 40	Roll 1d100: 01 - 50 Frost Beam 51 - 00 Blaze
41 - 60	Roll 1d100: 01 - 50 Feline Grace 51 - 00 Arcane Barrier
61 - 80	Roll 1d100: 01 - 50 Paralysis 51 - 00 Displacement
81 - 00	Roll 1d100: 01 - 50 Lunar Strike 51 - 00 Solar Strike

D100	Identified Alchemical Items and Potions
01 - 10	Brawling Potion
11 - 20	Roll 1d100: 01 - 75 1d3 Corrosive Vial 76 - 00 Incendiary Bomb
21 - 30	1d3 Stink Bombs
31 - 40	Potion of Frost Resistance (+10%)
41 - 50	1d3 Healing Balm (Lesser)
51 - 60	Roll 1d100: 01 - 50 1d3 Smoke Bombs 51 - 00 1d3 Blinding Spheres
61 - 70	Potion of Heat Resistance (+10%)
71 - 80	Nimble Strike Brew
81 - 90	Healing Potion (Lesser)
91 - 00	1d3 Healing Potions (Lesser)

D100	Mysterious Alchemical Items
01 - 25	Watered Potion
26 - 43	Spider Venom
44 - 64	Scorching Potion
65 - 89	Brawling Potion
90 - 00	Venomous Concoction

Mysterious Alchemical Items must be drink to discover their effects if no one is able to identify them.

A Watered Potion has no effects, a Scorching Potion will inflict 1d3 Direct Fire Damage and cause a stomach ache while the Venomous Concoction will Deal 1 Direct Poison Damage and increases the Toxicity value by 1d6+1.

D100	Gems and Precious Stones (Medium Value)
01 - 20	1d6+3 River Pearls
21 - 40	1d3+1 Amethysts
41 - 60	1d6+3 Baby Blue Sapphires
61 - 80	1d3+1 Jaspers
81 - 00	1d6+3 Quartzes

D100	Gems and Precious Stones (High Value)
01 - 20	1d3+1 Onyx
21 - 40	1 Garnet
41 - 60	1d3+1 Amber
61 - 80	1 Jade Shard (Half Value)
81 - 00	1 Small pearl (Half Value)

Remember that for Griffins, most gems and precious stones have no real value, unless they are trying to sell them.

Diamond Dogs only care about shining gems or precious stones, while will completely ignore the others, despite their actual value.

D100	Lesser Enchanted Items
01 - 31	Enchanted Ring (Lesser)
32 - 43	Arcane Necklace (Lesser)
44 - 65	Focusing Tiara (Lesser)
66 - 79	Gauntlets of the Skirmisher (Lesser)
80 - 94	Agility Greaves (Lesser)
95 - 00	Belt of Toughness (Lesser)

D100	Enchanted Items
01 - 10	Focusing Tiara
11 - 20	Dashing Greaves
21 - 30	Arcane Amulet
31 - 40	Gauntlets of the Skirmisher
41 - 50	Agility Greaves
51 - 60	Archer's Armbands
61 - 70	Enchanted Ring
71 - 80	Roll 1d100: 01 - 50 1d6+1 Enchanted Arrows 51 - 00 1d3+1 Enchanted Quarrels
81 - 90	Roll 1d100: 01 - 50 Enchanted Weapon 51 - 00 Enchanted Armor
91 - 00	Roll 1d100: 01 - 50 Belt of Toughness 51 - 00 Enchanted Cape

D100	Bonuses granted by Enchanted Rings (Lesser)
01 - 20	Generic Enchantment without particular effects. Worth 15 GB
21 - 40	+2% to Negative Morale Checks
41 - 60	+3 Magic Points
61 - 80	+2% to a Random Skill (the GM decides)
81 - 00	+2% to Fear Checks

D100	Bonuses granted by Enchanted Rings
01 - 20	+5% to Negative Morale Checks
21 - 40	+5 Magic Points
41 - 60	+5% to a Random Skill (the GM decides)
61 - 80	Roll 1d100: 01 - 70 +5% to Fear Checks 71 - 00 +5% to Terror Checks
81 - 00	+2 to resist Counter Willpower Checks

Enchanted Items Description:

A Lesser version of Enchanted Items has his value halved.

Agility Greaves: (60 GB)

As long as the character wears this pair of Greaves, he will obtain a +1 to Dodge and he will also obtain a +5% to any Climb and Jump Check. The lesser version only grants a +1 to the first Dodge roll per Combat Round, as long as he has performed any movement.

Arcane Amulet/Necklace/Talisman: (60 GB)

As long as a character wears this item, he increases his MP by 8.

The Lesser version only Increases them by 3 and his value is reduced to 25 GB.

Archer's Armbands: (40 GB)

As long as the character wears this pair of armbands, he considers his Strength value as 1 Point Higher while determine which Bows he can Draw.

Belt of Toughness: (60 GB)

This belt increases the character's HP by 3 and grants a +5% to any Constitution Check for to endure running or similar checks.

Lesser version only grants 1 additional HP and the bonus is reduced to +1%.

Dashing Greaves: (45 GB)

As long as the character is wearing a Medium Armor or less, he will increase his movement value by 1,5 m (5 ft) the first Charges he performs during combat.

Enchanted Arrows/Quarrels: (20 GB each)

An Enchanted Arrow or Quarrel will maintain his special rules even against those creatures with special abilities or equipments who allows them to ignore the Special rules of Arrows and Quarrels. They also always inflict 1 Direct Arcane Damage against those creatures who will suffer only Minimum Damage from Arrows/Quarrels.

Enchanted Cape: (64 GB)

Wearing this cape grants a Magic Resistance of (2/+5%) against the first spell cast against the character per Combat.

Focusing Tiara: (40 GB)

This peculiar Tiara made with Lunar Silver, while wearied, grants a +5% Bonus to a single Skill (the GM choose which one).

A Character with at least a Mana Value equal or higher than 14, can decide to which skill the Tiara will grant the Bonus, and can change it every 10 minutes after the character have spent an entire Round concentrating.

While the Tiara only grant bonuses to Skills that the Character must have at least 1 Rank, the Tiara can also grant the Bonus to the following skills even if the character has 0 Ranks at them: *Concentration, Search, Sense Motive, Spot and Survival*.

The lesser version only grants a +3% bonus as long as the Character isn't in Combat, or as long the character is stressed by something

Gauntlets of the Skirmisher: (65 GB)

This pair of Metallic Gauntlets will grant an additional +1 to his ThR for both Melee and Throwing attacks, and they also increase his Critical Chance for Melee Attacks by 2%. The Gauntlets also allow to move the fingers with ease, so the character doesn't suffer any penalty to skills who requires the use of fingers.

The lesser version is made of leather and they only grant a +1 to the Character ThR for Melee attacks.