

| Type | TP | Coins | Gems & Jewellery | Special items | Special effects |
|------|-------|---------------------|--------------------|--|--|
| A | 1d10 | ≥ 3 ≠ types | ≥ 2 of each | ≤ 4 of any type | Effect TP cost Examples |
| B | 1d4 | ≥ 1 type | ≥ 1 of each | 1 weapon or armour | Minor 3 <i>demoralise, sicken, daze, burn</i> |
| C | 1d6 | ≥ 2 of cp, sp, gp | ≥ 1 of jew. | ≤ 2 of any type, + 1 potion | Major 6 <i>befuddle, slow, blind, terrify, immolate</i> |
| D | 1d4 | ≥ 2 ≠ types | ≥ 1 of jew. | ≤ 3 of any type, + ≤ 2 potions | Extreme 10 <i>turn to stone, unconscious, freeze solid</i> |
| E | 1d6+1 | ≥ 2 of cp, sp, gp | ≥ 1 of each | ≤ 4 of any type, + 1 scroll | |
| F | 1d8+1 | ≥ 3 ≠ types | ≥ 1 gem + 2 jew. | ≤ 4 of any type (≠ weapon or amour), + ≤ 2 potions or scroll | |
| G | 4d10 | > 10 of gp, 1 of pp | ≥ 2 gems + 3 jew. | ≤ 4 of any type, + 1 scroll | |
| H | 10d10 | ≥ 2 each type | ≥ 3 gems + 7 jew. | ≤ 4 of any type, + ≤ 2 potions and scrolls | |
| I | 3d6 | ≥ 5 of pp | ≥ 2 gems + 3 jew. | ≤ 2 of any type | |
| J | 0* | 3d6 cp | — | — | |
| K | 0* | 3d6 sp | — | — | |
| L | 0* | 3d6 gp | — | — | |
| M | 0* | 3d6 gp | 1 jew. | — | |
| N | 0* | 3d6 pp | — | 1 potion | |
| O | 1d3 | ≥ 1 each of cp + sp | — | ≤ 1 potion or scroll | |
| P | 1d6 | ≥ 1 each of sp + gp | ≥ 1 jew. | — | |
| Q | 1d4 | — | ≥ 1 jew. | ≤ 1 potion | |
| R | 2d10 | ≥ 1 of gp, 10 of pp | ≥ 1 jew. | — | |
| S | 2d4 | — | — | ≥ 2 potions, ≤ 1 scroll | |
| T | 1d4 | — | — | ≥ 1 scroll, ≤ 1 ring, wand or staff | |
| U | 2d10 | — | ≥ 10 jew. + 5 gems | ≤ 1 of any type per PC, ≠ scrolls | |
| V | 2d6 | — | ≥ 5 gems | ≤ 2 of any type per PC, ≠ scrolls | |
| W | 2d4+4 | ≥ 4 ≠ types | ≥ 2 of each | ≥ 1 non-magical spec. item, ≤ 4 of any type | |
| X | 2 | — | — | ≥ 1 potion, + ≤ 2 of any type | |
| Y | 2d6 | ≥ 2 ≠ types | — | — | |
| Z | 2d6+2 | ≥ 2 ≠ types | ≥ 3 of each | ≤ 4 of any type | |

| Bonus | | Bonus | | Static | |
|---------------|---------|-----------|---------|------------|---------|
| to attributes | TP cost | to checks | TP cost | resistance | |
| Bonus | TP cost | Bonus | TP cost | Value | TP cost |
| +1 | 2 | +1 | 1 | 16 | 2 |
| +2 | 6 | +2 | 3 | 18 | 4 |
| +3 | 12 | +3 | 6 | 20 | 6 |
| — | — | +4 | 10 | 22 | 8 |
| — | — | +5 | 15 | 24 | 10 |

| Coins | | | |
|-------|------|------|--------|
| 2d6 | Type | Lot | Weight |
| 2-4 | cp | 1000 | 20 |
| 5-7 | sp | 500 | 10 |
| 8-9 | gp | 100 | 2 |
| 10-12 | pp | 25 | 1/2 |

| Gems | | | |
|--|------|--|--|
| Each is worth 1d100 x 10 gp and weight as a single coin. | | | |
| Agate | 50 | | |
| Alexandrite | 50 | | |
| Citrine | 50 | | |
| Garnet | 50 | | |
| Kunzite | 50 | | |
| Lapis Lazuli | 50 | | |
| Obsidian | 50 | | |
| Quartz | 50 | | |
| Turquoise | 50 | | |
| Aquamarine | 100 | | |
| Aventurine | 100 | | |
| Carnelian | 100 | | |
| Chrysoprase | 100 | | |
| Coral | 100 | | |
| Jade, blue | 100 | | |
| Jade, crimson | 100 | | |
| Jasper | 100 | | |
| Malachite | 100 | | |
| Onyx | 100 | | |
| Opal | 100 | | |
| Peridot | 100 | | |
| Spinel | 100 | | |
| Tanzanite | 100 | | |
| Tiger Eye | 100 | | |
| Amber | 500 | | |
| Amethyst | 500 | | |
| Bloodstone | 500 | | |
| Jade, green | 500 | | |
| Moissanite | 500 | | |
| Moonstone | 500 | | |
| Pearl, white | 500 | | |
| Pearl, black | 1000 | | |
| Tourmaline | 1000 | | |
| Diamond, blue | 5000 | | |
| Emerald | 5000 | | |
| Ruby | 5000 | | |
| Sapphire | 10k | | |
| Topaz | 10k | | |
| Diamond, yellow | 15k | | |
| Diamond, crimson | 20k | | |

| Scaling Spells | | | | | | |
|----------------|--------|----|--------------|-----------|------------|------------|
| Scale | Levels | EP | Range | Area | rd becomes | tn becomes |
| Heroic | 5-9 | 20 | ~ 20 miles | village | turn | hour |
| Epic | 10-14 | 25 | ~ 100 miles | city | hour | day |
| Legendary | 15-19 | 30 | ~ 1000 miles | kingdom | week | month |
| Mythic | 20 | 35 | anywhere | continent | year | decade |

| Meals and drinks | | Cost | Lodging | Cost | Race | Modifiers | Height | Weight | Adult | Lifespan |
|--|--|------|---------------------------------------|------|----------|----------------------|--------|---------|-------|----------|
| Common fare (<i>fish, breads, fruits, cheese</i>) | | 1sp | Common room (<i>floor</i>) | 3cp | Dwarf | +2 CON -2 CHA | 50/49 | 75/71 | 120 | 600 |
| Good meal (<i>meats, vegetables, breads, butter</i>) | | 5sp | 1-person room (<i>floor</i>) | 1sp | Elf | +2 DEX -2 CON | 62/56 | 105/81 | 150 | 1000 |
| Fancy meal (<i>meats, puddings, cold fruits</i>) | | 1gp | 1-person room (<i>bed</i>) | 4sp | Gnome | -2 STR +2 CON | 46/44 | 48/42 | 90 | 350 |
| Beer, mug | | 2cp | 1-person room (<i>furnished</i>) | 1gp | Half-elf | — | 66/58 | 136/92 | 80 | 350 |
| Ale / pale, mug | | 3cp | 2-person room (<i>floor</i>) | 2sp | Halfling | -2 STR +2 DEX | 43/39 | 43/32 | 30 | 95 |
| Lager | | 8cp | 2-person room (<i>bed</i>) | 8sp | Half-orc | +2 STR -2 INT -2CHA* | 70/61 | 180/117 | 12 | 42 |
| Wine / glass, common | | 2sp | 2-person room (<i>furnished</i>) | 2gp | Human | +1 advancement | 69/60 | 165/105 | 18 | 60 |
| Wine / glass, fine | | 2gp | Multiple <i>add cost for each</i> > 2 | | Tanuki | -2 INT +2 CHA | 51 | 64 | 108 | 450 |