

Treasure Per Level

| Level | Treasure |
|-------|----------------|
| 1 | 750 gold |
| 2 | 1,000 |
| 3 | 1,350 |
| 4 | 1,650 |
| 5 | 2,000 |
| 6 | 3,600 |
| 7 | 5,200 |
| 8 | 6,800 |
| 9 | 8,400 |
| 10 | 10,000 |
| 11 | 18,000 |
| 12 | 26,000 |
| 13 | 34,000 |
| 14 | 42,000 |
| 15 | 50,000 |
| 16 | 90,000 |
| 17 | 130,000 |
| 18 | 170,000 |
| 19 | 210,000 |
| 20 | 250,000 |
| 21 | 4,500 platinum |
| 22 | 6,500 |
| 23 | 8,500 |
| 24 | 10,500 |
| 25 | 12,500 |
| 26 | 22,500 |
| 27 | 32,500 |
| 28 | 42,500 |
| 29 | 52,500 |
| 30 | 62,500 |

Heroic Tier Treasure

1d10 Treasure

| | |
|----|--|
| 1 | 100% gold |
| 2 | 75% gold, 2 potions |
| 3 | 50% gold, 2 potions, 25% gems |
| 4 | 50% gold, 50% ring/bracelet/necklace |
| 5 | 25% gold, 25% gems, 50% ring/idol/bracelet |
| 6 | 50% gems, 50% tiara/necklace |
| 7 | 25% gold, 2 potions, 50% ring/crown |
| 8 | 25% gold, magical item |
| 9 | 50% gold, magical item |
| 10 | Magical item |

| | | |
|-----------------|--------------|--------------------|
| Potions: | Heroic Tier: | Potion of healing |
| | Paragon: | Potion of vitality |
| | Epic: | Potion of recovery |

| | | |
|--------------|--------------|------------------------------|
| Gems: | Heroic Tier: | Amber, amethyst, jade, pearl |
| | Paragon: | Emerald, fire opal, sapphire |
| | Epic: | Diamond, jacinth, ruby |

Art Objects:

Metal ring
Metal ring with gem
Metal bracelet
Metal bracelet with gem
Woven metal and metal bracelet
Metal necklace
Metal necklace with gems
Metal tiara
Metal tiara with gems
Woven metal and metal tiara
Metal crown
Metal crown with gems
Woven metal and metal crown
Metal statuette or idol
Metal statuette or idol with gems

Magical items should be 1-4 levels beyond character level