



TREASURE



COPPER COINS



VALUE

D6 copper coins



TREASURE



COPPER COINS



VALUE

2D6 copper coins



TREASURE



COPPER COINS



VALUE

4D6 copper coins



TREASURE



COPPER COINS



VALUE

2D6 × 10 copper coins



TREASURE



COPPER COINS



VALUE

4D6 × 10 copper coins



TREASURE



SILVER COINS



VALUE

D6 silver coins



TREASURE



SILVER COINS



VALUE

3D6 silver coins



TREASURE



SILVER COINS



VALUE

D6 × 5 silver coins



TREASURE



SILVER COINS



VALUE

D6 × 10 silver coins



TREASURE



SILVER COINS



VALUE

2D6 × 10 silver coins



TREASURE



SILVER COINS



VALUE

3D6 × 10 silver coins



TREASURE



GOLD COINS



VALUE

D6 gold coins



TREASURE



GOLD COINS



VALUE

2D6 gold coins



TREASURE



GOLD COINS



VALUE

4D6 gold coins



TREASURE



GOLD COINS



VALUE

D6 × 10 gold coins



TREASURE



GOLD COINS



VALUE

2D6 × 10 gold coins



TREASURE



CHALICE



VALUE

2D6 × 5 gold coins



TREASURE



SILVER BRACELET



VALUE

2D6 × 10 silver coins



TREASURE



GOLD BRACELET



VALUE

2D6 × 10 gold coins



TREASURE



SILVER NECKLACE



VALUE

2D6 × 5 silver coins



TREASURE



GOLD NECKLACE



VALUE

2D6 gold coins



TREASURE



SILVER RING



VALUE

2D6 silver coins



TREASURE



GOLD RING



VALUE

4D6 gold coins



TREASURE



GEMSTONE



DRAGONBANE CORE SET

Roll D6. **1:** glass (worth 2 copper),
2: crystal (worth 10 silver), **3:** emerald
(worth 10 gold), **4:** sapphire (worth
15 gold), **5:** ruby (worth 25 gold),
6: diamond (worth 100 gold)



TREASURE



SILVER BROOCH



VALUE

2D6 × 5 silver coins



TREASURE



GOLD AMULET



VALUE

2D6 × 5 gold coins



TREASURE



CLOTHING



DRAGONBANE CORE SET

Roll D3. 1: boots, 2: cloak, 3: fur.



TREASURE



MELEE WEAPON



DRAGONBANE CORE SET

Roll D6. 1: dagger, **2:** short sword, **3:** short spear, **4:** broadsword, **5:** long spear, **6:** longsword.



TREASURE



MELEE WEAPON



DRAGONBANE CORE SET

Roll D6. 1: handaxe, 2: scimitar,
3: morningstar, 4: parrying dagger,
5: light warhammer, 6: flail.



TREASURE



RANGED WEAPON



DRAGONBANE CORE SET

Roll D6. 1: sling, **2:** short bow, **3:** longbow, **4:** light crossbow, **5:** heavy crossbow, **6:** hand crossbow.



TREASURE



MASTERCRAFTED WEAPON



DRAGONBANE CORE SET

Roll D6. 1: dagger, 2: short sword,
3: battleaxe, 4: broadsword,
5: heavy warhammer, 6: longsword.



TREASURE



ARMOR/SHIELD



Roll D6. 1: small shield,
2: large shield, 3: open helmet,
4: great helm, 5: studded leather,
6: chainmail.



TREASURE



POISON DAGGER



DRAGONBANE CORE SET

Roll for **EVADE**. If you fail, you cut yourself and suffer a Potency 12 poison. **Roll D3** for the type.

1: lethal, **2:** paralyzing, **3:** sleeping.



TREASURE



RUSTY NAIL



DRAGONBANE CORE SET

Roll for EVADE. If you fail, you suffer D6 damage. Armor has no effect.



TREASURE



GRIMOIRE



DRAGONBANE CORE SET

Roll D4 for the school. **1:** animism, **2:** elementalism, **3:** mentalism, **4:** general magic. **Roll D4-I** for the spell rank (0 means magic tricks) and **D4** for the number. The GM chooses or randomized the exact spells.



TREASURE



BOTTLE



DRAGONBANE CORE SET

A **HEALING** roll reveals the contents.

On a failure, the GM rolls in secret.

Roll D6. **1:** lethal poison (Potency 12),
2: sleeping poison (Potency 14), **3:** booze,
4: herbal concoction, **5:** healing potion
(2D6 HP), **6:** healing potion (3D6 HP).



TREASURE



BOOK



Roll D6 for the title: **1:** *Eat or Be Eaten – Plants of the Forest*, **2:** *Grammar of the Dragon Tongue*, **3:** *Ancient Heroes and Villains*, **4:** *Handbook of the Master Carpenter*, **5:** *Beasts of the Cave – An Encyclopedia*, **6:** *Blood, Phlegm and Bile – Master Your Bodily Fluids*.



TREASURE



INSTRUMENT



DRAGONBANE CORE SET

Roll D6. 1: horn, 2: flute, 3: harp, 4: lyre, 5: bagpipe, 6: drum.



TREASURE



TRADE GOODS



DRAGONBANE CORE SET

Roll D6. 1: magnifying glass,
2: spyglass, **3:** perfume, **4:** chess set,
5: playing cards, **6:** marbles



TREASURE



RAT



DRAGONBANE CORE SET

Roll for EVADE. If you fail, you suffer D4 damage. Armor has no effect.