TREASURE TABLE (TD6):

1.	Weapons Table	2.	Armor Table	3.	Potion Table
4.	Scroll Table	5.	Loot Table	6.	Roll Twice

WEAPONS TABLE (1D6):

	TYPE	DM	ITEM WEIGHT
1.	(1d6) Daggers	1d6	2 (per Dagger)
2.	Sword	1d6	5
3.	Axe	1d6	7
4.	Mace	1d6	7
5.	Bow	1d6	5
6.	Wand	(see About Wands)	2

For every weapon (or multiple daggers) found; roll once from each table below for potential bonuses:

DM BONUS (1D6):
1-3 no bonus
4-5 +1 DM
6 +2DM

ATTACK ROLL BONUS (1D6):
1-3 no bonus
4-5 -1 attack roll bonus
6 -2 attack roll bonus

EXTRA DM PER LEVEL: A +3 DM is added to all weapons for every Level after 1st. Example: A bow (without any potential DM Bonus) found on "Level 8" gains an additional +21 DM (which would be +3d6+3 DM).

ATTACK ROLL BONUS: This bonus offers the increased chance of a hit or a Critical Hit. Perform an attack roll and subtract the bonus amount from the total of your attack roll. Example: A weapon contains a -2 attack roll bonus. An attack roll is performed with the weapon and the total is 15. The -2 attack roll bonus is subtracted from 15 which makes the total a 13. If the attack roll had been a 7, then ... 7-2=5 (see Critical Hit Table!)

ABOUT DAGGERS: Daggers come in various styles and are made for throwing. Daggers are a 1-time use. Once thrown, daggers may not be collected upon Room Completion. With regards to "freeing and filling your hands", daggers are an exception to this rule: It t¥,es 1 turn to wield and throw 1 dagger.

ABOUT SWORDS, AXES AND MACES: These weapons can be 2-Handed. If a sword, axe or mace is rolled from the Weapons Table, roll 1d6: 1 to 4=1-Handed. 5 or 6=2-Handed. These 2-Handed weapons perform an additional 1d6 DM and have twice the Item weight of the same 1-Handed weapon.

Note: You cannot wield a shield with a 2-Handed weapon.

ABOUT BOWS: A Bow is a 2-Handed weapon and comes with a quiver (arrows are treated as limitless/weightless). Therefore; Item Weight for a bow is all-encompassing. With regards to "freeing and filling your hands", a bow is an exception to this rule: It takes 1 turn to wield and shoot 1 arrow.

ABOUT WANDS: Wands are usable by Wizard only. A wand contains charges of 1 spell from the list below. For each wand found, roll 1d6 for the number of charges. Then; roll 1d6 to determine what type of spell the wand contains. (Charges are replenished upon Level Completion):
    1. Conjure Beast, **2.** Hailstorm, **3.** Paralysis, **4.** Blindness,
    5. Rot, **6.** Web

Note: DM bonuses and Advanced Spell Training apply to all DM-causing wands. Attack roll bonuses apply to all wands as well. However; protocol for Extra DM per Level does not apply to wands.

ARMOR TABLE (1D6):

	TYPE	ARMOR VALUE	MODX PENALTY	ITEM WEIGHT
1-2.	Small Sheild	1	No Penalty	10
3.	Large Shield	2	-1 to MODX	15
4.	Leather Armor	3	-2 to MODX	25
5.	Chainmail Armor	4	-3 to MODX	35
6.	Plate Armor	5	-4 to MODX	50

All items from the armor table have normal (non-magical) AV. For every armor item found, roll once from each table below for potential bonuses:

AV BONUS (1D6):
1-3 no bonus
4-5 +1 AV
6 +2 AV

MODX BONUS (1D6):
1-3 no bonus
4-5 +1 to MODX
6 +2 to MODX

EXTRA ARMOR VALUE PER LEVEL: Armor and shields receive an extra + 1 AV for every Level after 1st.
Example: Chainmail found on "Level 7" (even without any potential AV bonus) will have AV10.

MDX BONUS VS. MODX PENALTY: A MODX Penalty of 0 is the maximum bonus for all shields and armor. Shields and armor will NOT raise a character's MODX.

ABOUT SHIELDS: A shield must be held in hand in order to add to your characters AT.

POTIONS: A potion is contained in a little, glass vial. Each vial is a 1-time use and takes immediate effect when consumed/ employed. Potions are usable by Warriors, Wizards, Rogues and Clerics. 1 Potion = 1 Item Weight

POTION TABLE (2D6):

2.	Potion of Resurrection	3.	Potion of Replenish
4.	Potion of Cure	5.	1d6 vials of Holy Water
6.	Potion of Invisibility*	7.	Potion of Shield*
8.	Potion of Speed*	9.	1d6 vials of Poison
10.	Potion of Cure	11.	Potion of Replenish
12.	Uncork a gift! Something wondrous smokes out of the vial and materializes ... (Roll from Magic Items Table)		

*Once consumed, duration lasts for 1d6 Room Completions (make a note of this).

POISON: Poison is coveted by Rogue as a favorite and effective means of vanquishing an enemy. Warrior and Wizard may also use poison; however, Cleric may not. 1 vial of poison poured upon a weapon adds an extra 1d6 DM. (And, yes ... a vial of poison may be poured into a quiver; causing arrows to perform an extra 1d6 DM). A maximum of 5 vials may be used upon 1 weapon or in a quiver at a time for a maximum of +5d6 DM!!! Duration of each vial ofpoison=l Room Completion.

Note: Poison does not work with wands (nice try, Wizard).
-And remember; holy water acts as poison when used against an undead beast!

SCROLLS: A scroll is a readable incantation that is usually written on parchment. Wizards and Clerics (and perhaps Rogues as they progress) are the only classes that have the ability to use scrolls. All scrolls have a 1-time use. An attack roll is performed to see if the scroll works. Using a scroll requires 1 free hand. 1 Scroll= 1 Item Weight

Note: Advanced Spell Training applies to all DM-performing scrolls.

SCROLL TABLE (2D6):

2.	Scroll of Death*	3.	Scroll of Explosion
4.	Scroll of Conjure Beast	5.	Scroll of Blindness (Flash of Light)**
6.	Scroll of Shield (Sanctuary)**	7.	Scroll of Create Door
8.	Scroll of Rot (Plague)**	9.	Scroll of Paralysis (Hold)**
10.	Scroll of Summon Guardian	11.	Scroll of Electric Storm
12.	Scroll of Explosion		

* Ah ... the Scroll of Death! A very powerful scroll to be sure! Upon reading, this scroll causes causes automatic death upon 1 beast. It also has 1 drawback ... On an attack roll of 18; (or more; regardless of MO DX/attack roll bonus), the spell caster dies instead ...
** The incantation of these scrolls is applicable by both Wizard and Cleric.

LOOT TABLE (1D6):

1.	1d6 Keys	(1Key = 1 Item Weight)
2.	2d6Food	(1 Food= 1 Item Weight)
3-6.	3d6 GP	