

Freebooters on the Frontier

**HARDSCRABBLE ADVENTURE
IN A FANTASTICAL WORLD**



VOLUME IV

Beasts & Booty



THIS IS A PLAYTEST DOCUMENT

...and thus a work in progress.

The procedures and tables herein are designed for use with the 2nd edition of *Freebooters on the Frontier*, which is still in development. However, you may find these methods useful for generating monsters, treasure, and dungeons for other fantasy RPGs.

All “page **X**” notations are placeholders for final page numbers. Even without the proper page reference, you should be able to find your way around.

There are a few mentions of generating NPCs using rules in another book; that book is not included here.

Jason Lutes
March 2020

CREATE A CREATURE

To prep a creature ahead of time or roll one up from scratch during play, follow these steps, referring to the tables indicated. Record your choices or results as you go.

- ❶ Choose or roll **CREATURE TYPE** (page **X**).
- ❷ Choose or roll the creature's **SIZE, RANGE, QUANTITY, BASE HIT POINTS & DAMAGE** according to the tables on page **X**.
- ❸ Determine **ADJUSTED HIT POINTS & DAMAGE** according to the table on page **X**.
- ❹ Choose or roll the creature's **DEFENSE** (page **X**).
- ❺ Choose or roll the creature's **ATTACK** (page **X**).
- ❻ Choose or roll the creature's **ADDITIONAL TAGS** (page **X**).
- ❼ Write up 3-5 **MOVES** for the creature using the approach described on page **X**.
- ❽ Roll additional **DETAILS** (page **X**) as desired.
- ❾ Edit and adjust the results.
- ❿ Give your new creature a name.

MAKE YOUR CREATURE YOURS

Common fantasy species like “goblin” or “troll” are employed in these tables for ease of understanding, but consider these words associative prompts. When you introduce a new creature, make it interesting and unique to the world of your game. Use the various **DETAILS** tables (page **X**) to get ideas, and strive to avoid falling back on fantasy tropes.

When you say, “A gang of goblins emerges from the woods,” you’re relying on your players to fill in the blanks with genre assumptions, and they know what to expect; but when you say, “You see a gaggle of scrawny humanoids with pale skin and black eyes slinking through the underbrush,” the players’ imaginations are kicked into gear. Call them *bebek hizlari* (“baby thieves”) in the local tongue, they become creatures unique to your setting.

CREATURE VS. NPC

Non-player characters are a subset of creatures, distinguished by the fact that they’re part of the social realm of the PCs, and thus invite a wider range of interactions than that generally allowed by wild beasts and monsters. As such, NPCs are defined in the same terms as creatures, but with the additional details of alignment-based traits and motivation (as well as Quality and Loyalty ratings, if they become followers or hirelings). These act as cues for more nuanced and dynamic social interactions. See the NPC chapter in *Settlements & Citizens* for a more thorough explanation.

That being said, there’s nothing to stop you from treating beasts and monsters like NPCs if you choose. Since every creature has an alignment, you can easily assign or roll traits for individuals—especially those tagged as *leader* of a *group* or *throng*. If the opportunity arises for a beast or monster to join the party, treat it like any other follower.

CREATURE NOTATION

It helps to have creature information in a standardized format, so you know where to look something up during play. Creature entries in *Freebooters on the Frontier* look like this:

[**Creature name**] ([*alignment, size, number appearing, other tags*]): [description]. **HP** [hit points]; **Armor** [armor]; **Damage** [damage] ([tags]); **Booty** [description, booty die]; [treasure description]; **Wants** [basic motivation]; **Moves** ► [move #1] ► [move #2] ► [move #3]

EXAMPLE

Milkspider (*neutral, tiny, throng, stealthy*): a pale, fist-sized arachnid, full of ichor from which it gets its name. **HP** 1; **Armor** 0; **Damage** bite 1 (*touch*); **Booty** none; **Wants** to lay in provisions; **Moves** ► Wait and watch in silence ► Entrap them in sticky webs ► Attack as a horde.

CREATURE

Choose one that suits, or roll 1d12 +safety of area (+3 for *safe*, +2 for *unsafe*, +1 for *dangerous*, +0 for *perilous*) for general category, 1d12 for subcategory, and 1d12 for specific type of creature. Wing it from there, or use the creature creation guidelines (*Beasts & Booty*, pages **XX-XX**).

1-4 • MONSTER

1	LEGENDARY	2-3	SUPERNATURAL	4-12	FEARSOME
1-2	ODDITY + <i>huge</i>	1	divine/demonic lord	1-3	BEAST + ABILITY
3-4	dragon/titan + COLOR	2-3	elemental (ELEMENT)	4-5	BEAST + ODDITY
5-6	dragon/titan + BEAST	4-6	imp/demon	6-7	BEAST + <i>large</i>
7-9	dragon/titan	7-8	wight/wraith	8-10	slime/ooze
10-12	BEAST + <i>huge</i>	9-12	wisp/ghost/specter	11-12	plant/fungus

5-8 • BEAST

1-2	WATER-GOING	3-5	AIRBORNE	6-12	EARTHBOUND
1	whale/narwhal	1	pteranadon	1	dinosaur/megafauna
2	squid/octopus	2	condor	2	elephant/mammoth
3	dolphin/shark	3	eagle/owl	3	ox/rhinoceros
4	alligator/crocodile	4	hawk/falcon	4	bear/ape/gorilla
5	turtle	5	crow/raven	5	deer/horse/camel
6	clam/crab/lobster	6	heron/crane/stork	6	cat/lion/panther
7	fish	7	gull/waterbird	7	dog/wolf/boar/pig
8	frog/toad	8	songbird/parrot	8	snake/lizard/armadillo
9	eel/snake	9	chicken/duck/goose	9	mouse/rat/weasel
10	clam/oyster/snail	10	bee/wasp/hornet	10	ant/centipede/scorpion
11	jelly/anemone	11	locust/dragonfly/moth	11	snail/slug/worm
12	insect/barnacle	12	gnat/mosquito/firefly	12	termite/tick/louse

9-10 • HUMANOID

If the dominant culture of the region is not human, substitute "human" for one of the asterisked (*) entries. Roll NPC OCCUPATON, ALIGNMENT, and TRAITS if desired (*Settlements & Citizens*, pages **XX-XX**).

1-2	RARE	3-5	UNCOMMON	6-12	COMMON
1-2	human + MONSTER	1	cyclops/giant (<i>large</i>)	1-2	orc/hobgoblin/gnoll
3-4	major <i>undead</i>	2-3	ogre/troll (<i>large</i>)	3-5	goblin/kobold (<i>small</i>)
5-6	WEREBEAST	4-7	minor <i>undead</i>	6-7	half-elf/half-orc etc.
7-8	human + BEAST	8	lizardfolk/merfolk	8-9	halfling* (<i>small</i>)
9-10	fey/fairy (<i>tiny</i>)	9	catfolk/birdfolk	10-12	mixed party (<i>group</i>)
11-12	elf*	10-12	dwarf/gnome* (<i>small</i>)		

11+ • HUMAN

If humans do not comprise the dominant culture of the region, substitute the species that is dominant. Roll NPC OCCUPATON, ALIGNMENT, and TRAITS if desired (*Settlements & Citizens*, pages **XX-XX**).

SIZE, RANGE, QUANTITY, BASE HIT POINTS & DAMAGE

How big is the creature? A creature's size determines how close it needs to be to an enemy to deal damage, how likely it is to appear in greater numbers, how much damage it inflicts and how many hit points it has on average. Choose a **SIZE**, or roll 1d12. Then roll 1d12 to determine general **QUANTITY**. When specific numbers are needed in play, establish them using the **NO. APPEARING** column. The **DAMAGE** column indicates the base damage die the creature rolls to inflict damage, assuming it employs natural weaponry; if it wields a weapon, use that weapon's range and damage die as indicated in the marketplace listings. **When a group or throng appears, at least one among them will be a leader.**

1d12	SIZE	RANGE	1d12	QUANTITY	NO. APPEARING	HP	DAMAGE
1	<i>tiny</i>	<i>touch</i>	1	<i>solitary</i>	1	4	1d3
			2-7	<i>group</i>	1d6+1	2	1d2
			8-12	<i>throng</i>	3d6+5	1	1
2-3	<i>small</i>	<i>close</i>	1-2	<i>solitary</i>	1	6	1d6
			3-9	<i>group</i>	1d6+1	3	1d4
			10-12	<i>throng</i>	3d6+5	2	1d3
4-9	<i>medium</i>	<i>close</i>	1-4	<i>solitary</i>	1	8	1d8
			5-10	<i>group</i>	1d6+1	6	1d6
			11-12	<i>throng</i>	3d6+5	4	1d6
10-11	<i>large</i>	<i>reach</i>	1-7	<i>solitary</i>	1	16	1d10
			10-12	<i>group</i>	1d6+1	12	1d8
12	<i>huge</i>	<i>near</i>	1-11	<i>solitary</i>	1	32	1d12
			12	<i>group</i>	1d6+1	24	1d10

ADJUSTED HIT POINTS & DAMAGE

How tough is the creature? Choose or roll 1 a general description, and adjust the creature's hit points and damage accordingly. When applying a damage modifier to a roll, damage may not be reduced below 1.

1d12	CREATURE IS...	HP ADJUSTMENT	DAMAGE MODIFIER
1	fragile/weak/sheltered	base HP x.5	-2
2-3	domesticated/civilized	base HP x.75	-1
4-7	tough/wild/uncivilized	base HP x1	none
8-10	predator/warrior	base HP x1.5	+1
11	<i>leader</i> /veteran/durable	base HP x2	+2
12	<i>legendary</i> /ancient	base HP x4	+3

DEFENSE

How does the creature fend off injury? Choose or roll 1.

1d12	DEFENSE IS...	ARMOR
1-4	skin/cloth	0
5-7	hide/fur/leather/thin shell	1
8-9	chainmail/scales/thick shell	2
10	scale armor/carapace/bone	3
11	plate armor/thick carapace	4
12	dragonscale/enchanted armor	5

Does the creature have additional physical defense?

If it has a shield or other ability to deflect or evade attacks, give it +1 armor.

illo of throng of giant scorpions attacking a group of armadillo-people

ATTACK

How does the creature hurt its enemies? Choose all that apply or roll 1d12.

1d12	ATTACK IS...	ADD TAG...	EFFECT
1-4	mundane	none	none
5	detering	<i>reach</i>	can strike enemies before they get <i>close</i>
6	ranged	<i>near</i> and/or <i>far</i>	can strike enemies at range
7	hard-hitting	<i>forceful</i>	knocks back or stuns enemies
8	slicing/ripping	<i>messy</i>	makes a mess of its victim
9	vicious/brutal	none	+1 to damage roll
10	penetrating	none	attack gains 1d3 <i>pierce</i> damage
11	inescapable	<i>magical</i> or other	attack ignores armor
12	roll 1d10+1 twice	-	-

ADDITIONAL TAGS

What else is noteworthy about the creature? Choose all that apply based on results of the previous steps, or roll if you feel like it.

1d12	COMMON TAG	EFFECT
1	<i>vulnerable</i>	suffers 150% of damage rolled from specified source; EXAMPLE: <i>vulnerable</i> (fire)
2	<i>resistant</i>	suffers 50% of damage rolled from specified source; EXAMPLE: <i>resistant</i> (piercing)
3	<i>stealthy</i>	likes to sneak, hide, ambush; add 1 sneaky move
4	<i>organized</i>	knows how to strategize; add 1 move related to planning
5	<i>intelligent</i>	sees the bigger picture; add 1 smart move
6	<i>devious</i>	-1 damage (minimum 1); add 1 tricky move
7	<i>cautious</i>	avoids putting itself in harm's way; -25% base HP
8	<i>hoarder</i>	double booty rolls for cache and lair (see BOOTY , page X)
9-10	unusual	roll UNCOMMON tag, below
11	roll 1d10 twice	-
12	roll 1d10 3 times	-

1d12	UNCOMMON TAG	EFFECT
1-3	<i>flying</i>	able to take the air; add 1 flying move
4-5	<i>undead</i>	may be <i>insubstantial</i> ; unaffected by poison, disease, etc.
6	<i>amorphous</i>	suffers lowest of 2 damage rolls
7	<i>immune</i>	unaffected by damage from specified source EXAMPLE: <i>immune</i> (cold)
8	<i>construct</i>	may be <i>mindless</i> ; acts according to orders of master
9	<i>magical</i>	add 1 magic move (spell, power, etc.)
10	<i>planar</i>	may be <i>insubstantial</i> ; add 1 move related to home plane
11	<i>terrifying</i>	strikes fear into the hearts of all who behold it
12	<i>divine</i>	may be <i>planar</i> ; +2 damage, base HP x1.25

illo of monster(s) with unusual behavior

MOVES

How does the creature behave? Write down 3-5 moves which describe characterstic actions the creature may take beyond general logical behavior (attack, defend, flee, etc.).

Incorporate any move suggestions derived from **ADDITIONAL TAGS** (page X), and consider your mental image as you imagine what makes this creature interesting, challenging, and/or different.

Before committing to any moves, you may want to draw inspiration from **DETAILS** rolled on the tables on the next page.

DETAILS

These tables are arranged in alphabetical order. Use whichever you choose, whenever prompts for ideas or descriptions are needed.

ABERRANCE		ABILITY		ACTIVITY	
1	multicephalous	1	bless/curse	1	laying trap/ambush
2	profuse sensory organs	2	entrap/paralyze	2	fighting/at war
3-4	anatomical oddity	3	levitate/fly/teleport	3	prowling/on patrol
5	many limbs/digits	4	telepathy/mind control	4	hunting/foraging
6	acephalous/decentralized	5	mimic/camouflage	5	eating/resting
7	tentacles/feelers	6	seduce/hypnotize	6	arguing/infighting
8	gibbering/babbling	7	dissolve/disintegrate	7	traveling/exploring
9	exudes chaos/blight	8	based on ASPECT	8	trading/negotiating
10	shapechanging	9	based on ELEMENT	9	fleeing/running away
11-12	roll 1d10 twice	10	drain life/drain magic	10	building/excavating
		11	MAGIC TYPE	11	sleeping/unconscious
		12	roll 1d10+1 twice	12	nursing injury/dying

ADJECTIVE		AGE		ALIGNMENT	
1	slick/slimy	1	unborn/nascent	PREVAILING ALIGNMENT	
2	rough/hard/sharp	2	being born/budding	G	L N C E
3	smooth/soft/dull	3	newborn/blossoming	1	g g g g g
4	corroded/rusty	4-6	young/green	2	g g g g l
5	rotten/decaying	7-9	mature/ripe	3	g l l l l
6	broken/brittle	10	old/going soft	4	g l l n n
7	stinking/smelly	11	dead/withered/ancient	5	g l n n n
8	weak/thin/drained	12	dust/pre-historic	6-7	l l n c c
9	strong/fat/full			8	n n n c e
10	pale/poor/shallow			9	n n c c e
11	dark/rich/deep			10	c c c c e
12	colorful			11	c e e e e
				12	e e e e e

ASPECT		COLOR		CONDITION	
1	war/discord	1	white/bright/pale	1	being built/born
2	hate/envy	2	red/pink/maroon	2-4	intact/healthy
3	power/strength	3	orange/peach	5-7	active/alert
4	trickery/dexterity	4	yellow/mustard/ochre	8-9	weathered/tired/weak
5	time/constitution	5	green/chartreuse/sage	10	vacant/lost
6	lore/intelligence	6	blue/aquamarine/indigo	11	damaged/hurt/dying
7	nature/wisdom	7	violet/purple	12	broken/missing/dead
8	culture/charisma	8	gray/slate		
9	luck/fortune	9	brown/beige/tan		
10	love/admiration	10	black/dark		
11	peace/balance	11	metallic/prismatic		
12	glory/divinity	12	transparent/clear		

DAMAGE TYPE		DESIGN		ELEMENT	
1-2	blunt/bludgeoning	1	blank/plain	1	void
4	edged/slashing	2	floral/organic	2	death/darkness
5-6	pointed/piercing	3	circular/curvilinear	3-4	fire/metal/smoke
6	constricting/crushing	4	geometric/triangular	5-6	earth/stone/vegetation
7	poison/toxic	5	asymmetrical	7-8	water/ice/mist
8	acid/dissolving	6	square/rectilinear	9-10	air/wind/storm
9	choking/asphyxiating	7	meandering/labyrinthine	11	life/light
10	ELEMENTAL	8	oceanic/wavelike	12	stars/cosmos
11-12	roll 1d10 twice	9	astrological/cosmic		
		10	balanced/harmonious		
		11	erratic/chaotic/random		
		12	roll 1d10+1 twice		

FACTION		MAGIC TYPE		ODDITY	
1	commoner/peasant	1	necromancy	1	bright/garish/harsh
2	criminal/corrupt	2-3	evocation/destruction	2	geometric/concentric
3	revolutionary/subversive	4	conjunction/summoning	3	web/network
4	military/merc/security	5	illusion/glamour	4	crystalline/glassy
5	religious/theological	6	enchantment/artifice	5	fungus/slimy/moldy
6	craft/guild	7	transformation	6	gaseous/misty/illusory
7	trade/mercantile	8	warding/binding	7	volcanic/explosive
8	labor/industrial	9-10	ELEMENTAL	8	magnetic/repellent
9	nationalist/loyalist	11	restoration/healing	9	multilevel/tiered
10	outsider/foreign	12	divination/scrying	10	absurd/impossible
11	academic/arcane			11-12	roll 1d10 twice
12	roll 1d10+1 twice				

ORIENTATION		TERRAIN		VISIBILITY	
1-2	down/earthward	1	sea/ocean	1-2	buried/hidden/invisible
3	north	2	wasteland/desert	3-6	obscured/overgrown
4	northeast	4-6	lowland/plains	7-9	obvious/in plain sight
5	east	6	wetland/swamp	10-11	visible at near distance
6	southeast	7-8	woodland/jungle	12	visible at far distance
7	south	9-10	highland/hills		
8	southwest	11	mountains		
9	west	12	roll 1d10+1, +ODDITY		
10	northwest				
11-12	up/skyward				

SEIZE BOOTY

When someone searches a creature, stash, or lair for anything of value, they find whatever has already been established and whatever would sensibly be present. Then, they get to make a booty roll to see what else they find.

A creature's booty die (bd) is determined by its **SIZE** (if the creature doesn't use or value material goods) or its **WEALTH** (if it does use or value material goods). A wild predator which collects victims has its own booty die based on its **SIZE**, while each of its victims may be assigned a booty die based on its **WEALTH**.

1d12	CREATURE SIZE	bd	1d12	CREATURE WEALTH	bd
1	<i>tiny</i>	none	1-2	<i>penniless</i>	none
2-3	<i>small</i>	1d4	3-6	<i>poor</i>	1d4
4-9	<i>medium</i>	1d6	7-9	<i>mediocre</i>	1d6
10-11	<i>large</i>	1d8	10	<i>comfortable</i>	1d8
12	<i>huge</i>	1d10	11	<i>wealthy</i>	1d10
			12	<i>fabulous</i>	1d12

To determine the number of booty rolls to make, first roll the creature's booty die and note the result. If the creature is a *boarder*, and a stash or lair is being searched, multiply this number by 2.

Then, roll the booty die again that number of times on the table on page **XX**, referring to the column that describes where the booty is being found. **INHERENT** booty is derived from a creature's body (meat, hide, glands, etc.); **STASHED** booty includes treasure chests and the like. **Remember that a PC searching for booty may always burn 1 Luck to increase any die roll.** Roll on further tables as indicated by **SMALLCAPS** entries.

INTERPRET THE RESULTS

Record the result of each roll as you go. If you feel the need for some descriptive prompts, refer to the **BOOTY DETAILS** tables on page **XX**. Consider the context and nature of the creature as you imagine each piece of booty. As always, you are free to ignore or adjust results that don't make sense.

When interpreting the results of booty roll, consider the following suggestions:

- If the creature is a *construct* or *servant*, use the tags of its master to generate booty.
- If the creature is far from home, add 1 bd of rations that the creature would eat.
- If the creature is *magical*, include one or more strange, possibly magical items.
- If the creature is *divine*, include some sign of worship, blessing, curse, and/or idolatry.
- If the creature is *planar*, include something not of this world.

When you roll the same type of item more than once, feel free to count them as multiples or copies in order to speed up the process. For instance, if you roll an "8" three times on the **GEM** table, you could just say that there are 3 garnets, each possessing the same value.

INHERENT BOOTY

Most wild creatures don't own things or carry treasure around with them. If they possess anything of value, it must usually be gleaned from their remains in the form of food, furs, organs, and the like.

The first time you make booty rolls for a creature using the **INHERENT** column of the **BOOTY** table, the result applies for all future creatures of that type. However, the specific **VALUE** of any **BODY PART** rolled should be rolled fresh each time to reflect its relative quality (see example).

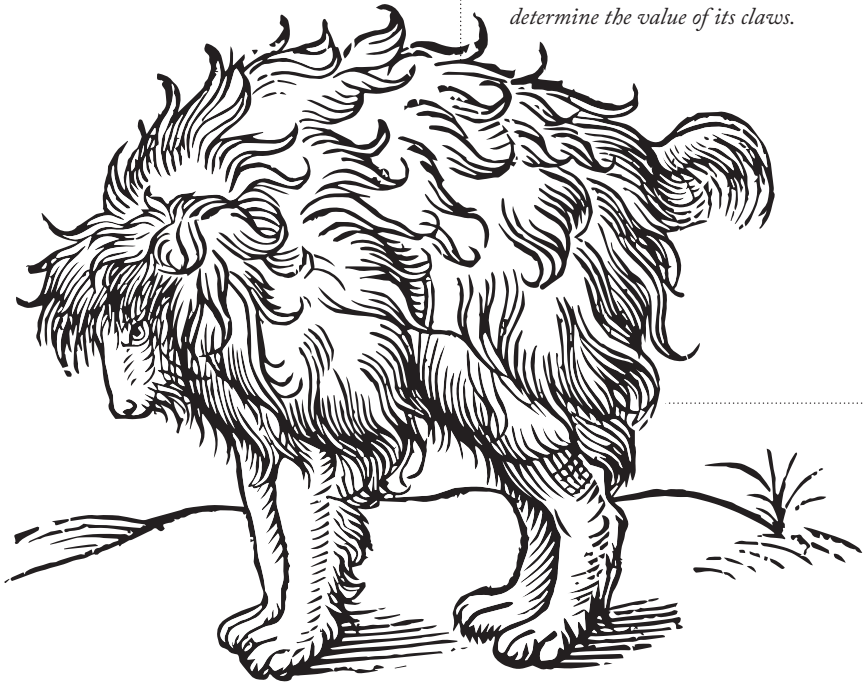
Harvesting a dead creature's useful parts may be routine in some situations, but at times the Judge may rule that it requires special skill and call for a saving throw of one kind or another to do so. A poor result on such a saving throw might result in partial or total loss of the booty, along with other consequences.

EXAMPLE

The first time the party defeats a sheep-lion, I roll its booty die—1d6, because it is a medium-sized creature—and get a 2, which means I need to make 2 separate booty rolls. I roll a 5 ("nutrient worth HP/2 rations") and a 4 ("BODY PART").

The sheep-lion has 9 HP, so I know that up to 5 rations can be harvested from its carcass. For the body part I roll a 7 for PART ("appendage/limb"), a 3 for PROPERTY ("augmentation/offense"), and a 4 for VALUE ("2d10x2 sp"). I decide that the claws of the sheep-lion are valued by the locals as spiky modifications to their hand weapons.

In this instance, I roll 2d10x2 for the value of the appendage/limb and get 34 sp. Whenever a sheep-lion is encountered in the future, I know its body is worth up to 5 rations, but in each case I'll roll 2d10x2 anew to determine the value of its claws.



BOOTY

A creature's booty die (bd) is determined by its **SIZE** (if the creature doesn't use or value material goods) or its **WEALTH** (if it does use or value material goods):

1d12	CREATURE SIZE	bd	1d12	CREATURE WEALTH	bd
1	<i>tiny</i>	none	1-2	<i>penniless</i>	none
2-3	<i>small</i>	1d4	3-6	<i>poor</i>	1d4
4-9	<i>medium</i>	1d6	7-9	<i>mediocre</i>	1d6
10-11	<i>large</i>	1d8	10	<i>comfortable</i>	1d8
12	<i>huge</i>	1d10	11	<i>wealthy</i>	1d10
			12	<i>fabulous</i>	1d12

To determine the number of booty rolls to make, first roll the creature's booty die and note the result. If the creature is a *boarder*, and a stash or lair is being searched, multiply this number by 2.

Then, roll the booty die again that number of times on the table below, referring to the column that describes where the booty is being found. **INHERENT** booty is derived from a creature's body (meat, hide, glands, etc.); **STASHED** booty includes treasure chests and the like. **Remember that a PC searching for booty may always burn 1 Luck to increase any die roll.**

Roll on indicated subtables as needed. Alter, ignore, or re-roll results as you see fit. Always consider the context in which the booty is found and describe it accordingly.

bd	INHERENT	CARRIED	STASHED	IN LAIR
1	nothing of note	nothing of note	currency worth 1d10 sp	currency worth 2d10 sp
2	nothing of note	currency worth 1d10 sp	PERSONAL ITEM x1d4	PERSONAL ITEM x1d6
3	nutriment worth (HP/2) uses of rations	PERSONAL ITEM	TRINKET x1d4	TRINKET x1d6
4	BODY PART	TRINKET	currency worth 2d10 sp	currency worth 4d10 sp
5	nutriment worth (HP/2) uses of rations	currency worth 2d10 sp	GEM x1d4	GEM x1d6
6	BODY PART	GEM	JEWELRY	JEWELRY x1d4
7	nutriment worth (HP) uses of rations	currency worth 4d10 sp	currency worth 6d10 sp	currency worth 10d10 sp
8	BODY PART	JEWELRY	RARITY	RARITY
9	nutriment worth (HP) uses of rations	currency worth 8d10 sp	currency worth 10d10 sp	currency worth (10d10x5) sp
10	BODY PART	RARITY	RARITY	RARITY x1d4
11	-	currency worth 10d10 sp	currency worth (10d10x5) sp	currency worth (10d10x10) sp
12	-	MAGIC ITEM	MAGIC ITEM	MAGIC ITEM

BODY PART

Roll 1d12 for **PART**, 1d12 for the useful **PROPERTY** it possesses, and the creature's booty dice (bd) for **VALUE**. Some body parts may require special effort or skill to harvest properly.

1d12	PART	1d12	PROPERTY	bd	VALUE
1-3	skin/hide/fur/shell	1-2	protection/defense	1-3	1d10 sp
4	blood/ichor	3	augmentation/offense	4-5	(1d10x2) sp
5	internal organ	4	spice/ingredient	6-7	(2d10x2) sp
6	gland/sac/node	5	ink/dye/stain	8-9	(4d10x2) sp
7	appendage/limb	6	narcotic/soporific	10	(8d10x2) sp
8	sinew/muscle/bone	7	perfume/aphrodisiac	11	(10d10x2) sp
9	teeth/tusks/horns	8	decorative/beautiful	12	(10d10x5) sp
10	ears/nose/tongue	9	poison/venom/toxin		
11	eyes/sensory organs	10	curative/restorative		
12	brain	11	spell component		
		12	supply for SPECIALTY		



PERSONAL ITEM

An item rolled here is found in addition to whatever the creature is obviously or sensibly carrying. Roll 1d12 for category and 1d12 for specific item. Set value according to comparable marketplace values.

1-4	CLOTHING	5-8	GEAR	9-12	MISCELLANEOUS
1	notable shoes/boots	1	bedroll/bedding	1	instrument
2	notable trousers/skirt	2	pouch/bag/quiver/vial	2	soap/musk/perfume
3	notable dress/robe	3	rope/cord/chain	3-4	fuel/ammo (1d6 uses)
4	notable tunic/blouse	4	tools/prybar/shovel	5	trap/snare/net
5	notable belt/girdle	5	spirits/wine (1d6 uses)	6-7	lockpicks/key
6	notable gloves/gauntlets	6-7	rations (1d6 uses)	8	note/token/map
7	notable cape/cloak	8	torches/candles/lamp	9	poison/antitoxin
8	notable scarf/wrap	9	healing supplies	10	book/scroll
9-11	roll 1d8, add <i>fine</i>	10	healing potion	11	SPECIALTY kit/tools
12	roll 1d8, add <i>exquisite</i>	11-12	WEAPON (roll 1d4)	12	TRADE GOOD (1d6 wt)

TRINKET

An object of sentimental, and/or material value, small enough fit in a pocket. Roll 1d12 for **FORM**, then creature's booty dice (bd) to determine **MATERIAL** and **VALUE**.

1d12	FORM	bd	MATERIAL	VALUE
1	ornament	1	stone/shell/bone/hair/horn	1 sp
2	miniature	2	wood/ceramic/leather	1d4 sp
3	toy/plaything	3	brass/bronze/iron/tin	1d6 sp
4	puzzle/oddment	4	copper	1d8 sp
5	instrument	5	silver/glass	1d10 sp
6	box/case	6-9	<i>fine</i>	roll 1d4+1 for MATERIAL , multiply VALUE x2
7	locket/keepsake			
8	ring/loop/hoop	10-12	<i>exquisite</i>	roll 1d4+1 for MATERIAL , multiply VALUE x4
9	brooch/pin			
10	charm/amulet			
11	religious/arcane symbol			
12	figurine/likeness			

GEM

Roll creature's booty dice (bd) for **TYPE**, then roll **VALUE** as indicated. Use the rolled value to describe the size and quality of the gem.

bd	TYPE	VALUE
1	<i>flawed</i> ; roll bd+2 for TYPE , multiply VALUE x.25	-
2	<i>uncut</i> ; roll bd+2 for TYPE , multiply VALUE x.5	-
3	quartz/lapis lazuli/malachite/obsidian/turquoise	1d10 sp
4-5	bloodstone/carnelian/citrine/jasper/moonstone/onyx/peridot	(2d10x2) sp
6-7	amber/amethyst/garnet/jade/pearl/tourmaline	(2d10x5) sp
8-9	alexandrite/aquamarine/garnet/topaz	(5d10x5) sp
10-11	emerald/opal/sapphire/ruby	(5d10x15) sp
12	diamond/exotic	(10d10x10) sp

JEWELRY

Roll 1d12 for **FORM**, then creature's booty dice (bd) to determine **MATERIAL** and **VALUE**. Use rolled value to describe the quality of the piece.

1d12	FORM	bd	MATERIAL	VALUE
1	box/case	1-2	copper	1d8 sp
2	locket/keepsake	3	silver	(2d10x2) sp
3	earrings/studs	4	gold	(4d10x5) sp
4	ring	5	silver +GEM (roll bd+2)	(2d10x2) sp +GEM VALUE
5	bracelet/anklet/armband	6	gold +GEM (roll bd+2)	(4d10x5) sp +GEM VALUE
6	brooch/buckle/pin	7-9	<i>fine</i>	roll 1d6 for MATERIAL , multiply VALUE x2
7	belt/girdle/harness			
8	necklace/periapt	10-12	<i>exquisite</i>	roll 1d6 for MATERIAL , multiply VALUE x4
9	scepter/orb			
10	jeweled/gilded ARMOR			
11	jeweled/gilded WEAPON			
12	circlet/tiara/crown			

RARITY

Roll booty dice (bd) for category, then roll further as indicated.

1-3 • TRADE GOOD

bd	TYPE	NOTES	VALUE
1	grain/raw textile	roll bd x2 for total wt	1 sp per 1 wt
2	lumber/stone/ore	roll bd x2 for total wt	2 sp per 1 wt
3	preserved food (rations)	roll bd for total wt	4 sp and 7 uses per 1 wt
4	iron/copper ingots	roll bd for total wt	3/5 sp per 1 wt
5	furs/hides/fabric	roll bd for total wt	(1d4x5) sp per 1 wt
6	pottery/glassware	<i>fragile</i> ; roll bd for total wt	(1d6x5) sp per 1 wt
7	grog/wine/spirits	roll bd for total wt	(1d4x5) sp and 2 uses per 1 wt
8	herbs/spices/tea/tobacco	roll bd x.25 for total wt	(2d10x5) sp per 1 wt
9	monster BODY PARTS	roll bd for quantity	roll BODY PART
10	contraband	roll bd x.25 for total wt	(4d10x5) sp per 1 wt
11	WEAPONS/ARMOR	roll bd for quantity	market value
12	silver/gold ingots	roll bd for total wt	100/500 sp per 1 wt

4-7 • ART OBJECT

1d12	FORM	bd	QUALITY	VALUE
1	box/coffer/chest	1-6	common	(5bd) x5 sp
2	tapestry/hanging/quilt	7-9	<i>fine</i>	(5bd) x10 sp
3	painting	10-12	<i>exquisite</i>	(5bd) x20 sp
4	statue/bust/likeness			
5	carving			
6	cup/goblet/chalice			
7	candelabra/brazier			
8	book/scroll			
9	mirror/hourglass/device			
10	desk/table/shelving			
11	dresser/armoire			
12	chair/settee/throne			

8-12 • MAGIC ITEM

Work out the details by following the guidelines in the next section.

*illo of collection of art objects
and magic items*

FORGE A MAGIC ITEM

Rare objects of wondrous capacity, wrought by obscure means, magic items grant otherworldly abilities those who wield or wear them, regardless of wizardly training.

If you abide strictly by the booty generation tables, only individuals of *comfortable* wealth or greater might possess a magic item, and even then the chances are relatively low.

When you need a magic item for any reason, follow this procedure. Take notes as you go.

- 1 Choose or roll **MAGIC ITEM TYPE** (page X) and note the associated **BASE VALUE**.
- 2 Choose or roll the item's **POWER** (page X) and calculate its **VALUE** accordingly.
- 3 Roll to a **MAGIC ITEM NAME** template (page X).
- 4 Roll each component of the name template using the provided tables (pages XX-XX).
- 5 You now have a name for your item. Does it suit the context and your personal taste? If you don't like it for any reason, re-roll or alter the name until you have something you can work with.
- 6 **Optional:** roll on the **BOOTY DETAILS** tables (page X) of your choice to throw a few more ideas into the pot.
- 7 **Optional:** think about who made the item, and why. If you're inclined, roll up this crafty individual using the NPC tables (*Settlements & Citizens*, page X).
- 8 Consider the item's name, **POWER**, context, and any other details you've written down. Picture the thing. What does it do? How does it work?
- 9 Using the item's **POWER** as a guide, codify its abilities by translating them into one or more moves (see example).
- 10 Edit what you have until you're satisfied.

MAKE IT SPECIAL

In a *Freebooters* campaign, there's no such thing as a "+1 Sword"—nearly every object imbued with arcane power is the one-of-a-kind creation of some mad genius, skilled enchanter, or spellsmith. With the possible exception of "healing potions" and other uncommon (and, frankly, suspect) over-the-counter admixtures, a magic item has hisotry and character. Take this into account as you develop

MAKE IT MYSTERIOUS

Only those versed in arcane lore or possessing a particular sensitivity to the uncanny energies that flow between worlds will be able to discern the properties of a magic item, and even then it may take some study. Everyone else can either choose to avoid tampering with the thing at all, or figure out what it's capable of by trial and error. You are likely to find the latter, less resistable route a consistent source of entertainment.

GIVE IT A DRAWBACK

With great power comes great potential for repercussions only spelled out in the small print. If an item's name or context suggests it might have a downside, fold that into your concept. Certain words (e.g., "Curse" or "Mistake") in a magic item's name might point with heavy hand toward a negative quality, but consider sensible drawbacks to even the most virtuous of appellations. The Sword of the Sun, when held aloft before the dark hordes, might well inflict lasting blindness on friend and foe alike.

MAGIC ITEM TYPE, VALUE & POWER

Choose or roll 1d12 for **MAGIC ITEM TYPE**, determine its **VALUE** as indicated, and roll the owner's booty die (bd) to determine the item's relative **POWER**. Keep this in mind as you work out the details of the item's capabilities.

1d12	MAGIC ITEM TYPE	BASE VALUE
1	SCROLL	10 sp per use (1 use)
2-4	POTION	10 sp per use (1bd uses)
5	GARB	20 sp
6-7	JEWELRY	2bd x5 sp
8	WAND/STAFF/ROD	15 sp
9	WEAPON	market value x2
10	ARMOR/SHIELD	market value x2
11-12	MISCELLANEOUS	1bd x 10 sp

1bd	POWER	VALUE MULTIPLIER	EXAMPLE ABILITIES
1-4	minor	x2	glow brightly, detect alignment, encourage ally
5-7	moderate	x5	burn with holy fire, discern intent, heal wounds
8-9	major	x10	cut metal with ease, control mind, animate dead
10-11	spectacular	x20	destroy fortification, possess army, resurrect
12	legendary	x50	slay a god, ascend celestial throne, live forever

EXAMPLE

*The PCs are planning to explore the flooded cave lair of a giant called the River King. In the porcess of rolling up his treasure, I get 1 magic item. I roll a 9 for **TYPE** and get **WAND/STAFF/ROD**, then a 3 to determine that it has only minor powers. I take the **BASE VALUE** of 15 sp and multiply it by 2: it might fetch 30 sp if they can find a buyer. But what does it do?*

*On the **MAGIC ITEM NAME** table I roll a 7, getting "(The) [ADJECTIVE] [ITEM] of the [NOUN]" as a template. Then it's a roll of 42 for the **ADJECTIVE** "Frozen," 73 for the **NOUN** "Soul," and 100 on the **WAND/STAFF/ROD** table for the **ITEM** "Wand." Plugging those into the template gives me "The Frozen Wand of the Soul," but I like the sound of "Wand of the Frozen Soul" better, so I write that down.*

*I have an idea for a minor effect already, but I decide to roll on a couple of the **BOOTY DETAILS** tables for further inspiration. I roll "dissolve/erode/decay" on the **ABILITY** table, and "illusion/glamor" on the **MAGIC TYPE** table. Okay, it's a minor effect, illusion works with that... and dissolving resonates with frozen because it makes me think of melting. Hmm. After a little more thought, I write up this move for the Wand of the Frozen Soul:*

When you **touch an inanimate object with the Wand**, the object appears to freeze and melt, an illusion which persists until the illusion is tested or until the next sunrise, whichever comes first. For each person you deceive in this way, your soul grows a bit colder; for each 9th person you deceive, you gain a vice reflecting the current state of your soul (replacing an existing trait if necessary).

MAGIC ITEM NAME

Roll 1d12 to determine a template for the item's name, then roll on the tables here and following for each component. “**ITEM**” refers to the specific subtype to be rolled on the relevant **MAGIC ITEM TYPE** table.

1d12	MAGIC ITEM NAME TEMPLATE	1d12	MAGIC ITEM NAME TEMPLATE
1-2	(The) [NOUN] [ITEM]	9	[Name]'s [ITEM]
3-4	(The) [ADJECTIVE] [ITEM]	10	[Name]'s [ITEM] of (the) [NOUN]
5-6	(The) [ITEM] of (the) [NOUN]	11	[Name]'s [ADJECTIVE] [ITEM]
7-8	(The) [ADJECTIVE] [ITEM] of the [NOUN]	12	[WIZARD NAME]'s [NOUN] [FORM]

When you need a name, roll up a **WIZARD NAME** on the **SPELL NAME** table (*Basic Rules*, pXX) or use a name list for your setting.

1d100	NOUN	ADJECTIVE	1d100	NOUN	ADJECTIVE
01	Air	Accursed	18	Earth	Consuming
02	Alacrity	All-Seeing	19	Envy	Crimson
03	Autumn	Arcane	20	Fire	Dark
04	Beast	Befuddling	21	Flight	Dazzling
05	Blood	Binding	22	Foe	Deafening
06	Bone	Bitter	23	Force	Delicate
07	Celestial	Black	24	Fortitude	Demonic
08	Charm	Blazing	25	Fortune	Devastating
09	Agility	Blessed	26	Fury	Devilish
10	Control	Blinding	27	Glory	Dim
11	Cosmos	Bright	28	Gluttony	Draining
12	Darkness	Broken	29	Grace	Dwarven
13	Death	Burning	30	Greed	Eldritch
14	Defense	Capacious	31	Hand	Elvish
15	Deflection	Cerulean	32	Hate	Empowering
16	Destruction	Concealing	33	Healing	Enlightening
17	Dominance	Confusing	34	Health	Ensorcelling

1d100	NOUN	ADJECTIVE	1d100	NOUN	ADJECTIVE
35	Heart	Entangling	68	Sight	Rejuvenating
36	Heroism	Enveloping	69	Silence	Restorative
37	Humility	Excruciating	70	Sloth	Scintillating
38	Ice	Extra-Planar	71	Song	Screaming
39	Ineptitude	Fearsome	72	Sorcery	Shimmering
40	Insight	Flaming	73	Soul	Shining
41	Intellect	Floating	74	Speed	Shivering
42	Invocation	Frozen	75	Spring	Sleeping
43	Invulnerability	Glittering	76	Stars	Slow
44	Judgement	Healing	77	Stone	Splintered
45	Levitation	Hindering	78	Storm	Strange
46	Life	Icy	79	Strength	Stupefying
47	Light	Illusory	80	Stride	Terrible
48	Love	Ingenious	81	Submission	Thirsty
49	Luck	Instant	82	Summer	Thundering
50	Magic	Invigorating	83	Summoning	Transforming
51	Mercy	Invisible	84	Sun	Uncontrollable
52	Might	Invulnerable	85	Swimming	Unseen
53	Mistake	Iron	86	Thunder	Unstoppable
54	Moon	Irresistible	87	Trickery	Untiring
55	Mountain	Liberating	88	Venom	Vengeful
56	Necromancy	Lordly	89	Voice	Vexing
57	Night	Maddening	90	Void	Violent
58	Patience	Magnificent	91	Vulnerability	Violet
59	Poison	Many-Colored	92	Warding	Viridian
60	Power	Mighty	93	Water	Weakening
61	Pride	Most Excellent	94	Weakness	White
62	Puissance	Oozing	95	Wind	Wondrous
63	Resistance	Piercing	96	Winter	Yellow
64	River	Poisonous	97	Wisdom	Weakening
65	Sacrifice	Prismatic	98	Word	White
66	Sea	Radiant	99	Wrath	Wondrous
67	Shadow	Red	100	Zeal	Yellow

illo of enchanter forging magic spear

SCROLL

"Scroll" is a catchall term for any vessel inscribed with arcane runes or glyphs which, when incanted, discharge a specific magical spell. Upon being spoken, the incantation vanishes and the vessel either disintegrates or returns to its mundane state.

To determine the specific spell inscribed on a given scroll, choose one as befits the context, or roll one up using the **SPELL NAME** table (*Basic Rules*, page **XX**).

POTION

An alchemical, apothecarial, or arcane concoction which creates a specific effect in the imbiber.

1d100	ITEM
01-02	Balm
03-04	Brew
05-09	Dust
10-24	Elixir
25-26	Glue
27-36	Oil
37-38	Ointment
39-40	Philter
41-42	Potation
43-73	Potion
74-78	Powder
79-88	Salve
89-90	Sap
91-92	Solution
93-94	Tincture
95-96	Tonic
97-100	Unguent

WAND/STAFF/ROD

Imbued with arcane energy or providing a conduit for same, often found clutched in the hand of a witch or wizard.

1d100	ITEM
01-05	Baton
06-10	Cane
11-15	Crook
16-30	Rod
31-40	Scepter
41-70	Staff
71-75	Stick
76-100	Wand

WEAPON

When tools of death are forged, what thamaturge of ill intent can resist the urge to make them cut more deeply?

1d100	ITEM
01	Ally
02	Arrow(s)
03-07	Axe
08	Bane
09	Battle Axe
10-14	Blade
15	Bludgeon
16	Bolt(s)
17-21	Bow
22	Brand
23	Club
24	Companion
25	Crossbow
26	Cudgel
27	Curse
28-32	Dagger
33	Dart(s)
34	Edge
35	Flail
36	Friend
37	Glaive
38	Great Axe
39	Great Hammer
40	Great Sword
41	Halberd
42-46	Hammer
47	Hatchet
48	Javelin
49-53	Knife
54	Lance
55	Longaxe
56	Longbow
57	Longsword
58-62	Mace
63	Maul
64	Morning Star
65	Nail
66	Pick
67	Pike
68	Quarterstaff
69	Saber
70	Scourge
71	Shortbow
72-76	Shortsword
77	Sling
78	Sparth
79-83	Spear
84	Spike
85-99	Sword
100	Warhammer

illo of heaps of treasure, including items from each category

GARB

An ensorcelled article of clothing, imparting powers upon its wearer.

1d100	GARB	1d100	GARB
01	Apron	66	Jerkin
02	Band	67	Mantle
03-12	Belt	68	Mask
13	Blouse	69	Raiment
14-23	Boots	70-79	Robe(s)
24-28	Cap	80	Sandals
29-33	Cape	81	Sash
34-45	Cloak	82	Scarf
46	Coat	83	Shawl
47	Cowl	84-88	Shoes
48	Dress	89	Skirt
49	Garb	90-93	Slippers
50	Garment	94	Surcoat
51	Girdle	95	Trews
52-61	Glove(s)	96	Trousers
62	Gown	97	Tunic
63	Hat	98	Veil
64	Hood	99	Vestment
65	Jacket	100	Wrap

JEWELRY

An enchanted personal accessory, certainly more than ornamental.

1d100	JEWELRY	1d100	JEWELRY
01-10	Amulet	42	Gorget
11	Anklet	43	Headband
12	Armband	44	Icon
13	Armlet	45	Idol
14-18	Band	46	Locket
19	Bangle	47	Loop
20	Bauble	48	Medallion
21-25	Bracelet	50-59	Necklace
26	Brooch	60	Nosering
27	Buckle	61	Ornament
28	Charm	62	Pendant
29	Choker	63	Pin
30	Circlet	64	Prize
31	Collar	65	Regalia
32-36	Crown	66-95	Ring
37	Diadem	96	Signet
38	Earrings	97	Talisman
39	Figurine	98	Tiara
40	Fillet	99	Treasure
41	Garland	100	Trinket

ARMOR/SHIELD

What smith of honest iron would deign to collaborate with a practitioner of the eldrtich arts?

1d100	ITEM	1d100	ITEM
01	Aegis	53-62	Leather
02	Bastion	63-69	Mail
03-12	Bracers	70	Plate
13	Breastplate	71-75	Scale
14-18	Buckler	76	Shell
19-23	Chainmail	77-94	Shield
24	Defense	95	Skin
25-34	Gauntlets	96	Steel
35	Greaves	97	Vambraces
36	Guard	98	Visor
37-46	Helm	99	Wall
47-51	Helmet	100	Ward
52	Iron		

*shield in foreground,
but part of heap*

MISCELLANEOUS

What wonders may be wrought by a wizard's mind, hands, and mad vision? Their imagination knows no limit, whether it strain upward or down.

1d100	ITEM	1d100	ITEM
01	Bag	51	Key
02	Banner	52	Lamp
03	Barrel	53	Lantern
04	Bed	54	Light
05	Blanket	55	Lock
06	Boat	56	Looking Glass
07	Book	57	Lute
08	Bottle	58	Lyre
09	Bowl	59	Manacles
10	Box	60	Map
11	Bucket	61	Mark
12	Cabinet	62	Mirror
13	Candle	63	Net
14	Carpet	64	Orb
15	Case	65	Phial
16	Cauldron	66	Pillow
17	Chain	67	Pipes
18	Chair	68	Pitchfork
19	Charm	69	Pot
20	Chest	70	Pouch
21	Claw	71	Purse
22	Coffer	72	Quill
23	Cup	73	Quilt
24	Cushion	74	Rope
25	Decanter	75	Rug
26	Drum	76	Rune
27	Ewer	77	Sack
28	Fang	78	Scabbard
29	Finger	79	Shard
30	Flag	90	Sheath
31	Flagon	81	Ship
32	Flask	82	Sigil
33	Flute	83	Skull
34	Fork	84	Sphere
35	Gem	85	Splinter
36	Glass	86	Spoon
37	Glyph	87	Steed
38	Goblet	88	Stone
39	Golem	89	Sundial
40	Gong	90	Symbol
41	Hand	91	Throne
42	Harp	92	Tome
43	Head	93	Tool
44	Heart	94	Tooth
45	Hook	95	Totem
46	Horn	96	Urn
47	Hourglass	97	Vase
48	Jewel	98	Well
49	Jug	99	Wine
50	Kettle	100	Yoke

BOOTY DETAILS

Choose or roll on these tables for inspiration.

ABILITY		ADJECTIVE		ARMOR	
1	bless/curse	1	slick/slimy	1-2	buckler/shield
2	entrap/paralyze/petrify	2	rough/hard/sharp	3	furs/hide
3	levitate/fly/teleport	3	smooth/soft/dull	4-6	leather
4	telepathy/mind control	4	corroded/rusty	7	scale armor
5	mimic/camouflage	5	rotten/decaying	8	chainmail
6	seduce/hypnotize	6	broken/brittle	9	splint armor
7	dissolve/erode/decay	7	stinking/smelly	10	plate armor/exotic
8	based on ASPECT	8	weak/thin/drained	11	roll 1d8+2, add shield
9	based on ELEMENT	9	strong/fat/full	12	roll 1d10, add <i>fine</i>
10	drain/heal	10	pale/poor/shallow		
11	MAGIC TYPE	11	dark/rich/deep		
12	roll 1d10+1 twice	12	colorful		
ASPECT		ELEMENT		ITEM DETAIL	
1	war/discord	1	void	1	dull/worn/broken
2	hate/envy	2	death/darkness	2	rough/hard/sharp
3	power/strength	3-4	fire/metal/smoke	3	utilitarian
4	trickery/dexterity	5-6	earth/stone/vegetation	4	delicate/fragile
5	time/constitution	7-8	water/ice/mist	5-6	design motif (ASPECT)
6	lore/intelligence	9-10	air/wind/storm	7-8	design motif (ELEMENT)
7	nature/wisdom	11	life/light	9	etched/engraved
8	culture/charisma	12	stars/cosmos	10	bright/colorful
9	luck/fortune			11	maker's mark
10	love/admiration			12	mysterious inscription
11	peace/balance				
12	glory/divinity				
MAGIC TYPE		SPECIALTY		WEAPON	
1	necromancy	1	cooking/brewing	1-2	knife/dagger/shortsword
2-3	evocation/destruction	2-3	poison/alchemy	3-4	club/cudgel/mace
4	conjuraton/summoning	4	stealth/espionage	5	staff
5	illusion/glamour	5	cartography/navigation	6	spear/flail/polearm
6	enchantment/artifice	6	travel/transportation	7	axe/warhammer
7	transformation	7	architecture	8-9	sword
8	warding/binding	8	smithing/forging	10-11	sling/bow/crossbow
9-10	based on ELEMENT	9	engineering	12	great weapon/exotic
11	restoration/healing	10	healing/apothecary		
12	divination/scrying	11	divination		
		12	invention/wizardry		

EXAMPLE OF BOOTY GENERATION

I know the PCs are plotting to burgle the home of a merchant in town in order to finance their next expedition, so I decide to prep the contents of the merchant's home between sessions. I've already rolled up the merchant as an NPC:

Faranak Golzar, spice merchant (*chaotic (disruption), orderly, self-pitying, cruel; medium, solitary, intelligent, hoarder*). **HP** 6; **Armor** 0; **Damage** 1d8 scimitar (*close*); **Booty** *wealthy*, 1d10; **Wants** to put competitors out of business; **Moves** ► Make an offer they can't refuse ► Blow spice in their face ► Summon bodyguards.

I start by rolling 1d10 to determine the number of booty rolls to make, roll a 10, and then double that to 20 because Faranak is a hoarder. This spice merchant is loaded! I roll 1d10 twenty times on the BOOTY table, using the IN LAIR column, and get 1, 9, 7, 8, 5, 1, 3, 7, 1, 2, 4, 10, 5, 2, 7, 4, 5, 10, 7, and 2.

The 1s, 4s, 7s, and 9 are all currency, and following the amounts listed I roll a total value of 205 silver pieces, which I assume is in a locked, hidden strongbox.

Each 2 result is 1d6 PERSONAL ITEMS, so I roll 3d6 and get a total of 13 personal items. Further rolls give me two "rope/cord/chain" results, which I interpret as some coils of rope in a storeroom; an exquisite "tunic/shirt/blouse," which I interpret as a deep purple surcoat that Faranak wears for special occasions; 3 uses of "fuel/ammo," which takes the form of lamp oil in a clay jug; two "rations" results, which becomes 12 uses of rations' worth of tasty preserved foodstuffs; "torches/candles/lamp," which I make a brass oil lamp; two "pouch/bag/quiver/vial" results, which I interpret as a shelf of vials used for packing spices; an exquisite "scarf/wrap," a nice shade of red to go with the fancy tunic; an "instrument," which I decide is a dutar, since I've based the local culture on Persia; 1 use of "spirits/wine (1d6 uses)," which I imagine is the kind of wine Faranak imbibes when she's feeling particularly sorry for herself; and "bedroll/bedding," which I decide is a colorful padded quilt she takes with her on longer trade missions. All of this is in addition to the everyday things you would expect to find in a wealthy merchant's home, such as furniture.

The 3 result equates to 1d6 TRINKETS, and I roll 6 of these: 3 copper "puzzle/oddments," each worth 5 sp; a fine silver "toy/plaything" worth 14 sp, a "charm/amulet" worth 7 sp; and a fine copper "locket/keepsake," worth 12 sp. I don't fret the details at the moment, but the puzzles and toy lead me to decide something new about Faranak: she has children.

Each of the three 5s represents 1d6 gemstones, for 14 total. These are a flawed bloodstone (7 sp), 3 pieces of uncut onyx (9 sp each), one jasper (22 sp), 3 garnets (75 sp each), 3 large aquamarines (190 sp each), and 3 beautiful rubies (510 sp each). The less valuable of these will be in the strongbox with the coinage, but the aquamarines and rubies clearly comprise the bulk of Faranak's wealth, so they must be hidden somewhere special.

The roll of 8 is 1d6 items of JEWELRY, and I roll only one. This is a "jeweled/gilded WEAPON," a "sling/bow/crossbow" according to the WEAPON table. Ceremonial or practical? I think it's a prize art piece that Faranak keeps mounted on the wall of her sitting room. Using her booty die, I roll that it is a fine item with gold ornamentation, worth 110 sp.

EXAMPLE (continued)

Finally, I need to generate the details of the three 10s I rolled—RARITIES.

Since Faranak is a spice merchant, I decide right off the bat that one of these is the "herbs/spices/tea/tobacco" entry from the TRADE GOODS table, and rolling further for that entry I get 2 weight units, each of which is worth 75 sp. These spices are packed into a bunch of vials, let's say 15 per unit of weight, which means a given vial might go for 5 sp.

I'll roll to see what the remaining two RARITIES are. I get a 7 and a 5—both ART OBJECTS. The first is a fine "mirror/hourglass/device" worth 390 sp, and the second is a common "chair/settee/throne" worth 110 sp. The latter is obviously a nicely-upholstered seating arrangement in Faranak's sitting room, but what about the first? I like the sound of "device," and given that the merchant appears to sort, measure, and pack spices in her lair, I decide that it's a delicate and finely-calibrated scale, which uses tiny weights of solid gold. I give it the fragile tag, since its mechanism might be easily broken by less-than-careful handling.

To sum up, Faranak's abode holds these riches:

- currency worth 205 sp
- rope, lamp, lamp oil, rations, spice vials, dutar, wine, and quilt worth 56 sp (market prices)
- an exquisite tunic and scarf, together worth 50 sp (market price of exquisite clothes)
- 6 trinkets, together worth 48 sp
- 14 lesser gemstones worth a total of 131 sp
- 3 large aquamarines worth 570 sp total
- 3 rubies worth 1,530 sp total
- 2 weight units of spices, altogether worth 150 sp
- a settee worth 110 sp
- a fine, fragile spice scale worth 390 sp

For a total potential booty value of 3,510 sp.

Quite the haul! For a party of four PCs, this trove could be worth up to 8 XP per character if they manage to stash it all away. I wonder what security measures Faranak has taken to protect it all...