

BLOGOFHOLDING'S 5E RANDOM TREASURE GENERATOR

This method grants the same amount of treasure as the DMG, but with smoother increases, more variety, scaling by party size, and support for high/low treasure campaigns.

For treasure hoards, **roll once on this table for each character.**

For hoards of legendary/climactic opponents, roll twice for each character. For monsters without hoards (individual treasure), roll once total.

For each roll on this table: use the line that matches the character's level, with the following modifiers:

-2 for a trivial encounter -1 for an easy encounter +1 for a hard encounter +2 for a potentially deadly encounter

-1 in a low-treasure campaign +1 in a high-treasure campaign

1d100:	1-38	39-48	49-58	59-68	69-78	79-88	89-91	92-94	95-97	98	99	00
level 0-:	none	2d10x100 cp	2d8x100 sp	1d8x100 sp	1d6 10-gp gems	2d12x10 gp	table J	table K	table A	none	none	table F
level 1:	none	1d4x1000 cp	2d4x100 sp	2d10x10 ep	1d8 50-gp gems	2d20x10 gp	table J	table A	table A	none	none	table F
level 2:	none	1d8x1000 cp	2d6x100 sp	2d6x10 gp	1d6 75-gp art	1d6x10 pp	table J	table A	table B	none	table F	table F
level 3:	none	1d10x1000 cp	2d8x100 sp	1d6x100 gp	1d6 50-gp gems	1d8x100 gp	table J	table A	table B	none	table F	table F
level 4:	none	2d6x100 sp	1d10x100 ep	2d120x10 gp	1d6x10 pp	1d4 250-gp art	table J	table A	table C	none	table K	table G
level 5:	none	2d10x100 sp	1d6x100 gp	1d8x100 gp	2d6x100 gp	2d8x10 pp	table J	table A	table B	table K	table F	table F
level 6:	none	2d12x100 sp	1d10x100 gp	1d12x100 gp	1d4 500-gp gems	2d8x10 pp	table J	table A	table B	table K	table K	table G
level 7:	none	1d6x1000 sp	2d10x100 ep	2d6x100 gp	1d8 500-gp gems	1d4 750-gp art	table A	table B	table B	table K	table F	table F
level 8:	none	1d10x1000 sp	2d8x100 gp	2d10x100 gp	1d6 750-gp art	1d6x100 pp	table A	table B	table C	table F	table F	table G
level 9:	none	2d6x1000 sp	2d10x100 gp	1d8x1000 gp	1d8 500-gp gems	1d10 1k-gp gems	table A	table B	table C	table F	table F	table G
level 10:	none	2d6x100 gp	1d8x1000 ep	1d6x1000 gp	2d6 1k-gp gems	1d8x100 pp	table A	table C	table D	table F	table F	table H
1d100:	1-26	27-36	37-46	47-56	57-66	67-76	77-82	83-88	89-94	95-96	97-98	00
level 11:	none	2d10x100 gp	1d6x100 pp	1d8x100 pp	1d12 1k-gp gems	1d2 7500-gp art	none	table K	table C	none	table K	table G
level 12:	none	2d12x100 gp	1d8x1000 gp	1d12x100 pp	2d10x100 pp	1d6 5k-gp gems	none	table A	table C	none	table K	table G
level 13:	none	1d6x1000 gp	2d6x1000 gp	2d8x100 pp	1d10 5k-gp gems	1d4 7500-gp art	none	table B	table C	none	table K	table H
level 14:	none	2d6x1000 ep	2d6x1000 gp	2d8x100 pp	1d8x10 1k-gp gems	1d8 7500-gp art	none	table B	table D	none	table K	table H
level 15:	none	2d6x1000 gp	2d8x1000 gp	1d10x1000 pp	1d10 5k-gp gems	2d6 7500-gp art	none	table B	table D	none	table F	table I
level 16:	none	2d10x1000 gp	1d8x1000 pp	1d10x1000 pp	1d12x10 1k-gp gems	1d6 25k-gp art	none	table C	table E	none	table G	table I
level 17:	none	1d6x10k gp	2d6x10k gp	2d8x1000 pp	2d10x10 1k-gp gems	1d12 25k-gp art	none	table D	table E	none	table H	table I
level 18:	none	1d8x10k gp	2d6x1000 pp	2d10x1000 pp	1d10x10 5k-gp gems	1d12 25k-gp art 1d10x10	table C	table D	table E	table G	table H	table I
level 19:	none	2d6x10k gp	2d10x1k pp	2d12x1000 pp	2d6x10 5k-gp gems	7500-gp art	table C	table D	table E	table H	table I	table I
level 20:	none	2d8x10k gp	2d10x1k pp	1d12x10k pp	1d10x10 5k-gp gems	2d20 25k-gp art	table D	table D	table E	table H	table I	table I
level 21:	none	2d10x10k gp	2d8x10k pp	2d10 25k-gp art	2d10 50k-gp gems	2d20 50k-gp gems	table D	table E	table E	table I	table I	table I
level 22+:	none	2d12x1k pp	2d8x10k pp	2d20 25k-gp art	1d8x10 25k gp art	2d20 50k gp gems	table E	table E	table E	table I	table I	table I

New Tables: Tables A through I refer to the magic item tables on pages 144-149 of the DMG. Tables J and K, for nonmagical equipment, are presented here.

Table J: Minor Equipment (roll d20)

- 1: studded leather armor
- 2: chain shirt
- 3: scale mail
- 4: chain mail
- 5: 1d4 vials of acid
- 6: 1d4 alchemist's fire
- 7: 1d4 antitoxin
- 8: 1d4 books
- 9: bag of caltrops
- 10: 1d4 fine wine, 10gp a bottle
- 11: 1d4 sets of fine clothes
- 12: item enchanted with **magic aura** to seem magical (roll 1d6: 1-2 weapon, 3 armor, 4 ring, 5 wand, 6 amulet)
- 13: climber's kit
- 14: disguise kit
- 15: artisan's tools
- 16: hunting trap
- 17: thieves tools
- 18: 1d4 holy water
- 19: manacles
- 20: basic poison



Table K: Major Equipment (roll d12)

- 1: breastplate
- 2: half plate
- 3: splint armor
- 4: plate armor
- 5: rare book (costs 250gp or more)
- 6: magnificent clothes (cost 250gp or more)
- 7: rare wine/dwarven ale (costs 100gp or more)
- 8: lantern/torch with **continual flame**
- 9: fine musical instrument (costs 200gp or more)
- 10: spyglass or magnifying glass
- 11-12: poison (roll d6: 1 assassin's blood, 2 burnt othur fumes, 3 crawler mucus, 4 oil of taggit, 5 serpent venom, 6 truth serum)