

Hoard Types	Copper	Silver	Gold	Gems	Jewelry	Magic Items
A	25% d6 x 100 30% d6 x 1000	35% 2d6 x 1000 20% 1d4 x 500	25% 1d2 x 100	50% 6d6	50% 6d6	30% any 3
B	50% d8 x 100 25% d6 x 1000	25% 1d3 x 1000 20% 1d4 x 500		25% 1d6	25% 1d6	10% 1 sword, armour or weapon
C	20% 1d12 x 100 30% 1d4 x 1000	10% 1d4 x 500		25% 1d4	25% 1d4	10% any 2
D	10% 1d8 x 100 15% 1d12 x 1000	60% 1d6 x 1000		30% 1d8	30% 1d8	15% any 2 + 1 potion
E	5% 1d10 x 100 30% 1d12 x 1000	25% 1d8 x 1000 25% 1d4 x 500		10% 1d10	10% 1d10	25% any 3 + 1 scroll
F		45% 1d12 x 1000 20% 1d8 x 500	30% 1d3 x 100	20% 2d12	10% 1d12	30% any 3 except weapons + 1 potion + 1 scroll
G		50% 10d4 x 1000	50% 1d6 x 100	25% 3d6	25% 1d10	35% any 4 + 1 scroll
H	25% 3d8 x 100 50% 1d100 x 1000	50% 10d6 x 1000 50% 10d4 x 500	25% 5d4 x 100	50% d100	50% 10d4	15% any 4 + 1 potion + 1 scroll
I			30% 1d8 x 100	50% 2d6	50% 2d6	15% any 1
J	25% 1d4 x 100 10% 1d3 x 1000					
K	30% d6 x 1000	10% 1d2 x 500				
L				50% 1d4		
M		40% 2d4 x 1000	50% 5d6 x 100	55% 5d6	45% 2d6	
N						40% 2d4 potions
O						50% 1d4 scrolls
Indiv. Types	Copper	Silver	Gold	Gems	Jewelry	Magic Items
P	1d4-1 per indiv.					
Q	3d6 per indiv.					
R		d6 per indiv.				
S		2d4 per indiv.				
T			1d6 per indiv.			
U	10% d100	5% d100		5% d4	5% d4	2% any 1
V		10% d100 5% d100 x 1/2	10% 1d10	10% d4	10% d4	5% any 1

## Gem value

<b>d100</b>	<b>Value</b>
1-20	10 silver
21-45	50 silver (or 1 gold)
46-75	100 silver (or 2 gold)
76-95	500 silver (or 10 gold)
96-100	1000 silver (or 20 gold)

## Jewelry value

Value of jewelry is  $3d6 \times 100$  sp. Jewelry can be damaged by extreme heat, lightning bolts, crushing and other rough treatment, which halves the value.