

TOWER OF THE STARGAZER TREASURE CHECKLIST

Use this checklist to track items and treasure found or destroyed.
Appearance, size, effect, and creature stats are listed as necessary.

ENCUMBRANCE

Weight: 100 coins $\cong$ 1pound / $\frac{1}{2}$ kilo

Encumbrance slots: 100 coins = 1 slot

VALUE OF TREASURE

Coin type: The *Lamentations of the Flame Princess* system assumes a silver standard. Value of all treasure is listed in silver.

Coin conversion: 1gp = 50sp = 500cp. 1sp = 10cp.

Variable/unknown value: Many items have no listed value, but may under certain circumstances. These items are marked ?sp.

XP for treasure: 1XP / sp of treasure recovered.

Total value of treasure: 31,405 sp. This total may be different based on items not given a listed value in the module.

TREASURE

AREA 6, SITTING ROOM

☐ Fine china set **50sp/worthless if damaged**

☐ Wine, 4 bottles **100sp ea/worthless if damaged**

1 spoiled & poisonous. Save vs Poison or die.

☐ King & Medusa statue **?sp**

From a famous folk tale. On rollers, moveable.

AREA 8, HEAD SERVANT'S QUARTERS

☐ Unmarked key

Opens doors in Workshop (22) and Storage Area (23)

☐ Argyle Timmons' diary

General household operational info. Final entries reveal Calcidius's nature and decision to flee the tower.

COLUMN SUBTOTAL _____

AREA 12, WIZARD'S QUARTERS

☐ Key to Wizard's Quarters

Opens door to Wizard's Quarters (area 11). Must be removed by pushing through the keyhole in order to get the key or make lock picking possible.

☐ Star Crystal **5,000sp**

Large egg-shaped clear stone. Flawless.

☐ Tome: Communications and Signaling the Beyond **?sp**

Bound in human skin. Full of false information.

☐ Calcidius's Reward **100sp**

Must free Calcidius, will not be allowed to leave with other treasure

AREA 14, FROZEN STORAGE

☐ Cold storage box **?sp**

Large, attached to the wall. Keeps the interior cold. Detects as magic.

☐ Vials of frozen blood, several dozen **?sp**

If opened or broken, blood inside comes alive in 1d6+2 rounds.

Blood Vials: Armor 12, Move 30', 0 Hit Dice (1-4hp), 1 bloody attack doing 1 point of damage, Morale 12. Totally immune to physical attacks. Fire and magical attacks deal damage as normal. Cold attacks freeze it instantly.

AREA 15, STUDY ROOM

☐ Tome: *Surviving the Interorbular Ether.* **?sp**

Info: About outer space and how it is an unfriendly environment for Earth-based life forms. Densely written. Takes 1d4+4 days to read.

COLUMN SUBTOTAL _____

Area 18, Eldritch Library

□ Spell scrolls (random), 4 ?sp

3 first level scrolls, 1 third level.

□ Spellbook 100+?sp

Spells (random): Five 1st level, two 2nd level, one 4th level.

□ Tomes: Books about other worlds, 700 10sp each

Valuable to collectors. Pure fiction.

□ Info scrolls, 200 1sp each

About different types of knots. Actual information.

Area 19, Workshop & Telescope

□ Tome: Flora and Fauna of Necropoli Centauri 250sp

Plant/animal hybrids of Necropoli Centauri. Actual information.

Area 21, “Treasure” Room

□ Idol in glass jar ?sp

If the jar is broken, it turns into a large golem. Returns to idol form and jar reforms around it when nearby living creatures are dead.

Demon Idol Creature: Armor 17, Move 90', Hit Dice 5, 1 claw attack doing 1d8 damage, Morale 12.

Area 22, “Workshop”

□ Beakers of magical liquid, 8 ?sp ea

7 have negative effects. 1 potion of shrinking, lasts 1d4 turns.

Area 23, Storage Area

□ Crates of special bones, hundreds ?sp ea

Bone type determined by random table (p. 23).

COLUMN SUBTOTAL _____

Area 24, Workshop

□ Microscope 500sp/worthless if damaged

□ Vials of blood, 12 ?sp ea

Comes to life if opened. Stats as blood in Area 14.

Area 26, Treasure Room

□ Treasure chest of silver coins.

10,641sp

Weights 60 kilos, 200 coins per kilo. 106 encumbrance slots.

□ Treasure chest of 57,642 copper coins. 5,764sp

Weights 327 kilos, 200 coins per kilo. 58 encumbrance slots.

□ Large pearl 500sp

□ Crystal dice 500sp

□ Narcotic powder, 1 box 500sp

Unknown effects/side effects

REF NOTES:

TOTAL VALUE _____