

Rod's Treasure Table for the Forest of Wonders

(2d12, compare the total to the table below)

RESULT	TIER 1 TREASURE (levels 1-4)	TIER 2 TREASURE (levels 5-10)	TIER 3 & 4 TREASURE (levels 11+)
2	Roll twice (rerolling 2 or 24) and choose either result		
3	Ammunition, +1	Ammunition, +2	Ammunition, +3
4	Bag of Holding	Handy Haversack	2x Bag of Holding
5	Sending Stones	Robe of Eyes	Tome of Understanding
6	Necklace of Fireballs (for every 2 levels above 3rd, the necklace gains an extra bead)		
7	Bracers of Archery	Bracers of Defense	Manual of Quickness of Action
8	Wand of the War Mage, +1	Wand of the War Mage, +2	Wand of the War Mage, +3
9	Armor, +1	Armor, +2	Armor, +3
10	2x Ruby of the War Mage	2x Pearl of Power	2x Potion of Growth
11	Spell Scroll: 4th level or below	Spell Scroll: 5th level or below	Spell Scroll: 7th level or below
12	10d4 + 100 gp	12d4 + 150 gp	14d4 + 200 gp
13	4d4 + 100 gp	6d4 + 150 gp	8d6 + 200 gp
14	Potion of Healing (superior)	1d4+1 Potions of Healing (superior)	1d4+1 Potions of Healing (supreme)
15	Potion of Hill Giant Strength	Potion of Frost Giant Strength	Potion of Fire Giant Strength
16	1d4+2 Beads of Force	2d4+3 Beads of Force	Wand of Fireballs
17	Weapon, +1	Weapon, +2	Weapon, +3
18	Staff of the Python	Staff of Healing	Staff of Power
19	Cloak of Protection	Ring of Protection	Manual of Bodily Health
20	Oil of Slipperiness	Potion of Gaseous Form	Potion of Flying
21	Goggles of Night	Immovable Rod	Ring of Spell Storing
22	Ring of Feather Falling	Boots of Flying	Carpet of Flying
23	Bag of Beans		
24	Roll twice (rerolling 2 or 24) and take both results		

* On a roll of 3, 9 or 17, let the adventurer who is given the loot choose the specific basic option (ex: Glaive, Rapier, Greataxe, etc.; **not** "Holy Avenger")