

Discover a small dwelling, wherein is a secret hiding place. Within this secret hiding place is a tiny chest. Within the chest will be found 1-D10 coins.

Roll on the following chart for each coin found:

%Roll: Type of coin:

01-35: Copper

36-40: Bronze

41-54: Silver

55-67: Electrum

68-79: White-Gold

80-90: Yellow-Gold

91-00: Black-Gold

Notes:

Each coin will house a spell, which will be as valuable as the spell enchanted into it. If you want to make up a magical spell for each coin, or roll it randomly, do it. If you make up a spell for a coin, attach a value to the spell. The spell enchanted into each coin can be cast by using personal spell-points to cast it, but the one casting the spell must follow the spell's path (i.e., druid, healer, psychic, etc.).