

Treasure

<b>Bonus</b>		<b>Size</b>		<b>Price</b>			<b>Usable by</b>	<b>Not usable by</b>		<b>Go up a level</b>	
0	1	<i>Big</i>	10	0	4	<b>Sex</b>				<i>Div.</i>	<b>16</b>
1	7	<i>Small</i>	41	100	13	<i>Male</i>	1				
2	8			200	12	<i>Female</i>	1				
3	18			300	12	<b>Race</b>					
4	11			400	22	<i>Human</i>	2				
5	3			500	13	<i>Halfling</i>	3				
4F/2M	1			600	2	<i>Dwarf</i>	3				
2F/4M	1			700	2	<i>Elf</i>	3				
<b>50</b>				800	6	<i>Orc</i>	2				
				1000	1	<b>Class</b>					
				1100	1	<i>Thief</i>	3	1			
				1200	1	<i>Warrior</i>	2	1			
				1300	1	<i>Wizard</i>	3	1			
						<i>Cleric</i>	2				
							<b>25</b>	<b>3</b>			

Door

<b>Level</b>	<b>Nof</b>	<b>Levels gained</b>	<b>Treasures</b>	<b>Monster tweaking</b>	<b>Curse</b>	<b>Race</b>	<b>Class</b>			
1	5	1	1	-5	1	Div.	30	Halfling	4 Thief	4
2	5	1	1	+5	3			Dwarf	4 Warrior	4
3	4	1	1	+10	2			Elf	4 Wizard	4
4	4	1	2					Orc	4 Cleric	4
5	4	1	2	Worse	2			Half-breed	3 Super munchkin	3
6	4	1	2	Disappear	5					
7	4	1	2							
8	4	1	2	Wandering	4					
9	4	1	3		17					
10	3	1	3							
11	3	1	3							
12	3	1	3							
13	3	1	3							
14	3	1	4							
15	3	2	4							
16	3	2	4							
17	2	2	4							
18	2	2	4							
19		2	5							
20	1	2	5							
21		2	5							
22		2	5							
23		2	5							
24		2	6							
25		2	6							
	<b>64</b>									

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