Treasure

When a character explores ArcWorlde, they might encounter treasure. Looting treasure is an Easy Feat. After successfully looting the treasure roll a D6, consult the table below for what the character finds! If you get an item, the looting Character holds the item. They will drop the item if Knocked Out. Characters holding Small and/or Large Treasure items "cash" them in during the Aftermath, rolling on the appropriate table.

There will be times where a scenario has one or more treasure tokens. These tokens can be used to roll on this chart after the scenario is played. In these cases, results of 1 on the table simply have no effect or reward. Immediately cash in any Small Treasures and Large Treasures that you gain.

Treasure Identification Table

D6	Result
1	Dastardly Trap! The character takes three hits that ignore armor
2	Empty! Whether it was never filled or someone has beaten you to the punch, there is nothing here to loot.
3-5	Minor Horde: There is good treasure here. You gain the Small Treasure (item).
6	A Veritable Trove: You have discovered something very valuable. You gain the Large Treasure (item)

Moxie Points

Bold actions have bold consequences. Warbands that risk entering territories that they know to be highly dangerous do so knowing that there tend to be higher rewards for those capable enough to survive the repercussions. For each point of Danger Level for the territory you are playing the scenario in that exceeds your campaign value, you gain 1 Moxie Point.

Example: A warband with a campaign value of 400 playing in a Danger Level 6 territory will gain 2 moxie points.

You may spend 1 moxie point to do one of the following:
- Add 1 to the D6 you roll on the treasure identification table
- Re-roll the 2d6 when rolling on the Small Treasure or Large Treasure tables.

You may spend your moxie points any which way for the above, such as adding multiple times to one roll or re-rolling multiple times for one small treasure.

Small Treasure

2D6	Result
2	1d3 Arcanite
3-5	1d3-1 Arcanite, 2d6 GP
6-8	50 GP of Common Armory equipment
9-11	5d6x5 gp
12	1 Fine-quality Weapon of your choice

Large Treasure

2D6	Result
2	2d6 Arcanite
3-5	1d6 Arcanite, 1d3x10 GP
6-8	100 GP of Common Armory equipment
9-11	5d6x10 gp
12	1 random Fabled Artefact