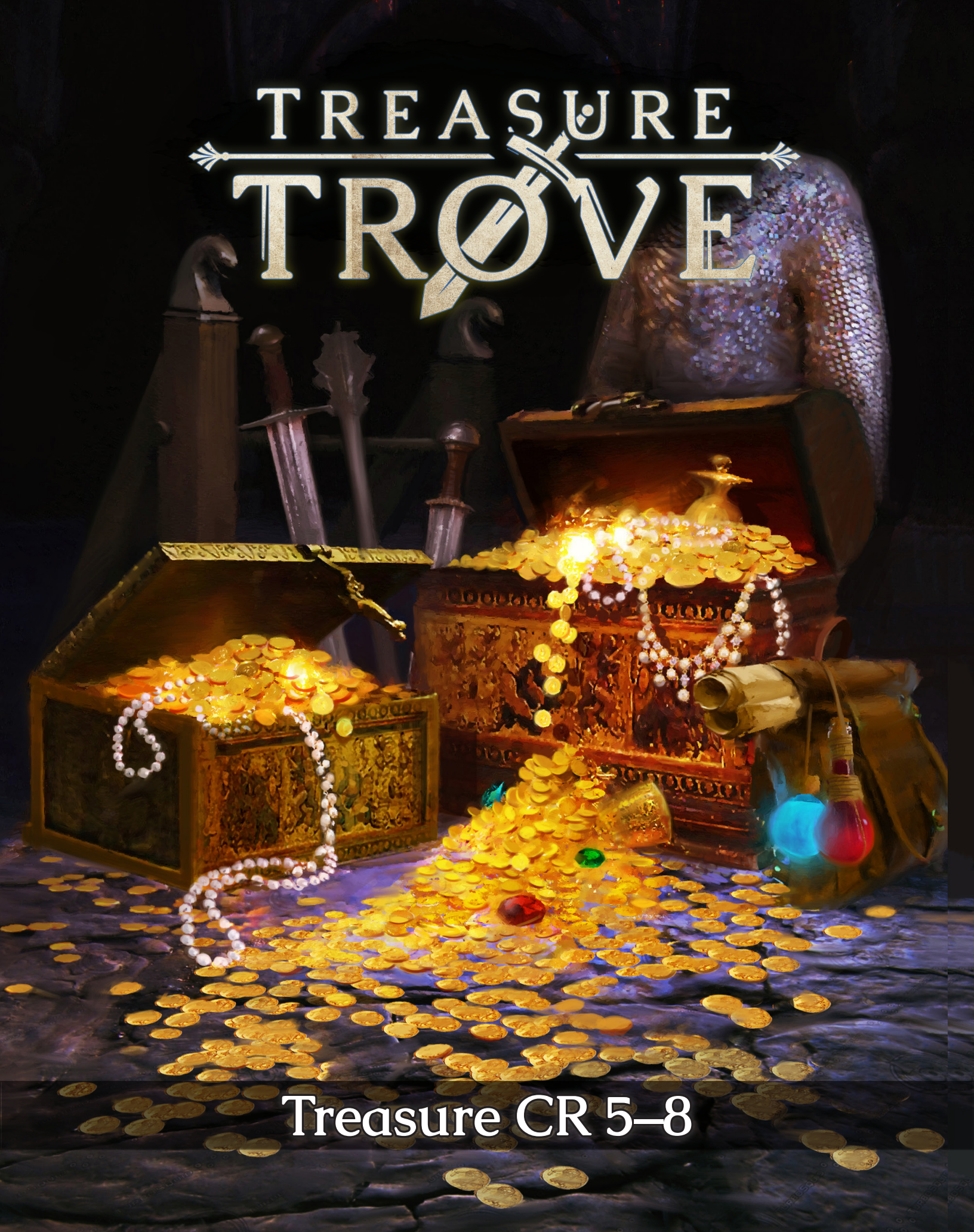


TREASURE TROVE

A detailed illustration of a treasure trove. Two ornate wooden chests are open, spilling thousands of gold coins onto a dark, textured floor. The chests are also filled with pearls and various gemstones. In the background, several swords are propped up against a wall. In the foreground, a glowing blue and red orb sits next to a brown leather bag. The overall scene is dimly lit, with the primary light source being the glowing coins and the orb.

Treasure CR 5–8

INSTRUCTIONS

Reward your players with loot by rolling a d100 to select a table and rolling a d12 to determine the treasure they find. It is up to the GM whether players roll for themselves or the GM rolls for them; magical items are marked by italic text in the parentheses, and players may require an appropriate check (such as Arcana, History, or Religion) to determine their nature, at the GM's discretion.

Depending on the situation or setting, roll the d100 once or several times (for example, looting a particularly tough goblin might yield one treasure result, but finding the goblins' treasury might result in one result per player). To build a hoard, keep rolling until the d12 result is a 12.

When a roll results in a spell scroll, it is up to the GM to pick the spell. Roll a d8 to determine the spell's class: 1: Bard, 2: Cleric, 3: Druid, 4: Paladin, 5: Ranger, 6: Sorcerer, 7: Warlock, 8: Wizard.

When a result lists possible variations, it is up to the GM to decide the specifics; it is recommended the needs or limitations of the party are taken into consideration.

d100	Table
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3-4	Table 2
5-6	Table 3
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TABLE 1

d12	Item(s)
1-6	101 sp
7-9	Four ochre-colored gems worth 12 gp each and a clay flask containing pink, berry-scented liquid (<i>potion of healing</i>)
10-11	Four mismatched, glass flasks sealed with wax, containing a deep crimson fluid smelling of honey (four <i>potions of healing</i>)
12	A set of resplendent, exceptionally dense armor, inscribed with the image of a portcullis (<i>adamantine armor</i>)

TABLE 2

d12	Item(s)
1-6	6 gp, 50 sp and 10 cp
7-9	A climber's kit, thieves' tools, and a small, glass decanter of slate-gray liquid, smelling faintly of wet stone (<i>potion of climbing</i>)
10-11	A thick, peaty sludge contained in a rough clay bottle (<i>potion of hill giant strength</i>)
12	A quiver of arrows, pouch of blowgun needles, quiver of crossbow bolts, or sack of sling bullets that glow faintly with a magical aura (+1 <i>ammunition</i> ; 20 arrows, 50 blowgun needles, 20 crossbow bolts, or 20 sling bullets)

TABLE 3

d12	Item(s)
1-6	140 sp
7-9	6 pp and a hastily scrawled music sheet with lyrics (bard cantrip <i>spell scroll</i>)
10-11	A glass bottle containing a bright green liquid, the cork of which audibly creaks from internal pressure (<i>potion of growth</i>)
12	An unremarkable necklace you find difficult to remember when you glance away from (<i>amulet of proof against detection and location</i>)

TABLE 4

d12	Item(s)
1-6	A bag carrying 16 gp
7-9	Holy water, a morning star, and a rolled-up piece of vellum bearing a temple's mark and a hymn (cleric cantrip <i>spell scroll</i>)
10-11	A cut-glass decanter holding a rich, crimson fluid (<i>potion of greater healing</i>)
12	A black bag that appears to be empty (<i>bag of holding</i>)

TABLE 5

d12	Item(s)
1-6	A small satchel containing 1 pp and 8 gp
7-9	A maul, a glass vial of crimson liquid, and a fine sheet of wood the thickness of paper, with faintly glowing green characters on it (<i>potion of healing</i> , druid cantrip <i>spell scroll</i>)
10-11	A crudely re-corked spherical flask, filled with a gloopy red potion (<i>potion of poison</i>)
12	A small sack covered in coarse, tan fur, with a musty, animal scent (<i>bag of tricks</i>)

TABLE 6

d12	Item(s)
1-6	21 gp
7-9	42 gp, 200 sp, and a gold-leafed scroll printed with the seal of a knightly order (1st level paladin <i>spell scroll</i>)
10-11	An iron flask stamped with a shield, full of a thin potion which smells like a meadow (<i>potion of resistance</i>)
12	A pair of smooth, leather bracers, with silver stitching depicting an elven maiden hunting a deer (<i>bracers of archery</i>)

TABLE 7

d12	Item(s)
1-6	A black gemstone, worth 21 gp
7-9	An explorer's pack containing a folded, dirty paper bearing a symbol marked in charcoal, and a wood flask of dark water tasting of minerals (1st level ranger <i>spell scroll</i> , <i>potion of climbing</i>)
10-11	A skillfully crafted, porcelain bottle in the shape of a leaping fish, the contents of which smell like brine (<i>potion of water breathing</i>)
12	A cloak clasp which, when closed, depicts a figure sheltering from a spell behind a shield (<i>brooch of shielding</i>)

TABLE 8

d12	Item(s)
1-6	12 gp and 103 sp
7-9	A well-marked flask of antitoxin, 12 gp, and a small sack containing a singed roll of paper bearing disturbing writing (sorcerer cantrip <i>spell scroll</i>)
10-11	A tin of white paste, fresh-smelling with a hint of menthol (<i>restorative ointment</i>)
12	An elegant, silver circlet, scorched black around a central, faceted opal (<i>circlet of blasting</i>)

TABLE 9

d12	Item(s)
1–6	20 gp and 36 sp
7–9	Black gems worth 61 gp, and a small, soapstone statuette of a sea creature, carved with a poem (warlock cantrip <i>spell scroll</i>)
10–11	A piece of musical notation interspersed with sketches of a nightingale and marred by a streak of guano (2nd level bard <i>spell scroll</i>)
12	An ivory box carved with intertwining, monstrous forms, containing a set of heavyweight, beautifully illustrated cards (<i>deck of illusions</i>)

TABLE 10

d12	Item(s)
1–6	A carved, ivory lion with gems for eyes, worth 23 gp and 7 sp whole; or 11 gp for each eye
7–9	A holy symbol in an ornate reliquary, a scimitar, 25 gp, and a small, fat, clay pot of a ruby-colored fluid (<i>potion of healing</i>)
10–11	A smooth, elliptical stone, covered in devotional runes (2nd level cleric <i>spell scroll</i>)
12	A pitch-black velvet bag full of incredibly fine, shimmering sand (<i>dust of disappearance</i>)

TABLE 11

d12	Item(s)
1–6	A cracked, gold bust statue of a man, worth 24 gp and 5 sp
7–9	A tattered backpack holding a shortsword, shortbow, and ring mail armor tightly rolled around a slightly curling roll of parchment (wizard cantrip <i>spell scroll</i>)
10–11	The tusk of a large monster, scrimshawed with symbols (2nd level druid <i>spell scroll</i>)
12	A brightly painted, ceramic horn containing a rough sand which smells like parched earth (<i>dust of dryness</i>)

TABLE 12

d12	Item(s)
1–6	21 gp and 54 sp
7–9	Gems worth 60 gp, and an unremarkable roll of paper marked with a few uncommon words (1st level <i>spell scroll</i>)
10–11	A piece of white silk, with hair's-breadth copper wire tracing lines of religious tenets (2nd level paladin <i>spell scroll</i>)
12	A hollow figurine full of dusty sand, which can be poured through its exaggerated nostril holes (<i>dust of sneezing and choking</i>)

TABLE 13

d12	Item(s)
1–6	272 sp
7–9	A shield, chain shirt, and a short, silver rod, around which is rolled a coarse, cloth scroll marked with red ink (1st level <i>spell scroll</i>)
10–11	A turtle shell, daubed with charcoal symbols (2nd level ranger <i>spell scroll</i>)
12	A quiver, engraved with elegant, looping designs, overturned next to an incongruously large pile of scattered ammunition (<i>efficient quiver</i>)

TABLE 14

d12	Item(s)
1–6	28 gp
7–9	Holy water, 12 gp, and a hand-painted playing card with a familiar limerick on it (1st level <i>spell scroll</i>)
10–11	A string of four small, pewter flasks, which contain a caramel-scented brew (four <i>potions of healing</i>)
12	A rough-cut sapphire, from which the sound of whistling wind whispers faintly (blue sapphire <i>elemental gem</i>)

TABLE 15

d12	Item(s)
1–6	A small spool of gold thread on a silver bobbin with gems, worth 28 gp and 9 sp
7–9	A pouch holding 10 gp, a vial of rose-colored syrup, and a sheet of delicately scented, pink paper scrawled with tiny, looping penmanship (<i>potion of healing</i> , 1st level <i>spell scroll</i>)
10–11	A roll of paper covered in spidery writing which seems to shift and squirm together (2nd level warlock <i>spell scroll</i>)
12	A soot-stained, black leather flask, firmly corked, and capped with a stud of black quartz (<i>eversmoking bottle</i>)

TABLE 16

d12	Item(s)
1–6	20 gp, 10 sp and 6 cp
7–9	An explorer's pack containing a spell book, one of the pages bookmarked with an additional sheet of thinner, older, darker paper (1st level <i>spell scroll</i>)
10–11	A stack of papers covered in paranoid ramblings, with one sheet of perfect, genius clarity somewhere in the middle (2nd level wizard <i>spell scroll</i>)
12	A stylish pair of pince-nez, with subtly purple-tinted glass (<i>eyes of charming</i>)

TABLE 17

d12	Item(s)
1–6	21 gp, 8 sp and 6 cp
7–9	6 ingots of gold worth 10 gp each, and a scroll scribbled with odd words, stamped with a sigil depicting a mountain (1st level <i>spell scroll</i>)
10–11	A sheet of musical notation, sealed with golden wax and stamped with the image of a violin (3rd level bard <i>spell scroll</i>)
12	A set of eyeglasses with multiple focal lenses, giving the impression of a many-eyed insect (<i>eyes of minute seeing</i>)

TABLE 18

d12	Item(s)
1–6	3 pp, wrapped in velvet, tied with a silk cord
7–9	A blue gem worth 60 gp, and a sheet of parchment painted in faintly smoking letters (1st level <i>spell scroll</i>)
10–11	A small, votive statue, carved with runes across the back of its spread wings (3rd level cleric <i>spell scroll</i>)
12	A set of severe, straight-edged eyeglasses, resembling the stern gaze of a hawk (<i>eyes of the eagle</i>)

TABLE 19

d12	Item(s)
1–6	23 gp, 6 sp and 7 cp
7–9	Five gems worth 5 gp each, and two rolls of worn parchment bearing mystic words (1st level <i>spell scroll</i> , cantrip <i>spell scroll</i>)
10–11	A round piece of slate, carved with spiraling, faintly glowing symbols (3rd level druid <i>spell scroll</i>)
12	A lump of silver, roughly resembling a hunched, croaking raven (silver raven <i>figurine of wondrous power</i>)

TABLE 20

d12	Item(s)
1–6	A tiara, worth 29 gp, and 7 sp
7–9	A sky-blue gem worth 63 gp, and a spell written on the back of what was once a shipping manifest (1st level <i>spell scroll</i>)
10–11	A thick scroll with brass handles and embossed, golden text (3rd level paladin <i>spell scroll</i>)
12	A pair of dark, steel gauntlets, whose lobstered detailing resembles lumpy, weathered knuckles (<i>gauntlets of ogre power</i>)

TABLE 21

d12	Item(s)
1–6	25 gp, 44 sp and 8 cp
7–9	2 pp, a wax-sealed scroll hung with red tassels under the sigil, and a hip flask containing sweet-smelling liquid (1st level <i>spell scroll</i> , <i>potion of healing</i>)
10–11	A well-worn parchment, with lines of writing resembling a map of the wilderness (3rd level ranger <i>spell scroll</i>)
12	A leather bag containing rough, wool padding, and a large, brilliantly polished blue gemstone (<i>gem of brightness</i>)

TABLE 22

d12	Item(s)
1–6	An inscribed, gem-studded brooch, worth 28 gp, 9 sp and 8 cp
7–9	A filled, silver vial smelling of cranberries, and a clay flask with a paper label depicting a mushroom (<i>potion of healing</i> , <i>antitoxin</i>)
10–11	A roll of parchment with faintly glittering, green writing (3rd level sorcerer <i>spell scroll</i>)
12	A set of round goggles on an adjustable strap, resembling the shining eyes of an owl (<i>goggles of night</i>)

TABLE 23

d12	Item(s)
1–6	27 gp, 29 sp and 8 cp
7–9	A sturdy warhammer, many small gems worth 60 gp, and a flask stamped with the symbol of a pious figure (holy water)
10–11	A thin sheet of lead, curled into a scroll and held shut with an iron nail (3rd level warlock <i>spell scroll</i>)
12	A remarkably ugly hat with a ratty feather protruding from it (<i>hat of disguise</i>)

TABLE 24

d12	Item(s)
1–6	20 gp, 81 sp and 19 cp
7–9	A pouch containing 75 gp stamped with crossed swords, and a wooden, sealed tankard bearing the symbol of a church (holy water)
10–11	A brass scroll tube engraved with a griffon design, containing a roll of thin, stiff paper (3rd level wizard <i>spell scroll</i>)
12	An intricate circlet, whose delicate, branching design resembles a network of nerves (<i>headband of intellect</i>)

TABLE 25

d12	Item(s)
1–6	29 gp and 90 cp
7–9	A tarnished set of chainmail armor, and a keg packed with a porcelain flask of scentless liquid (holy water)
10–11	An earthenware bottle of amber liquid surrounded by insects, which seem drawn to it (<i>potion of animal friendship</i>)
12	An open-faced helmet, embossed with the image of a fish curving from the ear to the jaw (<i>helm of comprehending languages</i>)

TABLE 26

d12	Item(s)
1–6	A large sack containing 3,000 cp
7–9	A discarded longsword, and explorer's pack containing an additional vial of holy water and alchemist's fire
10–11	A neatly folded piece of paper, tied with hempen twine and lightly smoking at the corners (2nd level sorcerer <i>spell scroll</i>)
12	A brightly polished helm, the visor of which depicts a third, staring eye (<i>helm of telepathy</i>)

TABLE 27

d12	Item(s)
1–6	29 gp and 9 sp
7–9	A mottled, gray precious gem worth 80 gp, and a smoky quartz crystal (arcane focus)
10–11	A set of splint armor, made to fit a human child (but could be comfortably worn by a gnome or halfling), and a realistically-painted wooden sword
12	A bright javelin, the air around which crackles with a static charge (<i>javelin of lightning</i>)

TABLE 28

d12	Item(s)
1–6	15 gp, 140 sp and 100 cp
7–9	A small bottle, marked with a fish glyph, whose contents smell of low tide (<i>potion of water breathing</i>)
10–11	A fist-sized chunk of amber containing a large dragonfly, worth 125 gp
12	A battered, old lantern, whose aperture resembles an eye, staring open, or narrowed with suspicion (<i>lantern of revealing</i>)

TABLE 29

d12	Item(s)
1–6	A golden circlet worth 32 gp, 7 sp and 1 cp
7–9	A stoppered flask made of hardened leather, reeking of wet fur (<i>potion of animal friendship</i>)
10–11	A small, mahogany chest containing a neatly-stacked set of tiger's eye dragonchess pieces worth 160 gp
12	A small, but grim, pendant, fashioned in the shape of a head, pulled open by grasping fingers to reveal the brain (<i>medallion of thoughts</i>)

TABLE 30

d12	Item(s)
1–6	30 gp, 6 sp and 1 cp
7–9	A vial of liquid that looks and smells like a strong, earthy liquor (<i>potion of hill giant strength</i>)
10–11	A smooth, leather pouch containing a set of malachite dragonchess pieces worth 160 gp
12	An exceptionally bright shirt of fine mail links; light, supple, but exceedingly strong (<i>mithral armor</i>)

TABLE 31

d12	Item(s)
1–6	310 sp
7–9	A small, clear bottle of what looks and smells like mulched wheatgrass (<i>potion of growth</i>)
10–11	A brooch of black glass in the shape of a bat, which slowly flaps its wings when placed in shadow, worth 150 gp
12	A golden choker, carved with the image of a mongoose battling a cobra (<i>necklace of adaptation</i>)

TABLE 32

d12	Item(s)
1–6	28 gp, 30 sp and 2 cp
7–9	A coin purse with cut straps, containing 5 pp, and a flask of magenta-colored liquid tasting of grapefruit (<i>potion of healing</i>)
10–11	Three blocks of what appears to be stone (in reality, three 50 gp gold ingots disguised with a layer of plaster, one of which has cracked, revealing the ruse)
12	A wine bottle containing a thick, tar-like substance, bearing the label 'NOT WINE!' (<i>oil of slipperiness</i>)

TABLE 33

d12	Item(s)
1-6	36 gp, 3 sp and 2 cp
7-9	An elegant, wire-wrapped glass vial containing a deep purple draught, smelling of melon (<i>potion of greater healing</i>)
10-11	A bolt of emerald silk worth 160 gp once it's dusted off
12	A perfectly spherical pearl, whose colors shift and mingle in the light (<i>pearl of power</i>)

TABLE 34

d12	Item(s)
1-6	22 gp, 70 sp and 3 cp
7-9	A clear vial containing a viscous, green ichor but scentless and labeled with a pleasant sunflower (poison, basic)
10-11	A fragile, clay bottle, four leather flasks, a bundle of 20 arrows, and a pile of papers, one of which is titled 'experiment one', but otherwise blank (alchemist's fire, four flasks of oil)
12	A green, gemstone necklace, fashioned to resemble an unusually friendly troll (<i>periapt of wound closure</i>)

TABLE 35

d12	Item(s)
1-6	15 gp, 100 sp and 600 cp
7-9	A crumpled cap holding 10 gp inside a small trunk filled with other festive items (entertainer's pack)
10-11	A silver chain bearing a small, glass vial filled with an overwhelmingly sweet, red paste (<i>potion of greater healing</i>)
12	A gently fizzing, pink potion in a delicate, glass vial, which smells faintly of a childhood sweetheart (<i>philter of love</i>)

TABLE 36

d12	Item(s)
1-6	A necklace worth 20 gp and two earrings, worth 6 gp each
7-9	A fine magnifying glass, bearing a tiny nameplate reading 'Anton'; the last two characters have been scratched out
10-11	A barbed spear, a dagger attached to a loop of twine, a worn tin full of fishing tackle, a net, and a gold plaque bearing the image of a trout, worth 120 gp
12	A flute fashioned from a thigh bone, whose sound resembles a distant, anguished scream (<i>pipes of haunting</i>)

TABLE 37

d12	Item(s)
1-6	30 gp and 27 sp
7-9	A clean, quilted bedroll, rolled around an hourglass and a plain scroll (wizard cantrip <i>spell scroll</i>)
10-11	A brightly painted dulcimer, two sets of fine clothes (one deep red, the other pale green), a disguise kit, and a set of saucily decorated playing cards
12	A tin whistle, which smells faintly musty and produces too high a note for you to hear (<i>pipes of the sewers</i>)

TABLE 38

d12	Item(s)
1-6	20 gp and 136 sp
7-9	A bottle clearly labeled ' <i>potion of resistance</i> ', and a silver, moon-shaped amulet (holy symbol)
10-11	Four novelty porcelain bottles shaped like soldiers, filled with a sticky, red liquid (four <i>potions of healing</i>)
12	A tatty, heavily patched cloak, whose replacement parts outweigh the original material (<i>robe of useful items</i>)

TABLE 39

d12	Item(s)
1-6	A set of three jeweled, empty potion flasks, worth 11 gp each
7-9	Two scandalously shaped glass flasks, each filled with pink (or purple?) fluid (<i>potion of healing</i>)
10-11	A leather roll of jeweler's tools, a dusty magnifying glass, and a rough chunk of bright blue lapis lazuli and mottled green azurite, each worth 10 gp
12	A knotted length of sturdy rope, coiled as if waiting, like a resting serpent (<i>rope of climbing</i>)

TABLE 40

d12	Item(s)
1-6	344 sp and 100 cp
7-9	A fine sheet of parchment rolled and held closed by a silken thread (2nd level <i>spell scroll</i>)
10-11	A wooden blowgun with a twisting serpent design, a rough bag containing 20 blowgun needles, one glass vial of thick, black liquid, and one of lightly bubbling green (vial of poison, vial of acid)
12	A round shield with a heavy boss depicting a roaring manticore (+1 <i>shield</i>)

TABLE 41

d12	Item(s)
1–6	36 gp and 3 sp
7–9	An unused greatsword and a spell book that has a few doodles in it
10–11	A bright, wooden camel saddle, with attached pack containing a pound of saffron worth 15 gp, merchant's scales and weights worth 5 gp, and a bolt of bright, yellow silk worth 50 gp
12	A pair of delicate, calfskin slippers, whose soles are covered in fine hairs (<i>slippers of spider climbing</i>)

TABLE 42

d12	Item(s)
1–6	10 gp and 272 sp
7–9	What looks to be an impromptu shrine, made of a longbow and studded leather armor, as well as a tumbled little pile of stones and candles
10–11	A burlap sack containing paraphernalia of worship, including a stoppered, clay bottle, a silver ring with a bright symbol, and cloth-of-gold vestments worth 25 gp (priest's pack, flask of holy water, holy symbol)
12	A smooth, coiling staff, faintly iridescent, with the feel of firm, sinuous muscle (<i>staff of the python</i>)

TABLE 43

d12	Item(s)
1–6	38 gp
7–9	An army-issued halberd, scale mail armor, and 25 gp
10–11	A set of dark, padded scale mail made to fit a tall, thin man, a hand crossbow, a plain bedroll and tent, and a large iron coin bearing the image of two crossed knives
12	A thin, leather thong bearing a red agate flecked with black, resembling the wing-case of a ladybird (<i>stone of good luck (luckstone)</i>)

TABLE 44

d12	Item(s)
1–6	An ornate hand mirror, worth 39 gp
7–9	A horseman's shortbow and chainmail shirt
10–11	A collection of small jars and barrels used to brew beer, a set of scales and weights, pouches of wheat, yeast and spices, a copper chalice stamped with a drake and griffon, and a lockbox containing 50 gp and recipe for 'White Dragon Pale Ale'
12	A salt-stained trident, the head of which resembles a glowering deep sea squid with jagged, pointed tentacles (<i>trident of fish command</i>)

TABLE 45

d12	Item(s)
1–6	30 gp and 101 sp
7–9	A jumbled pile made up of a hand crossbow with 20 bolts, atop well-worn ring mail armor
10–11	A leather roll of papers, quills, seals, sealing wax, and bottles of ink, one of which is labeled in a different color and sealed more carefully (diplomats pack, vial of poison)
12	A straight wand of light wood, slightly forked behind the handle (<i>wand of magic detection</i>)

TABLE 46

d12	Item(s)
1–6	A pair of goblets, worth 22 gp each
7–9	A gold-bordered scroll bound with a leather strap (2nd level <i>spell scroll</i>)
10–11	A viciously sharp pike, a set of unadorned chainmail, and a shortsword, all of hobgoblin make
12	A long shard of blue crystal, resembling a blast of magical energy (<i>wand of magic missiles</i>)

TABLE 47

d12	Item(s)
1–6	48 gp
7–9	A small scroll-case holding a mouldering sheet of vellum marked in browned ink (2nd level <i>spell scroll</i>)
10–11	A small, tightly packed backpack containing climbing equipment, 50 ft. of silk rope, a bag of forger's tools, and a heavy, copper bracelet treated to look like gold, worth 50 gp
12	A wand whose handle resembles that of a heavy, wrought-iron key (<i>wand of secrets</i>)

TABLE 48

d12	Item(s)
1–6	520 sp
7–9	A torn belt pouch containing 5 pp and a milky, blue liquid in a simple vial (<i>potion of resistance</i>)
10–11	A fine riding saddle, with large saddlebags containing the necessities for survival in the wilderness, a military shortsword, and a royal decree entitling the bearer to requisition a riding horse
12	A wand crafted from the mummified claw of an enormous spider (<i>wand of web</i>)

TABLE 49

d12	Item(s)
1-6	A small keg stuffed with 560 sp
7-9	A tattered, jeweled animal collar, worth 50 gp, and a corked bottle of amber liquid tasting of rancid fat (<i>potion of animal friendship</i>)
10-11	A trunk containing a fine, maroon doublet and hose, a matching ballgown, a smaller set of each made for children, a vial of cloying perfume, and a perfect, pink pearl worth 100 gp
12	A metal wand with a stylized, ornamental crossguard in the manner of a longsword (+1 <i>wand of the war mage</i>)

TABLE 50

d12	Item(s)
1-6	60 gp folded in fine, gilded paper, worth 1 gp
7-9	Embroidered house-slippers with a silken spider's web pattern sewn into them (<i>slippers of spider climbing</i>)
10-11	A large tapestry depicting a mounted warrior fording a raging river, somewhat threadbare and in need of restoration, worth 150 gp
12	A scimitar with a rich, golden inlay along the blade, depicting a peaceful oasis (+1 <i>weapon</i>)

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