



WFRP RANDOM TREASURE GENERATION

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Fan Material for Warhammer Fantasy Roleplay : Random Treasure Generation

This resource is designed to generate random treasures for encounters in WFRP. Find the slaughter margin of the creature defeated and roll on the tables below to find which treasure sub-table you need to roll on. When numerous creatures have been overcome, then it may be worth moving the slaughter margin up a degree or two and rolling on those tables instead to represent a shared cache of treasures.

It should also be noted that the disgusting table is only likely to be viable for creatures like greenskins, beastmen and the like. Even though a human opponent may have a slaughter margin of very easy, he's unlikely to go in for hauling a mug of puss around with him.

Scaling

The chances of randomly rolling a magical item or potion using these tables are pretty slim. Some people like it this way and some prefer to have more magic in their games. If you want to increase the chances of rolling a magical item (or indeed any of the treasure categories present in this document), then you can adjust the slaughter margin treasure tables. For example, you might want to increase the chances of rolling a 'special' result on the average slaughter margin table. You could drop a couple of instances of knick-knacks, items and valuables and introduce a chance of a special result. Likewise, if you want to restrict special results even further, then simply move the results in the other direction. Alternatively, you could move the slaughter margin up or down a category or two, as was discussed in the introduction for multiple foes. This way, you can customise these tables to best fit your own campaign.

Table 1: Number of Items (roll 1D10)

	Small Haul	Average Haul	Great Haul
1	None	None	1
2	None	None	2
3	None	1	2
4	None	1	3
5	1	2	3
6	1	2	4
7	1	2	4
8	1	3	4
9	2	3	5
10	2	3	6

Table 2: Finds based on Slaughter Margin (roll 1D10)

	Very Easy	Easy	Routine
1	Disgusting	Disgusting	Disgusting
2	Disgusting	Disgusting	Disgusting
3	Disgusting	Disgusting	Knick-knacks
4	Disgusting	Knick-knacks	Knick-knacks
5	Knick-knacks	Knick-knacks	Knick-knacks
6	Knick-knacks	Knick-knacks	Knick-knacks
7	Knick-knacks	Knick-knacks	Item
8	Knick-knacks	Item	Item
9	Item	Item	Item
10	Item	Item	Item
	Average	Challenging	Hard
1	Disgusting	Knick-knacks	Knick-knacks
2	Knick-knacks	Knick-knacks	Knick-knacks
3	Knick-knacks	Knick-knacks	Item
4	Knick-knacks	Knick-knacks	Item
5	Knick-knacks	Item	Item
6	Item	Item	Item
7	Item	Item	Valuables
8	Item	Item	Valuables
9	Item	Valuables	Valuables
10	Valuables	Valuables	Special
	Very Hard	Impossible	
1	Item	Item	
2	Item	Item	
3	Item	Valuables	
4	Valuables	Valuables	
5	Valuables	Special	
6	Valuables	Special	
7	Special	Special	
8	Special	Special	
9	Special	Special	
10	Special	Special	

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Table 3: Disgusting 'Treasures' (roll 1D100)	
01-03	A stained handkerchief
04-06	Several severed toes and/or digits
07-09	A ball of ear wax
10-12	An erotic letter written in the owner's language
13-15	A bag full of excrement
16-18	Toenail clippings sewn onto a leather strap
19-21	Bigoted jokes scribbled on human skin
22-24	A stuffed bird covered in a sweet coating, with several lick marks
25-27	A shrunken head
28-30	A lewd drawing
31-33	Illustrations of torture techniques
34-36	A set of wooden false teeth
37-39	A wooden rod, about 6" long
40-42	A string of Elven ears
43-45	Rats in a stew pot
46-48	A finger bone painted to resemble a snake
49-51	A mouldy and smelly piece of cheese
52-55	Strips of bloody skin
56-58	Slug mash
59-61	A rawhide doll with strategic holes
62-64	A box of fleas or other small invertebrates
65-67	A bag of insects impaled on thorns
68-70	Stained undergarments
71-73	Sweetmeats
74-76	Curdled milk with green scum on the top
77-79	"Rumster's Best Badger Broth"
80-82	A Snotling's snot
82-85	A dozen tongues sewn together to make a monster tongue
86-88	A filleted humanoid stuffed into a sack. Icky
89-91	A glass eye covered in excrement
92-94	A mug of puss from a mutant
95-97	Matted fur that crawls with movement
98-00	A Bestigor's pizzle

Table 4: Knick-knacks (roll 1D100)	
01-03	A stick of chalk
04-06	A ball of coloured wool
07-09	A knobby candle
10-12	A journal written in the owner's language
13-15	A letter to "Herr Magnus" decrying the lack of decent vegetables
16-18	A bag of Wissenland candies
19-21	Seven bird feathers of differing colours
22-24	A badge from Bugman's brewery
25-27	A sewing kit
28-30	A new whetstone
31-33	A recipe for "Madam Hendrich's Fortifying sheep's bladder soup"
34-36	Two rag dolls
37-39	Mug with a painting of Magnus the Pious
40-42	A walking cane
43-45	A one way coach ticket (Four Seasons Coaching House) from Altdorf to Nuln
46-48	A heraldic banner
49-51	A hat pin of tarnished copper
52-55	A wooden set of dice and throwing cup
56-58	Three paintbrushes
59-61	Pamphlet demanding that "The orphanage be given all the city's discarded shoes"
62-64	Scrawled map of a building called "The Drummer's Boudoir" and the name 'Esmerelda' with a heart next to it.
65-67	Token redeemable for a round of cheese at 'Uncle Adolph's Cheese repository'
68-70	Six gambling chips
71-73	A miniature pistol made from soap
74-76	Directions to a Barber-Surgeon in Altdorf
77-79	A piece of fiction in the owner's language
80-82	Some numbers on a grease stained cloth
82-85	A Cathayan finger puzzle
86-88	Dried fruit in a greased bag
89-91	A pomegranate pie
92-94	Wooden figure of a Dwarf with spiky hair
95-97	Lyrics to a song called "Don't crowd the privy door" with a rousing chorus about the joys of the galloping trots
98-00	A shale slate with "Gotrex woz 'ere" scrawled on it in chalk

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Table 5: Items (roll 1D100)					
1	Mail Coif	35	Cutlery, metal	69	Throwing axe/hammer
2	Spirits, bottle	36	Mirror	70	Full plate armour
3	Kettle	37	Tankard, pewter	71	Overcoat
4	3 leaves of parchment & ink	38	Spade	72	Sack
5	Lock Picks	39	Manacles	73	Lantern, storm
6	Healing Draught	40	Lucky charm	74	2 blankets
7	2 water skins	41	Grappling hook	75	Cutlery, silver
8	Rope, 20 yards	42	Saddlebag	76	Musical instrument
9	Sword-breaker	43	Tent	77	Lock, quality
10	Lantern & oil	44	Sleeved mail shirt	78	Crowbar
11	Deck of cards	45	Plate helmet	79	Sledgehammer
12	Bow & 10 arrows	46	Rapier	80	Fish hook & line
13	Hat, simple	47	Dagger	81	Black lotus
14	Leather jack	48	Blunderbuss	82	Religious Relic
15	Rations (1 week)	49	Spear	83	Veteran's hand
16	Gin trap	50	Full mail armour	84	Saddle & harness
17	Trade tools (may be bulky)	51	Perfume	85	Wine, quality
18	Gilded nose	52	Abacus	86	Entertainer's garb
19	Flail	53	Mandrake root	87	Foil
20	Sling	54	Blessed water	88	Buckler
21	Mail Leggings	55	Flask, metal	89	Longbow
22	Cloak	56	Pouch	90	Repeater crossbow
23	1d10 cooking pots	57	Backpack	91	Gunpowder & shot (enough for 10)
24	Disguise kit	58	Uniform	92	20 arrows
25	Writing kit	59	Plate bracers	93	20 bolts
26	Poor item (roll again, that item is of poor quality)	60	Good item (roll again, that item is of good quality)	94	Best item (roll again, that item is of best quality)
27	Grimoire	61	Bola	95	Halberd
28	Antitoxin kit	62	Whip	96	Lasso
29	Robes	63	Pistol	97	Chest
30	Plate bracers	64	Morning Star	98	5 pieces of paper
31	Hand weapon (choose one)	65	Demilance	99	1d10/2 Metal ingots, base
32	Javelin	66	Great weapon	00	Chimera spittle
33	Full leather armour	67	Shield		
34	Scroll/map case	68	Crossbow		

Table 6: Calculating Worth of Valuables			
Slaughter Margin	Worth of Valuable	Slaughter Margin	Worth of Valuable
Average	1d10 x 5 gc	Very Hard	1d10 x 40 gc
Challenging	1d10 x 10 gc	Impossible	1d10 x 80 gc
Hard	1d10 x 20 gc		

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Table 7: Valuables (roll 1D100)

1	Jewelled broach	36	A ladies brocade dress	61	Painting of Verena
2	A book entitled "How to kill Orcs in the Emperor's Service" written by Marshall Koenig	37	"Peering into the abyss" a book by Werner Kesselring about his days as a witch hunter. May be a banned tome	62	Wanted poster for a pattern killer in Marienburg "Wild Willi" with notes on his habits and haunts. Roll value for the reward offered
3	Snuff box inlaid with ivory	38	Ceremonial golden dagger	63	Embalmed daemon's hand
4	A gold handled walking cane	39	Jewelled opera glasses	64	An Elven crafted bow
5	A porcelain mask	40	A golden earring	65	A Kislevite amber cameo
6	"Dead Parrots' Society" a satirical woodcut of great workmanship	41	A sealed pot of 'Imperial Jelly', a food delicacy of the nobility	66	"A View of the Tower" an ethereal painting purported to be of the Tower of Hoerth
7	A lace shawl	42	A coronet	67	Lustrian herbs & spices
8	Letters said to belong to an Elector that detail an infidelity	43	A lyre with frets of pearl and adorned with rare lacquers	68	Genie in a bottle, pickled in vinegar
9	"The Ascension of Sigmar" an oil painting	44	A golden pie dedicated to "The master pie maker"	69	A ring bearing the seal of a noble house of the Empire
10	A large woven rug depicting a bear hunt	45	A puzzle box inlaid with mother of pearl	70	"Moonflowers" a painting by Ludwin van Goth
11-19	Coins, silver shillings	46	A silk handkerchief	71	Antique coins
20	A silver letter opener with an inlaid jet in the handle	47	Ten gold buttons mounted with small rubies	72	A magnifying lens of great power
21	A cut crystal decanter	48	A gold framed mirror	73	A diamond studded choker
22	Sixty charcoal portraits of the churches of the Empire	49	"Temple Tales" bawdy stories from the cloisters	74	A funerary urn painted with dragons
23	The golden hammer of Krutz, an unwieldy Warhammer	50	A chessboard of ebony & ivory with silver pieces	75	Set of gold knuckles (like brass ones, but golden)
24	Golden candelabra	51	A tortoiseshell box	76	Bottle of wine (2402 vintage)
25	An erotic statuette in jade	52	A decorated breastplate	77	Entertainer's garb
26	A set of painted plates depicting scenes from the Battle of Black Fire pass	53	Blueprint for a shipboard engine of war, awaiting patents from the Marienburg Engineers' Guild	78	A ceramic chamber pot decorated with scenes from the infamous song "Don't crowd the privy door"
27	A jewelled scabbard	54	Fencing foil. Jewelled hilt	79	Rapier
28	An ivory back-scratcher	55	A set of golden spurs	80	Buckler
29	An immaculate model ship held within a crystal bottle	56	cameo depicting Magnus the Pious	81	A working model of a steamtank, of Dwarven make
30	A ruby ring	57	An ermine cloak	82	Rich, nobles clothes
32	A lacquered cabinet	58	Tiny ruby slippers	83	A jewelled tiara
33	Original copy of "The Farce in the Fog" by Detlef Sierck. Signed by the great man	59	An astronomical chart featuring illuminations of celestial bodies	84-87	Jewellery such as rings, necklaces, broaches or bracelets
34	A belt made from Manticore skin and stitched with gold leaf	60	An inkpot made from an Orc's tusk and highlighted in silver	88-92	Gems such as ruby, sapphire, semi-precious stones
35	An illuminated prayer book	61	A chunky gold chain	91-00	Coins, gold crowns

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A Note on Special Items

The items on these tables can be found in Realms of Sorcery. If you wish to incorporate items from other sources, feel free to do so.

Table 8: Determining Special Items		
Slaughter Margin	Potions	Magic Items
Hard	1-6 on 1d10	7-10 on 1d10
Very Hard	1-4 on 1d10	5-10 on 1d10
Impossible	1-2 on 1d10	3-10 on 1d10

Table 9: Special Items (roll 1D100)			
	Potions		Magic Items
01-10	One of your own creations or a potion not present in Realms of Sorcery	01-04	One of your own creations or a potion not present in Realms of Sorcery
11-18	Boar's Musk	05-08	All-Seeing Mirror
19-24	Channelpath Potion	09-12	Amulet of Thrice Blessed Copper
25-28	Debauch's Friend	13-16	Arrows of Potency
29-30	Draught of Lizard Limbs	17-20	Black Skull of the Caliph
31-33	Draught of Power	21-24	Boots of Bovva
34-39	God's Spit	25-28	Charm of Hotek
40-49	Hair Tonic	29-32	Dazh's Flint
50-55	Lucidity Tonic	33-36	Doomfire Ring
56-59	Nectar of Beauty	37-40	Elven Cloak
60-65	Potency Draught	41-44	Elf Charm
66-69	Potion of Comeliness	45-48	Fauschlag Ring
70-74	Potion of Pain Denied	49-52	Griffon Claw
75-83	Potion of Perceptive Clarity	53-56	Helstrum's Staff
84-89	Potion of Teeth	57-60	Maid's Charm
90-00	Slimming Liquor	61-64	Orb of Ghrond
		65-68	Power Stone (choose an order)
		69	Runefang
		70-73	Scrivener's Candle
		74-77	Scroll of the Fifth Lore
		78-81	Silver seal
		82-85	Skull Charm
		86-89	Sword of Battle
		90-93	Sword of Justice
		94-97	Talisman Of Ulric
		98-00	Rare spell component of GM's choice