

# The Iron Realm



## Maze Master's Treasure Companion

Name of Maze - \_\_\_\_\_ Treasures are possible at Maze Level(s) - \_\_\_\_\_

For each category of Treasure shown below, list the choices you wish to make available to your adventuring tribe. You may complete one Treasure Companion for each level of your maze OR you may allow one Treasure Companion to pertain to multiple levels within the same maze.

The exact Treasure found can be determined by way of a random roll. Not all creatures possess all Treasures, so consult your notes on creatures as well as the Maze Master's Treasure Chart in order to see what is actually possible in any given case before you roll.

As a more advanced option, some Maze Masters will choose to use the Maze Master's Treasure Companion as just a starting point, allowing the entry rolled here to determine the appropriate Maze Master's Treasure Detailer to consult next (optional).

Special Items are not normally rolled, but can be included at the Maze Master's discretion.

*Consult Chapter 69 of The Iron Realm Podcast for more on Treasures in the Final Realm. Listen or Play! The Choice is up to you.*

Coins / Currency Rate of Exchange	Gems	Jewelry
	1 -	1 -
	2 -	2 -
	3 -	3 -
	4 -	4 -
	5 -	5 -
	6 -	6 -
	7 -	7 -
	8 -	8 -
Mundane	Relics	Special
1 -	1 -	
2 -	2 -	
3 -	3 -	
4 -	4 -	
5 -	5 -	
6 -	6 -	
7 -	7 -	
8 -	8 -	