

ADVANCED FIGHTING FANTASY



Reasure

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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 the Director 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.



APPENDIX I: POTIONS

Potions are one of the more common magical items to be found in Advanced Fighting Fantasy. Rather than just naming a potion the party has found, the Director may wish to describe how they look, smell and taste. You can of course choose to roll on only some of the tables.

Where the roll is "1d6 & 1d6", two six sided dice are used where one is the first digit of the number and the other the second digit. So a 3 on the first die and a 5 on the second gives 35.

Table 5. Potion Container

2d6	Result
2	Boiled Leather Waterskin
3	Square Metal Flask
4	Oval Metal Flask
5	Round Metal Flask
6	Round Glass Bottle
7	Round Glass Bottle
8	Oval Glass Bottle
9	Round Ceramic Bottle
10	Oval Ceramic Bottle
11	Animal Shape Glass Bottle
12	Hollow Gourd

Table 6. Potion Appearance & Texture

2d6	Result
2	Swirling
3	Luminous
4	Thick
5	Transparent
6	Transparent
7	Cloudy
8	Cloudy
9	Gritty
10	Tingly
11	Bubbles
12	Sparkles

Table 7. Potion Colour

1d6 & 1d6	Result
11	Amber Orange
12	Amethyst
13	Aquamarine Blue
14	Bluish Grey
15	Burgundy Red
16	Charcoal Grey
21	Cinnabar Red
22	Clear
23	Cobalt Blue
24	Cream
25	Crimson Red
26	Cyan Blue
31	Eggshell White
32	Emerald Green
33	Fuchsia Pink
34	Indigo
35	Ivory White
36	Jet Black
41	Lemon Yellow
42	Lilac
43	Lime Green
44	Magenta
45	Mandarin Orange
46	Mauve
51	Peach Pink
52	Rose Pink
53	Saffron Yellow
54	Sapphire Blue
55	Slate Gray
56	Tan Brown
61	Teal
62	Turquoise
63	Ultramarine Blue
64	Umber Brown
65	Vermilion Red
66	Violet

Table 8. Potion Smell

1d6 & 1d6	Result
11	Acrid
12	Alcohol
13	Almonds
14	Apples
15	Ashes
16	Baking
21	Caramel
22	Cinnamon
23	Earthy
24	Fishy
25	Flowery
26	Foul
31	Fragrant
32	Fresh
33	Fruity
34	Grassy
35	Herbal
36	Lavender
41	Licorice
42	Lime
43	Mint
44	Musky
45	Odourless
46	Odourless
51	Odourless
52	Odourless
53	Odourless
54	Odourless
55	Odourless
56	Odourless
61	Odourless
62	Onions
63	Pungent
64	Smoky
65	Sulphur
66	Swampy

Table 9. Potion Flavour

1d6 & 1d6	Result
11	Ash
12	Bitter
13	Caramel
14	Carrots
15	Cherry
16	Cinnamon
21	Foul
22	Fruity
23	Grape
24	Lemon
25	Metallic
26	Mildly Sour
31	Mildly Spicy
32	Mildly Sweet
33	Nutmeg
34	Orange
35	Pear
36	Salty
41	Salty and Sweet
42	Sharp
43	Sour
44	Spicy
45	Sweet
46	Sweet and Sharp
51	Sweet and Spicy
52	Buttery
53	Tart
54	Tasteless
55	Tasteless
56	Tasteless
61	Tasteless
62	Tasteless
63	Tasteless
64	Tasteless
65	Tasteless
66	Vanilla

