

ADVANCED FIGHTING FANTASY



Treasure

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INTRODUCTION

The Advanced Fighting Fantasy core rulebook includes a method for rolling treasure for encounters. This work merely expands on that.

The system that follows can be used to determine treasure per creature, or to save time you can roll coins once for a group and multiply by their numbers. Opponent champions and leaders with higher SKILL might still be rolled for individually.



It is preferable to roll the treasures for each encounter in advance so you can consider where they make sense to be discovered. Magical items in particular might be carefully hidden, although depending on their appearance they may also be hidden in plain sight.

As per the rulebook only humanoids carry treasure with them, otherwise it is secured in the creature's lair. Also Goods are never carried and any other treasures you judge would not be are likewise only found where the creature lives. Unintelligent creatures will not generally gather treasure at all, although the nearby corpses of previous victims may still yield their possessions.

TREASURE GENERATION

To calculate treasure take the SKILL rating of the creature and use that row on Table 1. Where the creature has an intelligence lower than Average deduct 2 from its SKILL and use that row instead. Roll the amounts given for Silver Pieces and Gold Pieces. Where $\frac{1}{2}d6$ is indicated roll 1d6, divide by two and round up.

Next roll 4d6 and refer to Table 1 to see what items, if any, are discovered. If the result is an item, roll again for another with a cumulative -2 on the roll and continue until nothing is found. So if two items have been indicated the roll to see if there is a third is at -4.

Where Goods or Gems & Jewellery are present roll their value using the Items Value from Table 1. Very low values could mean there is spoilage or damage.

Then for Goods roll 1d6 to decide how easily transportable they are, measured in standard item encumbrance units. Five gold pieces worth of goods is a lot more effort to carry than the same value in gems!



Table 1. Treasure

SKILL	Silver Pieces	Gold Pieces	Items Roll 4d6				Items Value	Magic Modifier
			Nothing	Goods	Gems & Jewellery	Magic		
<5	1d6-3	0	4-18	19-20	21-22	23-24	½d6	0
6	2d6-2	1d6-5	4-16	17-18	19-20	21-24	½d6	0
7	4d6-4	1d6-4	4-14	15-17	18-19	20-24	½d6	0
8	½d6x10	½d6	4-12	13-15	16-18	19-24	½d6	+1
9	1d6x10	1d6	4-10	11-13	14-17	18-24	1d6	+1
10	2d6x10	2d6	4-9	10-11	12-16	17-24	2d6	+1
11	3d6x10	3d6	4-8	9-10	11-15	16-24	3d6	+2
12	4d6x10	4d6	4-7	8-9	10-15	16-24	4d6	+2
13	1d6x100	1d6x10	4-6	7-8	9-15	16-24	1d6x10	+2
14	2d6x100	2d6x10	4-5	6-7	8-15	16-24	2d6x10	+3
15>	3d6x100	3d6x10	4	5-6	7-15	16-24	3d6x10	+3

For any magical items roll 4d6, adding the Magic Modifier from Table 1 to the roll. Then compare the result to Table 2 to establish the type it is. Once the type is known the exact item can be chosen or rolled from the rulebook.

Table 2. Magical Items

4d6	Result
4-9	Component
10-13	Sundry
14-15	Potion
16-17	Scroll
18-19	Trinket
20	Curiosity
21-24+	Enchanted



GOODS

Optionally you can also use Table 3 to determine more detail about Goods discovered and similarly Table 4 for Gems & Jewellery. The result has no effect on value or encumbrance but aids in describing the items.

Table 3. Goods Type

1d6	Result
1	Foodstuffs
2	Textiles
3	Statue
4	Skins/Furs
5	Tableware
6	Ironwork

Foodstuffs – Edible products of relatively high value, such as fine bottles of wine, whiskey or brandy, or bags of spices. Note that more standard fare might be found but will be very difficult to transport. Even a firkin (a wooden cask one quarter the size of a barrel) of beer is 40 kg or about 16 standard items! Salted meat or fish weighs less per volume but is more likely to be held in a full size barrel.



Textiles – Quality woven products, likely looted from a merchant. Examples include rolls of patterned cloth (usually linen or wool), clothing, rugs or tapestries. The most expensive items might be rare imported silks, richly embroidered clothing and tapestries of

great artistry. Again large quantities of low quality cloth might be discovered but would be more than the usual 1 to 6 standard items encumbrance.



Statue – Range from figurines to small statues, carved from wood, bone, ivory or stone, or cast in metal. They may be inlaid with gemstones or covered with gold leaf. Valuable statues of life size or even larger are of course possible but will not be carryable by a single character.

Skins/Furs – This may be cured animal hides, worked leather goods such as saddles, parchment for writing, and furs of varying quality. The rarest furs are literally worth their weight in gold.

Tableware – Plates, bowls, jugs, drinking vessels and candlesticks made from rough and fine ceramics, pewter, silver, gilt silver, coloured glass or even solid gold. The finest items will be made by master craftsmen and decorative rather than for use.

Ironwork – Metal implements ranging from tools to weapons or even armour. The Price Lists section of the rulebook can be used to gauge what is appropriate for the value but it should be remembered that is for items of average quality. Low value items will be well used and in poor repair, while high value items will be decorated with engraving, gilding, enamelling and even inlaid with jewels.

GEMS & JEWELLERY

A similar table can optionally be used to provide descriptive detail about the gems and jewellery present. While most will fall into one of these categories any item made of precious metals and stones is a form of jewellery, for example a small, lidded box.

Table 4. Gems & Jewellery Type

1d6	Result
1	Uncut Gemstones
2	Cut Gemstones
3	Ring
4	Earring(s)
5	Necklace/Bracelet/Anklet
6	Brooch/Hairpiece/Headband

Descriptions are not given as the modern use and appearance of each are familiar. An exception is brooches, which are the usual way to fasten clothing such as cloaks in most cultures on Titan.

